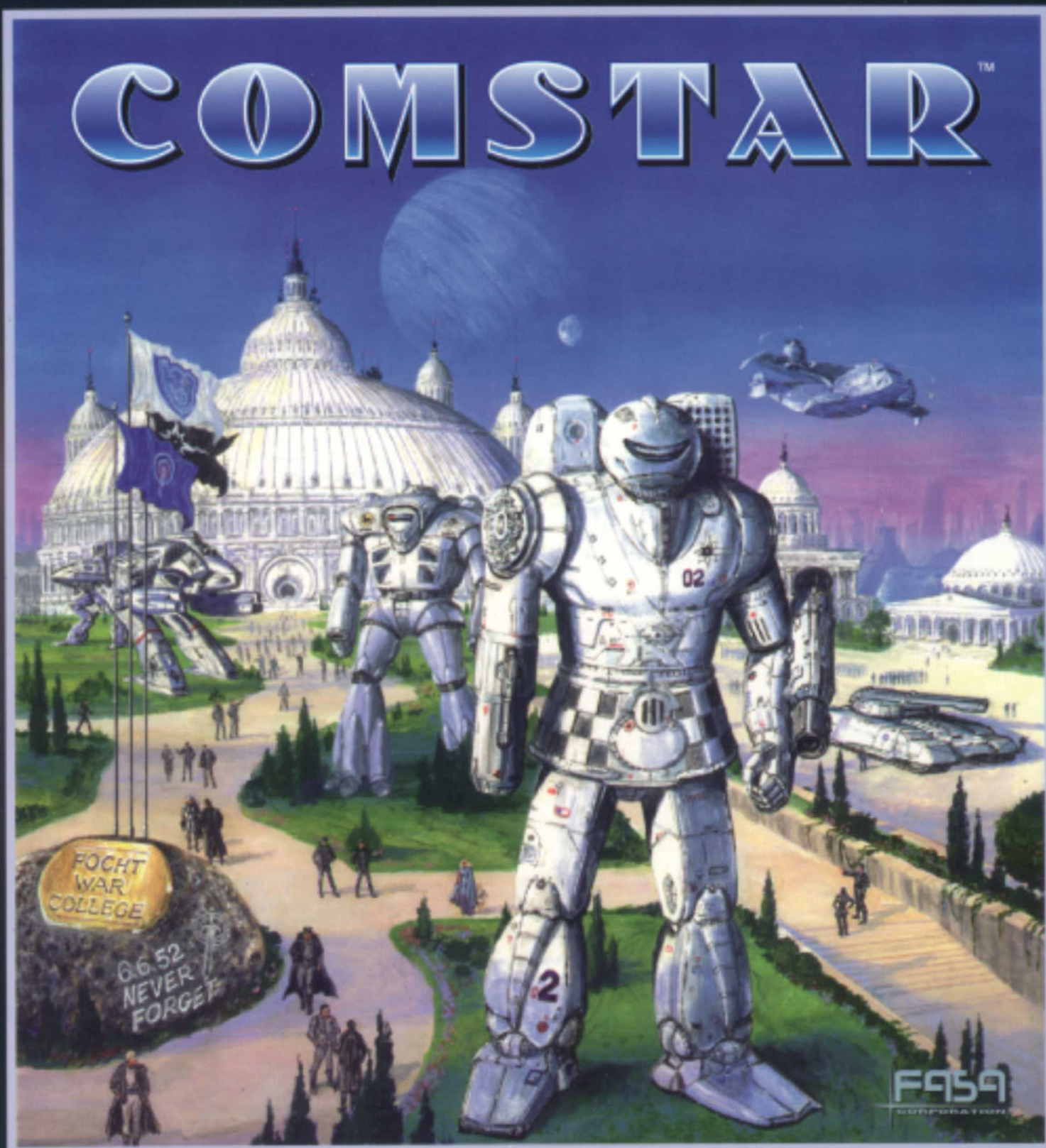


BATTLETECH[®]

★ FIELD MANUAL ★

COMSTAR[™]



FIELD MANUAL: COMSTAR

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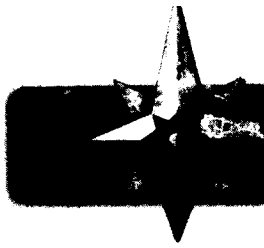


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VOICE OF THE RESISTANCE



Trent Arian grimaced as he looked out of the white-marble building that was his command post. Though at a temperate latitude, summers on this part of Terra could be unpleasantly cold, at least when compared with his homeworld of Otho. However, the cold didn't bother him as much as the continual drizzle. Still, today was a solemn occasion—the ninth anniversary of Primus Waterly's murder at the hands of Anastasius Focht—and the weather seemed appropriate.

Most members of the Word of Blake observed some sort of ritual on this day, but as Precentor Martial of the Word of Blake Militia and military governor of Terra to boot, he had to attend an official memorial service, and Arian hated such "state" duties. Still, the suborbital flight to Hilton Head would give him time to catch up on paperwork, and the forecast was for clear skies and warm temperatures. Thank Blake for small mercies.

Pulling on his cloak, he stepped into the hall to find Precentor Mulvanery, his deputy since the landings back in '58, waiting, already garbed in her formal attire. He grinned. "Keen as ever, Sue."

"You know how much I *love* this town," she retorted. "Such nice weather and so defensible."

He stifled a laugh. This was an age-old game between them. True enough, the city would be a nightmare to fight in, but as a major political and financial center, it made more sense for him to be based here than out at Sandhurst, which was, in any case, only twenty minutes away by VTOL.

"History, Sue, history," he said. "This little island nation once ruled half the world. And that was before iron ships, let alone aircraft or satellites." That, and it was far enough from Blane and St. Jamais' base of power in Geneva. He was a soldier, not a politician, and though he understood the need for maneuvering—and had done his share—their power games sometimes left him cold. *We need a Primus*, he thought, not for the first time since he, the compromise candidate, had begun to rule Terra. *Someone to take a stand and stop the bickering and fratricidal clashes. Still, better survive today's little tête-à-tête first.*

Security troops fell into step alongside Arian and Mulvanery as they walked toward the large oak doors. After two years of hunting them down, the Com Guard resistance still remained a major problem, and in recent months their activities had escalated. Military compounds were bombed and Blakist administrators assassinated. There had been two attempts on Arian himself, though neither had stood any real chance of success. However, it paid to be cautious, and in addition to the security goons, he had replaced his ground-car with a model that could—it was claimed—withstand autocannon fire. *I have no desire to test it, though*, he thought.

A quick walk down the steps, security personnel ever-vigilant, and the two officers were safely ensconced in the cavernous rear of the vehicle. A man of simple tastes, Arian thought the luxurious appointments of the vehicle a little too ostentatious, though it did have its uses. *May as well enjoy it*, he thought.

As the close-escort team settled into their seats in the front compartment, the vehicle pulled away smoothly, flanked by motorcycle outriders. As the vehicle sped down the tree-lined boulevard, Mulvanery leaned forward. "Drink?"

"You're a bad influence, but you twisted my arm," Arian said. "Not the Glengarry Black Label, though." The edge of a smile twisted his lips. He sighed and relaxed back into the leather upholstery, noting his XO's matching grin as she opened the drinks cabinet. They both gasped as they saw the note within. Though the message it bore was only one line, its very presence spoke volumes. A fraction of a second later, the note's contents were rendered irrelevant as the car transformed into an expanding ball of flames and shrapnel.

INTRODUCTION

To: First Lord Theodore Kurita, Imperial City, Luthien
From: Precentor Martial/Commanding General Victor
Steiner-Davion, Focht War College, Tukayyid
Subject: Military readiness report

Theodore,

When I accepted the council's offer to become head of the Star League Defense Forces at last November's council session on Tharkad, I knew I faced a major task. I commissioned the forces under Star League command to provide a readiness report akin to the one you commissioned for the DCMS four years ago. At the same time, my people in ComStar compiled a similar report on Com Guard forces, as did our allies in the Free Rasalhague Republic. These reports are now complete, and I have attached them for your reference.

The Word of Blake material you forwarded last month was a surprising addition to the briefing document. I can only believe they are attempting to demonstrate their willingness to cooperate with the Star League in hopes of winning representation on the council, either as full members or as observer-members like ComStar. My intelligence people have attempted to verify the information, and though they have been able to confirm little, they have found nothing that would challenge the veracity of the report. However, something about it prompts me to urge caution. Despite their seeming amiability, I do not trust either William Blane or Cameron St. Jamais. At first I put this down to the antipathy between ComStar and the Word of Blake—our troops keep butting heads in the Chaos March, and they persist in tampering with our communications, inserting sayings attributed to Jerome Blake being their current favorite—but something doesn't tally. We think they're coded messages, but we haven't cracked the encryption yet. However, I can't quite put my finger on it. Maybe it's the speed of their expansion. My intelligence people believe that increasing their operational strength to ten divisions is at the upper end of what they could achieve in four years, even with defections from the Com Guard and Thomas Marik's generosity. Unless they have found Amaris' lost treasure, I believe they must be close to bankruptcy, which is likely another motive for their current rapprochement with the Star League.

While on the subject of rapprochement, the Nova Cat forces pose an interesting problem. I know their Touman has clashed with your own military, and the formation of the Irece Prefecture seems the best solution, as does making your son liaison. However, I would urge caution in your dealings with the Nova Cats. Their landholdings are from you in your capacity as Coordinator, but Biccon Winters assures me their first loyalty is to the Star League and the First Lord, not the Combine. As such, I can see more trouble when the position of First Lord

changes again. Something that is not in the document but has become clear in my conversation with Winters is that not all the Nova Cats believe their leaders were right to side with the SLDF in Bulldog and on Huntress. These "hard-liners," for want of a better word, appear to be gathering in their own communities on Irece's Elmina continent and could, if unchecked, pose a major security risk to your interests.

*****Transmission Altered*****

"I seek the truth in Blake's Wisdom."

*****Alteration Ended*****

Rasalhague also poses an interesting problem. Since they have become reliant on ComStar for protection since the invasion, their recent militancy is worrying and could pose problems for both the Star League and ComStar. I can see their new Prince pushing for the withdrawal of foreign troops, but I don't believe they can stand against the Clans, especially the Ghost Bears given the situation with Ragnar. Nor could they stand against Katherine's troops or, dare I say it, your own. If we're not careful we could have another situation on our hands, this time so confused it would make St. Ives look like a picnic.

Which brings me to Sun Tzu's private little war. His abuse of member-state forces to kick off bloody war with Candace's people hasn't earned him any friends, but it has already cast doubts on the institution of the SLDF. People wonder if we'll become nothing more than a tool for the First Lord to use to benefit his own people rather than the Star League as a whole. As for St. Ives itself, I'm not entirely sure what can be done to calm things down. History has shown that such interfamily disputes—St. Ives is a sovereign nation, so this isn't a civil war, no matter what Sun Tzu or Katherine says—are always the bloodiest, and I fully expect things to get worse before they get better.

I have two Com Guard divisions in the area plus some true SLDF troops, but this is about the most I can deploy without calling for a council vote, which is an awkward proposition. Even with Katherine allowed only a single vote, things could go the wrong way. Despite events earlier this month, Katherine, Thomas, and Sun Tzu form one block, and yourself and Candace another. Månsdotter would probably vote with you since he's pro-independence, but as he's only been in office a short while I wouldn't like to rely on him to give us a stalemate and thus allow ComStar the deciding vote. The only other options that spring to mind are to break Sun Tzu's alliance or to restructure the council. Actually, they could be done at the same time, but that in turn requires a vote of the existing members. As you know, I overstepped my authority somewhat in this area, and I have had to scale back operations before they threaten my position.

INTRODUCTION



My suggestion is this: allow the Magistracy of Canopus an independent seat on the council, but make this conditional on their withdrawal from the St. Ives conflict by the end of the year. This gives Sun Tzu another supporter on the council, but this can be counterbalanced by bringing in the Nova Cats, who will likely side with the Combine. Katherine will not be happy, especially as it sets a precedent that might allow Morgan Kell or Phelan voting rights—after all, the Arc Royal Defensive Cordon is as independent as the Irece Prefecture—but Sun Tzu will

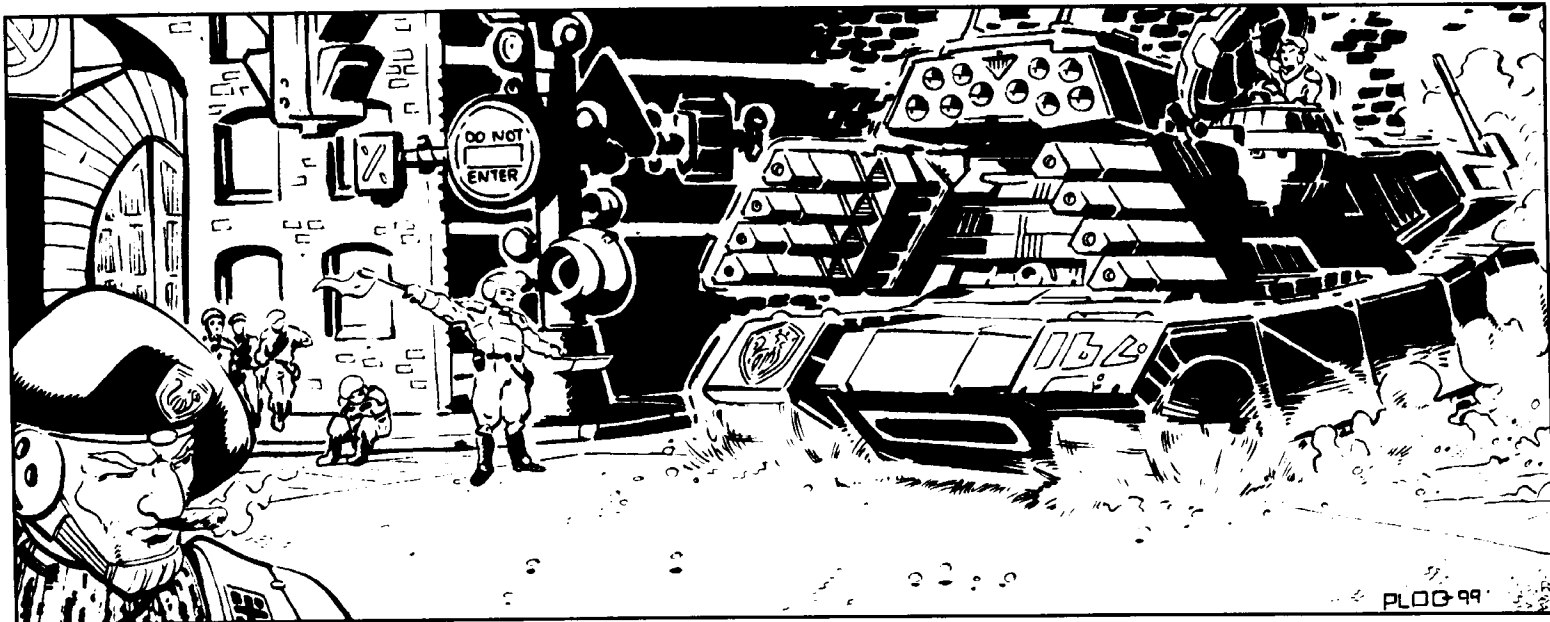
want Canopus' extra vote, since it is more secure than Katherine's or Thomas'.

Anyway, I'd better leave it at that. I've gone on far longer than I intended.

Regards,

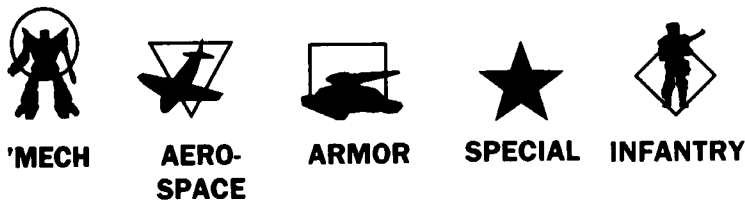
Precentor Martial,
Victor Steiner-Davion
Commanding General, SLDF
24 April, 3062

COMSTAR AND SLDF ROSTERS



The following sections describe the military history and current status of units associated with the Star League, ComStar, Word of Blake, and Free Rasalhague Republic. They include common practices, outstanding officers, force strength, and details of their relationships with other groups. The organizational standards vary by unit, but the forces have been loosely grouped with appropriate introductory material. For example, the Nova Cat forces have an introduction that reflects their Clan origins and structure, while the Word of Blake Militia and Com Guard, with common origins, share an introductory section.

Each type of unit is indicated by one of the following symbols, but it should be noted that combined arms dominate the Light Horse, Nova Cat, Com Guard, and Word of Blake structures; thus, such icons indicate the dominant force in the unit.



The description for each unit contains details of its size and quality as well as its perceived loyalty to the political leadership.

The quality rating of a unit is an estimation of its overall skill and combat experience, determined by a review of past performance and expectations based on the current equipment and personnel make-up. Units with high quality ratings can be expected to perform consistently better than those with lower

ratings, though specific conditions may bias the outcome of an engagement and thus these ratings are not infallible. The standard quality ratings are Green, Regular, Veteran, and Elite. Green denotes units that are predominantly composed of new recruits or inexperienced soldiers. Such units are often training units or else lack combat experience. Regular units comprise troops of average abilities—competent soldiers with some combat experience—and form the bulk of troops in Inner Sphere units. However, in Clan Nova Cat such units are regarded as below average. Veteran units comprise troops who have survived numerous battles and are thus familiar with the requirements of modern warfare. Such units are well-regarded in the Inner Sphere, though they are considered “the norm” in Clan Nova Cat. Elite units contain the most highly trained, experienced, and knowledgeable troops and are highly regarded.

Loyalty ratings mean different things in different units. In Clan Nova Cat it represents loyalty to the Clan's membership in the SLDF, ranging from fanatical support to the “questionable” vocal minority who oppose any relationship with the Inner Sphere. In the Com Guard, the loyalty rating is more generalized, reflecting both the unit's or commander's relationship with the new Precentor Martial and the loyalty to ComStar and the reforms instituted by Anastasius Focht and Sharilar Mori. Similarly, in the Word of Blake such ratings indicate loyalty to Precentor Martial St. Jamais and the Blakist cause, though the constant infighting among factions makes such judgments highly subjective. In the case of Free Rasalhague Republic and Star League Defense Forces, the loyalty ratings reflect the strength of their allegiance to the Elected Prince Regent and First Lord, respectively.

THE COM GUARDS AND THE WORD OF BLAKE MILITIA

Until 3052 the Com Guards and the Word of Blake Militia were the same entity, the armed forces of ComStar that proved decisive in holding back the Clans at Tukayyid. However, the schism in ComStar that followed the ascension of Sharilar Mori to the post of Primus also sundered the ComStar Guards and Militia (also known as the Com Guards). While the bulk of the troops remained loyal to the new Primus and the Precentor Martial, many warriors went into exile in the Free Worlds League and over the years that followed formed the Word of Blake Militia on Gibson. Unsurprisingly, the rank structure and organization of the two units are very close, and this section is intended to cover the common ground, leaving force-specific details like command structure to the relevant sections that follow. Please note that as both groups style themselves as "ComStar," that designation has been used in the material that follows rather than the cumbersome "Com Guards and Word of Blake Militia."

UNIT STRUCTURE

ComStar forces diverge from the Star League-originated system of lances, companies, battalions, and so forth and instead use a system based on multiples of six that offers great flexibility for deployments. Both the Com Guards and the Word of Blake Militia make use of combined-arms forces, for which this system is ideally suited.

The smallest formation is a Level I, which comprises a single BattleMech, fighter, tank, or infantry squad. Such units are the building blocks of ComStar forces. The next formation, a Level II, contains six Level Is and is thus roughly analogous to a reinforced lance or a demi-company. In many cases a Level II contains units of the same type (e.g., BattleMechs), but combined-arms groups are also possible at this level.

The next formation, a Level III, contains six Level II formations and is the ComStar equivalent of a battalion; it is frequently referred to as such. Level IIIs are almost all combined-arms formations. Level IIIs are usually the largest formations to operate together on a regular basis.

Level IV formations, known as divisions, contain six Level III formations, making them equivalent to two SLDF-style regiments. Divisions are the largest permanent formations and form the backbone of the administrative network. The Com Guards also uses a large formation, the Level V or army, that contains between four and six divisions (officially the latter). Though principally administrative, Level V formations can form field commands, as was demonstrated on Tukayyid. It is not known at this time if the Word of Blake has organized its forces into armies.

STANDARD COMSTAR UNIT STRUCTURE

Level	Size
Level I	1 unit ('Mech, vehicle, fighter, 28 men, 4 battle armor troopers)
Level II	6 units
Level III (Battalion)	36 units
Level IV (Division)	216 units
Level V (Army)	864-1,296 units

COMPOSITION

Each ComStar formation is a combined-arms force and uses a Greek letter to denote the proportion of 'Mech, armor, and infantry forces it contains (aerospace forces are more or less constant). Letters closer to the start of the alphabet contain a higher proportion of 'Mech units and are intended for offensive operations, while letters toward the end of the alphabet imply a higher proportion of armor and infantry and are generally used by garrison or city-fighting formations. The following table, provided for divisional (Level IV) strength formations, offers a rough guide to the number of each type of subunit (given in the number of Level I units involved) in ComStar formations. Some formations, most notably the Com Guards 472nd Division (Invader Galaxy), do not conform to this scheme.

BATTLEMECH ASSETS

Historically ComStar forces used BattleMechs of Star League vintage, but the vast losses on Tukayyid, the strains of the schism, and the Word of Blake takeover of Terra have prompted considerable diversification. Where once designs like the *Mercury*, *Guillotine*, and *Thug* dominated, Successor State designs have become more prominent. As might be expected, the Word of Blake makes considerable use of Free Worlds League designs like the *Jackal*, *Hammer*, and even the *Perseus*, though they have also used League and Terran facilities to produce designs like the *Toyama*, the *Grand Crusader*, and the *Initiate*. The Com Guards have likewise used a number of Inner Sphere designs: the Combine-produced *O-Bakemono* and *Avatar*, as well as coproducing designs like the *Beowulf*, *Viking*, and *Helios* (the first two with the Rasalhague KungsArmé, the last with the St. Ives Compact). However, the loss of Terra in 3058 placed a number of the Com Guards' manufacturing lines for designs like the *Excalibur* and *Shootist* in

APPROXIMATE COMSTAR DIVISION FORMATION COMPOSITION TABLE

	BattleMech	Armor	Infantry	Aerospace
Alpha	164	4	9	39
Beta	158	6	13	39
Gamma	151	9	17	39
Delta	144	11	22	39
Epsilon	138	13	26	39
Zeta	132	15	30	39
Eta	125	17	35	39
Theta	119	19	39	39
Iota	112	22	43	39
Kappa	105	24	48	39
Lambda	99	26	52	39
Mu	93	28	56	39
Nu	87	30	60	39
Xi	80	32	65	39
Omicron	73	35	69	39
Pi	67	37	73	39
Rho	60	39	78	39
Sigma	54	41	82	39
Tau	48	43	86	39
Upsilon	41	45	91	39
Phi	34	48	95	39
Chi	28	50	99	39
Psi	21	52	104	39
Omega	15	54	108	39

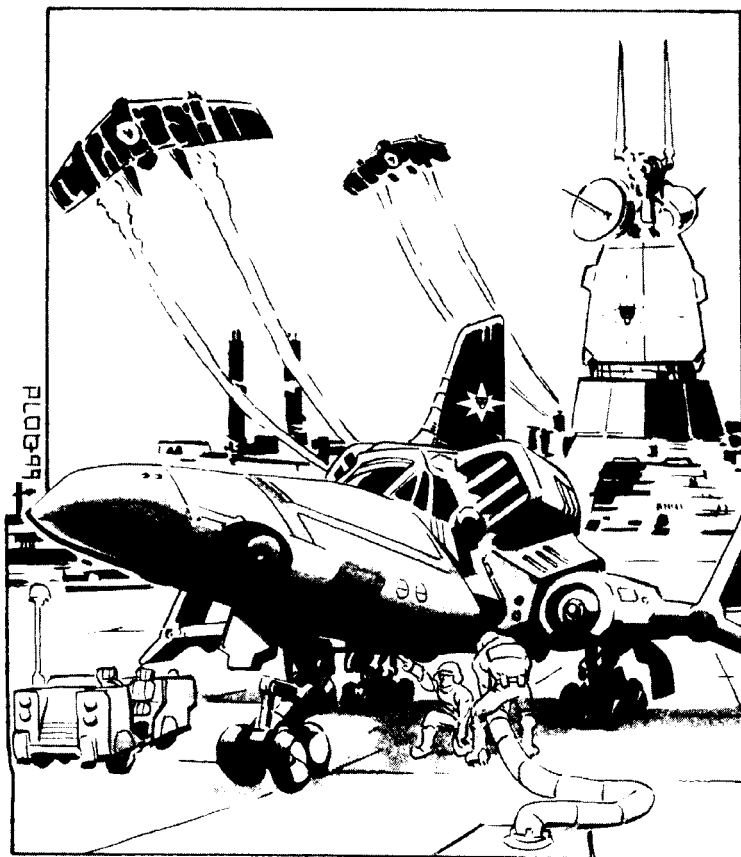
Word of Blake hands. A Level I BattleMech unit comprises a single BattleMech.

AEROSPACE FORCES

Save for those assigned as spacecraft escorts, usually of Level II strength, ComStar forces integrate aerospace assets at the most basic level. With minor losses compared to those sustained by ground forces, Star League designs like the *Gotha*, *Rogue*, and *Tomahawk* remain common, though others, like the *Stingray* and *Riever*, are also prominent. Indeed, in their aerospace forces, there is little difference between the Com Guards and Word of Blake Militia. Though a Level I aerospace unit technically consists of a single fighter, ComStar follows standard military doctrine and always deploys fighters in pairs.

ARMOR UNITS

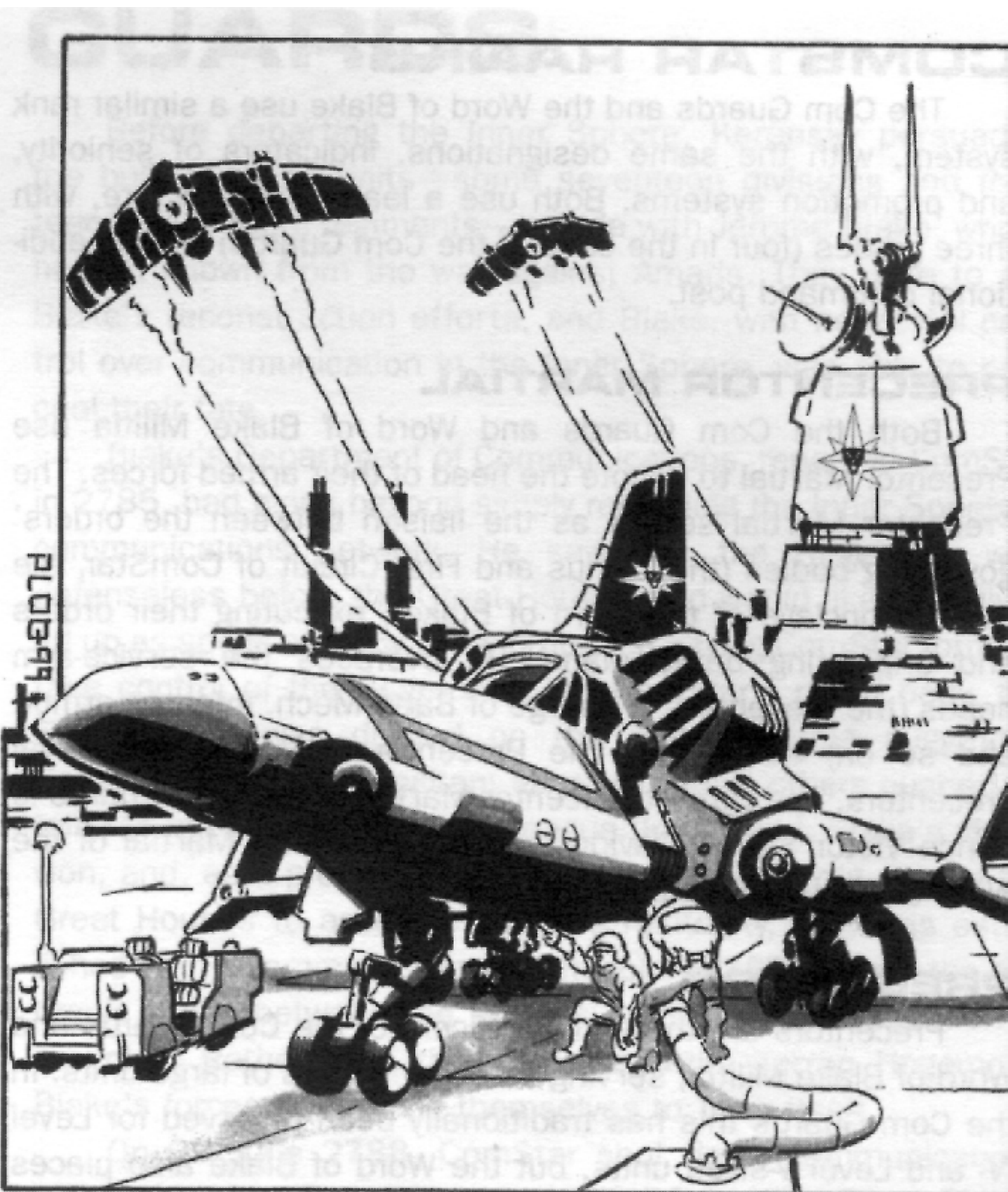
Unlike the military of the Successor States, where it is relegated to a supporting role, armor plays an integral part in ComStar forces. The vehicle forces took a pounding on Tukayyid, prompting the introduction of Successor State



designs like the *Pegasus*, *Manticore*, and *Demolisher*. However, despite its exile from Terra, the Com Guard roster continues to be dominated by Star League designs like *Gabriel*, *Nightshade*, and *Burke*. In stark contrast, the Word of Blake uses relatively few ex-SLDF designs, instead using those common in the Free Worlds League, like the *Ontos* and *Galleon*. A Level I armor unit comprises a single tank.

INFANTRY TROOPS

As with armor units, infantry play an integral role in front line ComStar forces, though there is a notable bias toward infantry in formations designed for defense or city combat. Most ComStar infantry are mechanized, using APCs or IFVs to navigate the battlefield, though jump infantry and "leg" infantry appear in specialized roles. Both the Com Guards and Word of Blake Militia use light power armor for commando teams and both have begun to make extensive use of battle armor. Though the Com Guards simply use standard Inner Sphere battle armor, the Word of Blake Militia deploys small quantities of the Longinus and Achileus battle armor manufactured by the Free Worlds League and has recently fielded a new design: the Purifier Adaptive battle armor. A Level I standard infantry unit (platoon) consists of twenty-eight men—neither the Com Guards nor Word of Blake Militia deploys its standard infantry in any organizational group smaller than a platoon. A Level I battle armor unit consists of four troopers.



PL0899

COMSTAR RANKS

The Com Guards and the Word of Blake use a similar rank system, with the same designations, indicators of seniority, and promotion systems. Both use a lean rank structure, with three grades (four in the case of the Com Guards) and an additional command post.

PRECENTOR MARTIAL

Both the Com Guards and Word of Blake Militia use Precentor Martial to denote the head of their armed forces. The Precentor Martial serves as the liaison between the orders' governing bodies (the Primus and First Circuit of ComStar, the Ruling Conclave of the Word of Blake), executing their orders and originating battle plans. He oversees the service-arm heads (the precentors in charge of BattleMech, infantry, armor, and so on) as well as the Precentor ROM and the Naval Precentors. The current Precentor Martial of the Com Guards is Prince Victor Steiner-Davion, and the Precentor Martial of the Word of Blake is Cameron St. Jamais.

PRECENTOR

Precentors are the senior officers of the Com Guards and Word of Blake Militia, serving as commanders of large units. In the Com Guards this has traditionally been reserved for Level IV- and Level V-sized units, but the Word of Blake also places precentors in command of Level III units. In the Word of Blake Militia, a junior precentor, usually commanding a Level III unit, may be referred to as a Demi-Precentor, though their rank remains that of precentor. The rank of precentor is roughly equivalent to that of a colonel or lieutenant general, though the Word of Blake version may also be viewed as a major.

DEMI-PRECENTOR (COM GUARDS ONLY)

An informal rank in ComStar before the Reformation (see the Word of Blake usage with regard to precentor and adept for its original use), ComStar formalized the rank of Demi-Precentor to provide a more gradual progression between junior and senior levels of command. In the Com Guards, a Demi-Precentor commands a Level III or occasionally a Level IV unit. The rank is roughly analogous to a major or colonel in the SLDF.

ADEPT

Adepts form the junior officers of ComStar forces, commanding Level II units as well as work teams and any units assigned to independent operations. They have rudimentary command training and are roughly equivalent to SLDF captains and lieutenants. In the Word of Blake Militia, a senior adept assigned to command several Level II units may be called a Demi-Precentor, though their rank remains that of an adept.

BRANCH DESIGNATIONS

Military/ROM

Epsilon	MechWarrior
Pi	Aerospace Pilot
Iota	Infantry
Xi	Dropship Crew
Theta	JumpShip/WarShip Operations/Crew
Zeta	Military Technician
Mu	Intelligence Analysis
Rho	Intelligence Gathering
Lambda	Ground Armor Crew/Pilot

Other

Alpha	HPG Operations
Beta	Scientific Analysis
Kappa	Medical
Delta	Intelligence (Non-ROM/Military)
Gamma	Diplomacy
Sigma	Public Relations
Omega	Research
Eta	Education/Instruction
Nu	Recruitment
Tau	Historian/Archivist
Chi	Administrative Affairs
Phi	Financial/Monetary Control Offices

Word of Blake Only

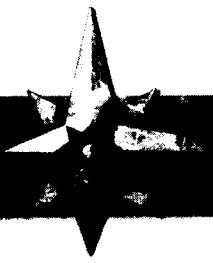
Omicron	Obedience (ROM)
Psi	Spiritual Enlightenment (Military)

ACOLYTE

The rank of acolyte is the most common in ComStar. It encompasses all the enlisted ranks of other militaries, with seniority being the principal factor that distinguishes the equivalents of privates, corporals, and sergeants.

BRANCH DESIGNATIONS AND SENIORITY

All members of ComStar have a designation that comprises a Greek letter and a Roman numeral, showing their service branch and the number of years at their current rank. The table below contains all the branch designations, which are common to both the Com Guards and the Word of Blake, save for the Omicron and Psi designations, which ComStar discontinued in the Reformation. The Roman numeral serves to establish seniority within ranks, the lowest being I (1st year at current rank) and the highest being XXV (25th year at current rank). After 25 years the individual is automatically promoted to the next rank and their seniority indicator reset to I.



THE COM GUARDS

Precentor Martial Steiner-Davion,

Please find attached the briefing you requested on the history, organization and composition of the Com Guards. As you will see, our order has not been idle in the 275 years since General Kerensky and the Star League Council gave Jerome Blake his mission. Many of these events are unknown outside our order or are shrouded in mystery and disinformation. As a neutral party, our order required such secrecy to ensure our survival. A vengeful or jealous House lord could have wrecked ComStar, and though our actions have not always been "right," they have often been necessary. We are not apologizing for some of our less appropriate methods, but they should be viewed in the context of the events and politics of the time. As such, we have taken the liberty of expanding the historical brief beyond purely military endeavors to include events within ComStar and the Inner Sphere. Unlike previous works, which have been tampered with by Blakist agents, we believe the material contained herein is accurate and unbiased. We hope it proves useful and enlightening.

—Gudrun Sigurdsdottir, Demi-Precentor IV-mu

—Viggo Gruy, Adept XI-tau

19 April 3062

HISTORY

Officially, the Com Guards were formed following the Fourth Succession War, to prevent such tragedies as occurred on Sarna, but in truth ComStar's armed forces are much older. The Successor States had privately known since 2933 that ComStar maintained a small armed force, but even this date was incorrect by some 150 years. ComStar's armed forces actually share the same origins as do those of the Clans.

SHADOW GAMES

Stefan Amaris' coup destroyed the Terran Hegemony and irrevocably shattered the Star League. In 2780, the only agreement in what remained of the Star League Council was that Jerome Blake should become Minister of Communications, overseeing the reestablishment of the HPG network, which had been ravaged by more than a decade of war. The commander of the Star League armies, Aleksandr Kerensky, saw that his troops would become little more than pawns in the political machinations of the Great Houses. Indeed a number of units had already defected to the Houses. Instead, Kerensky proposed a bold alternative: an Exodus out of the Inner Sphere to find a new home.

Four-fifths of the SLDF sided with the general, but others felt their duty lay with the Inner Sphere and chose to remain. Some of these units sided with the Great Houses, but the bulk simply disappeared. Some historians suggested that they departed in a second exodus or were destroyed by Kerensky in a covert civil war. The truth was far more shocking.

Before departing the Inner Sphere, Kerensky persuaded the bulk of these units—some seventeen divisions and fourteen independent regiments—to side with Jerome Blake, whom he had known from the war against Amaris. They were to aid Blake's reconstruction efforts, and Blake, with near-total control over communication in the Inner Sphere, was able to conceal their fate.

Blake's Department of Communications, renamed ComStar in 2785, had plans beyond simply rebuilding the Inner Sphere's communications network. He saw that the Hegemony was defenseless before the Great Houses and would likely be divided up as spoils of the war. He proposed having ComStar formally take control of the Hegemony, but ComStar's ruling body, the First Circuit, was divided on the matter. Some suggested ComStar take a more militant approach, while others pushed for talks to re-establish the Star League. In the end, Blake's vision won, and, as a prelude to the seizure, he set about getting the Great Houses to accept ComStar's neutrality. This was established in the Communications Protocol of 2787, though the outbreak of war between the Houses prompted a modification to the plan. Rather than targeting the entire Terran Hegemony, Blake's forces would limit themselves to Terra itself.

On 25 June 2788, ComStar shut down communications within the Inner Sphere and launched Operation Silver Shield. In a 72-hour campaign, eight divisions, masquerading as mercenary troops and led by General Lauren Hayes, occupied military and political sites and defeated the small military units loyal to the Great Houses. They also eliminated the threat posed by two former SLDF divisions based in South America that refused to accept ComStar's use of force. With Terra secured, ComStar moved to strip New Earth, site of Kerensky's SLDF headquarters, of all military and technological items, and by July 11, this too was completed. The Great Houses were unhappy that Jerome Blake had "betrayed the principle" of ComStar's neutrality, but though each coveted Terra, none dared challenge ComStar's possession.

Transmission Altered

"Holding Terra provides political legitimacy, something we need to survive the future. It will present many problems, but we must seize the initiative and seek to do what will advance the greater vision. All is blessed initiative the quest for Truth. Ours is the glory."

Alteration Ended

EYE OF THE STORM

After Silver Shield, ComStar mothballed most of its military equipment at various sites across Terra. Some was allocated to ROM following its foundation in 2811, but this was principally infantry equipment and vehicles. Emilio Travis drafted a few 'Mechs and aerospace fighters during his search for the



THE COM GUARDS

Minnesota Tribe, a raiding force of unknown origin that struck the Periphery edge of the Draconis Combine in 2826, but they returned to storage after the mission's unsuccessful conclusion.

However, it should be noted that Blake's death in 2819 threatened to bring ComStar into the Succession Wars. Led by Herman Schwepps, a faction within the First Circuit objected to new Primus Conrad Toyama's plans to continue the order's neutrality. Instead, they proposed direct military intervention in the Successor States to restore the Terran Hegemony. This was not to be. Backed by Precentor ROM Michelle Dupres, Toyama instigated "the purification," a purge of the pro-war faction and any disloyal members of the order. By the end of the process, twenty percent of the order were dead, imprisoned in re-education camps, or missing. Although criticized on some levels, Toyama's actions strengthened ComStar's position of neutrality in the Inner Sphere and set ComStar on the path toward becoming a religious order. He also restructured the rank system, making it akin to a monastic society, though Successor States that thought neutral ComStar could be cowed were swiftly disabused of that notion.

In 2830 Toyama agreed to allow Jeanette Marik, who had joined the order in 2821, to pass information to her brother, Captain General Charles Marik. This allowed Captain General Marik to make significant gains, but by 2836 he had become suspicious of ComStar's motives, and, after he found seeming proof of duplicity, he attacked and razed the ComStar compound on Oriente. ComStar's response was swift and devastating: an eighteen-month shutdown of HPGs within the League. ComStar personnel went into hiding, and ROM and the Free Worlds League intelligence agency, SAFE, waged a covert war. By November 2838 Marik had little choice but to back down, as the lack of communications and intelligence had crippled the League's efforts against the Lyran Commonwealth and Capellan Confederation. This conflict, later known as the ComStar War, was a clear victory for ComStar.

Toyama's successor was Raymond Karpov, who continued Toyama's policies and expanded ROM. Furthermore, Karpov instigated Operation Holy Shroud, a covert program of assassination and terrorism to maintain ComStar's technological advantage by preventing the Successor States from recovering the technology they had lost in the near-apocalyptic fighting of the First Succession War. By this time, ComStar's neutral image was so well-entrenched that the Great Houses believed one another responsible for the killings.

THE NEW DAWN

A new era for ComStar began with the ascension of Dwight Kurstin to the Primacy in 2901. Becoming increasingly paranoid, Kurstin ordered a witch hunt within ComStar intended to solidify his rule. This triggered what amounted to a civil war within the order, and his opponents fled Terra. Using their control of the First Circuit of HPG stations, the rebels, led by Precentor Gregori Hartford, interdicted Terra itself. Moving his

headquarters to the former Star League capital, Unity City, Kurstin plotted his counterstrike: Operation Winged Crusader. The Primus hired three regiments of mercenary troops and provided them with vintage SLDF equipment, ostensibly to garrison Terra but in practice to take the war to the rebels. However, many flocked to join the rebels and alerted them to the danger. Unwilling to see ComStar wielding force openly, Hartford ordered a sleeper agent, known only as Saber, to assassinate the Primus. With Kurstin dead, preparations for Winged Crusader ground to halt and peace returned to the order.

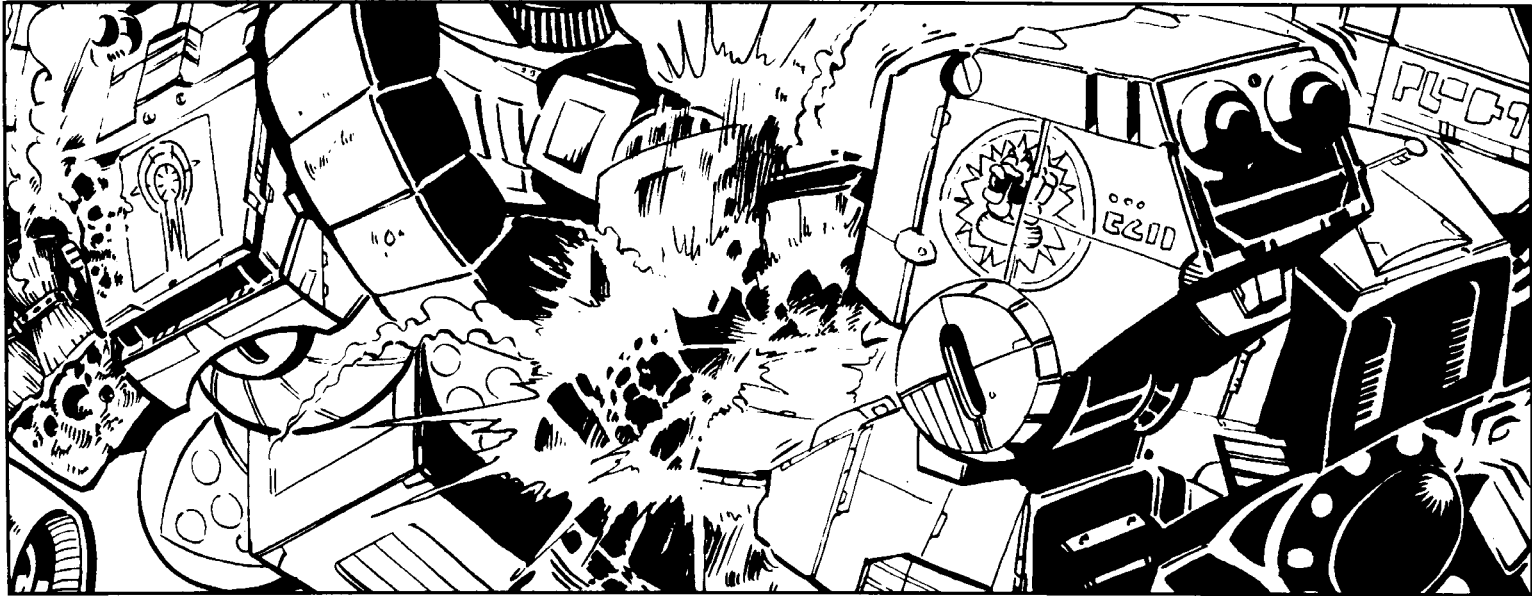
However, the recruitment of mercenaries set a precedent that would be followed for the next thirty years, with a number of units, usually battalion-size or smaller, contracted to defend Terra and carry out small-scale operations. These forces proved particularly valuable in clashes between ComStar and the Draconis Combine in 2931. Necess Kurita, sister of Coordinator Hugai, had petitioned ComStar for membership and been accepted. However, her brother objected and sent ISF agents on a bloody raid to "rescue" her. Primus Hollings York knew that the Combine would not respect ComStar if they acquiesced, nor would they be cowed by an interdiction. The only suitable response was the threat of military action, and with this in mind, ComStar snatched up the contracts of a number of mercenary units. However, it was the Bandersnatches, a unit already under contract to ComStar (although ROM misdirection later suggested the unit was hired during the crisis), that was used as a Sword of Damocles, threatening an assault on the Combine capital if ComStar's demands were not met. Hugai, recognizing the danger, backed down.

Primus York used the incident to highlight ComStar's need for a military arm, both to defend Terra and to handle such incidents in the future, and by 2933 the ComStar Guards and Militia began to form. Initially an infantry force some eight regiments strong, the Guards added 'Mech troops in the 2980s, and by the 31st century the modern Com Guards were born. ComStar informed the Successor States of this development and assured them it was for "defensive purposes" only. Furthermore, by publicly forming the unit around the Bandersnatches, they hid the true origin of the materials used to build this new army: those left behind by the SLDF. At the same time, ComStar reopened the Sandhurst Royal Military College (as the Holy Order of Sandhurst) and began a program of renovation on the SLDF WarShips it had concealed since the Exodus. A number of new ships were constructed, but escalating costs and increasing difficulty in maintaining secrecy prompted the abandonment of this program in 2949.

BAIT AND SWITCH

The ascension of Primus Addriene Sims in 2947 temporarily slowed the expansion of the ComStar Guards and Militia, as she first revitalized ROM, neglected and nearly disbanded under Hollings York, and then founded the Explorer Corps in 2960. However, her successor, Yin Takami, was more

THE COM GUARDS



than willing to use and expand the force, as shown by his orders for the First Division to destroy the wreck of the *Black Lion*-class WarShip SLS *Tripitz*, preventing it from falling into the hands of the Taurian Concordat. It was Takami who increased the 'Mech element of the CSG&M, a development running in parallel with the less successful Holy Shroud II missions to assassinate Successor State scientists.

The CSG&M's next major operation came in 3004, when ComStar-sponsored pirate gangs, intended to cause friction between the Lyran Commonwealth and the Draconis Combine, ignored orders and struck out on their own. Negotiations with the pirates only worsened the situation, and when the bandits struck at the HPG compounds on the planets Lost and Canal, the CSG&M went into action. Taking place some eight jumps into the Periphery, the battle against the pirates lasted three days. Despite their numerical advantage, the ComStar troops lacked their opponents' experience and, though eventually victorious, lost a disproportionate number of personnel.

Despite this near-disaster, ComStar's military policy over the next few years continued in a similar vein. The most notable destabilizing efforts occurred during the Fourth Succession War: the destruction of the Sarna HPG Station, which gave ComStar the pretext to interdict the Federated Suns, and the ill-fated raid on the NAIS. Neither had the desired impact of ending House Davion's campaign against the Capellan Confederation, though the Sarna operation provided an opportunity that forever changed ComStar and the Inner Sphere. Citing the vulnerability of HPG stations, and as part of the conditions for lifting the communications interdiction, Primus Myndo Waterly persuaded Prince Hanse Davion to allow ComStar troops to be stationed at every HPG station in the Federated Suns. Within a dozen years, every Successor State had come to similar arrangements, giving Com Guard troops,

as Waterly renamed the ComStar Guards and Militia, a base on every Inner Sphere world.

AGE OF EMPIRES

Waterly saw the Steiner-Davion pact as the end of the Inner Sphere. The massive power block created by the alliance had already shown its teeth in the Fourth Succession War, and further aggression seemed likely. The Draconis Combine, a long-standing foe of both powers, was the most probable target, so Waterly entered into negotiations with *Gunji-no-Kanrei* Theodore Kurita. In exchange for intelligence and war material (later to prove vital in the Combine's victory against the alliance in the 3039 war), the Combine would recognize the existence of the Free Rasalhague Republic, simultaneously creating a buffer state and stirring up secessionist feelings throughout the Inner Sphere. Despite disagreements between the two parties—the Combine did not release all the worlds it had promised to, and ComStar “downgraded” the 'Mechs and equipment provided to the DCMS—both sides deemed the results basically satisfactory.

However, House Davion realized the Draconis Combine was reacting to information that could only have been provided by ComStar and launched a major operation against ComStar operatives. Lasting for almost a decade, Davion's “Operation Flush” became a vicious and bloody secret war, costing the lives of many on both sides. Although the Com Guards remained under ROM's operational command during the early months of the conflict, the Readjustment Act of 3035 placed ROM under the Com Guards' control. Though some Davion operations against the Com Guards personnel took place, this ensured the neutrality of the order's armed forces. Without this change in command, it is possible that ComStar and the Federated Suns could have become embroiled in a full-scale shooting war.



THE COM GUARDS

The new Precentor Martial, an experienced ex-general named Anastasius Focht who was introduced to the order by Theodore Kurita, reorganized units and instigated training programs. He also encouraged the Guards to take on a humanitarian role, carrying out disaster relief and helping to beat back pirates. The image of the Com Guards as “white knights” was a major public-relations victory and triggered a massive upsurge in recruitment.

THE CLAN WARS

The Explorer Corps vessel *Outbound Light* accidentally triggered the return of Kerensky’s descendants when it discovered one of their homeworlds in 3048. ComStar learned of the arrival of the invaders in the summer of 3049, eventually sending the Precentor Martial as an ambassador. The two parties reached an agreement: The Clans would not interfere in our operations, and in turn ComStar would administer their captured territories as a neutral party. From the point of view of the Successor States, ComStar collaborated with the invaders, though the order sought only to maintain its neutrality. In truth, however, ComStar did provide the Clans with information on Inner Sphere targets, though this came to a sudden end in late 3051 when the Primus and Precentor Martial learned of the Clans’ ultimate goal: Terra.

Neither side wanted to see Terra shattered by the battle to possess it, and instead they agreed upon a proxy battle on the Rasalhague world of Tukayyid. If the Clans won, ComStar would grant them Terra and become the Clans’ administrative arm. If ComStar won, the Clans would halt their invasion for fifteen years. Every last Com Guard unit—some seventy-two divisions (the equivalent of 144 combined-arms regiments)—deployed to Tukayyid and faced off against twenty-five Clan Galaxies. The largest engagement since Kerensky’s liberation of Terra, the Battle of Tukayyid lasted for twenty-one days and exacted a horrendous toll on the Com Guards. 40 percent of the troops were killed in the engagement, and a larger number were injured. Even now, a decade later, the Com Guards stand at only 60 percent of its pre-Tukayyid strength. Nevertheless, ComStar was victorious, and the Clans halted their invasion.

However, Primus Waterly did not have complete faith in the Precentor Martial and, concurrent with the Battle of Tukayyid, launched her own “Operation Scorpion.” Intended to bring both the Inner Sphere and Clans to their knees with a total communications interdiction, it was a complete failure, and the Precentor Martial had little option but to remove the Primus. However, this in turn triggered a schism within the order, leading to the formation of the Word of Blake, which fled to Gibson in the Free Worlds League. A number of officers and troops defected to the Blakists, further degrading the strength of the Com Guards and allowing the rebels to build their own military. However, compared with the losses of Tukayyid, this was but a small trickle and, much to the Com Guards’ later chagrin, largely ignored.

WHEELS WITHIN WHEELS

In February 3058, the Word of Blake struck at Terra, smuggling troops onto the world and then, backed by sabotage and assassination, disabling the garrison. With the Clans viewed as the more pressing concern, the Precentor Martial chose not to launch a counterassault at that time. Instead, he sent ComStar troops to block the Jade Falcon incursion of 3058, in which Khan Marthe Pryde led her troops into the heart of the Lyrn Alliance to prove their vitality. Ironically for Pryde, this assault prompted the Whitting Conference on Tharkad in November 3058, the goal of which was to find an end to the Clan threat. This was enacted as Operations Bulldog and Serpent, which led to the destruction of Clan Smoke Jaguar and a shift in Clan politics that brought an end to the invasion. Additionally, the reformation of the Star League by the attendees was a major psychological weapon against the Clans; as the victor of Tukayyid, Precentor Martial Focht was the logical choice to head the military operations and thus became de facto head of the reborn Star League Defense Force.

ComStar troops participated in both missions, providing the second-largest contingent in Operation Bulldog, which resulted in the ejection of Clan Smoke Jaguar from the Draconis Combine, as well as providing troops and WarShips to the Serpent mission against the Jaguar capital of Huntress. The troops acquitted themselves well, and the mission was an outstanding success. Not only were the Jaguars destroyed, but the Clan Grand Council also formally agreed to end the invasion following a combat trial on Strana Mechty. One of the few sour notes was that the Com Guard troops lost the trial, though they were facing tough opposition in the form of Pryde’s Jade Falcons.

Prince Victor Steiner-Davion had command during Operation Bulldog and, together with Focht, led a relief force to Huntress. But his long absence gave his sister, Katherine, an opportunity to seize the throne of the Federated Commonwealth. However, Prince Victor was a well-respected commander, and when Precentor Martial Focht chose to retire at the Star League conference in November 3061, he named the prince as his successor. Furthermore, the new First Lord, Theodore Kurita, appointed Steiner-Davion commanding general of the SLDF, placing him at the head of two militaries.

However, this recruitment from outside the order caused resentment among many in the Com Guards, prompting a number of personnel to retire or defect to the Word of Blake, where they formed the Expatriate faction. Although nowhere near the scale of those in 3052, the defections are nonetheless problematic, providing the Blakists with resources and information. Perhaps the most serious incident was the betrayal of the Titan naval yards to Blakist forces. Despite this, the remaining Com Guard forces fulfil their job admirably, both in their traditional roles and as peacekeepers in the Confederation-St. Ives dispute.

ORGANIZATION AND PROCEDURES

Of all the Inner Sphere militaries, the organization of the Com Guards is the most unusual, but one of the most practical. Although using Star League-vintage equipment, the Com Guards' structure has been built over the past 129 years with a view to easy subdivision and deployment of troops.

COMMAND STRUCTURE AND OPERATIONAL DEPLOYMENT

Like most militaries, ComStar uses a pyramid command structure, radiating out from the political and military HQ. At the head of the pyramid is the Precentor Martial, answerable only to the Primus and the First Circuit, who serves as commander in chief of ComStar's armed forces, including those of ROM. Below the Precentor Martial are the six branch heads, precentors with at least ten years' experience in the relevant arm. Principal among these are the precentor of 'Mech forces, Katherine Luarca; the precentor of armor forces, Anna Gesicki; the precentor of infantry forces, Salvador Parish; and the precentor of naval forces, Alain Beresick. However, with the exception of Precentor Beresick, these senior officers have little involvement with day-to-day operations; rather, they oversee procurement, recruitment, and training for their respective services. Beresick, a veteran of Task Force *Serpent*, prefers to command from the bridge of the *Cameron-class WarShip Invisible Truth*. Likewise, the heads of the other two "branches"—Precentor ROM Victoria Parreanu and Director of Explorer Services Pdraig O Bhaoil—oversee the day-to-day operations of their commands.

Twelve army commanders of precentor rank oversee military operations in the Inner Sphere, though the schism and the re-creation of the Star League have complicated matters. Prior to the Clan invasion and the schism, ComStar divided the Inner Sphere into twelve theaters corresponding to the positions on a clock, each with an assigned army (Level V) military unit. However, our order's expulsion from the Free Worlds League and the need to defend the Clan border and deliver humanitarian aid in the Chaos March have thrown this system into chaos. Exacerbating this is the Com Guards' relative weakness. Before Tukayyid, each army comprised six divisions, providing sufficient troops to meet all commitments in the theater. However, the Com Guards' post-Tukayyid deployment numbers only fifty divisions, reducing the number of divisions per army to four (except for Fourth Army, which still contains six) and making

deployments—particularly around the Clan Occupation Zone—problematic. No troops occupy the former Sixth or Seventh Theaters, the troops formerly assigned to those regions instead being deployed to bolster the Jade Falcon and Ghost Bear borders. The borders of the Fifth and Eighth Theaters have been distorted to account for the changed deployments.

The largest field units are divisions, roughly analogous to two regiments of combined-arms troops. However, unlike the regiments of House militaries, divisions are rarely deployed intact but rather are scattered across a group of worlds and serve as "regional" forces. The size of these regions varies considerably, depending on their political situation and volatility. For example, in the Chaos March the 366th Division is based on Terra Firma but has Level III units deployed on Nanking, Zurich, Capolla, Acamar, and Arboris, while the 207th Division in the Lyran Alliance has Level II units scattered across some twenty worlds. Conversely, the 278th Division on Tukayyid remains intact, ready to defend the world against aggression by any of the remaining invading Clans. Precentors or, occasionally, Demi-Precentors command divisions.

Level III units, directly analogous to battalions save for the use of combined arms, are the most common deployments in high-risk areas such as the Clan border. They are fully functioning military units, complete with aerospace and logistic support. However, Level II units, analogous to a demi-company or reinforced lance, are the standard deployment on low-risk worlds. Adepts may command both types of unit, although officers of Demi-Precentor rank are more common in Level III formations.

TRAINING

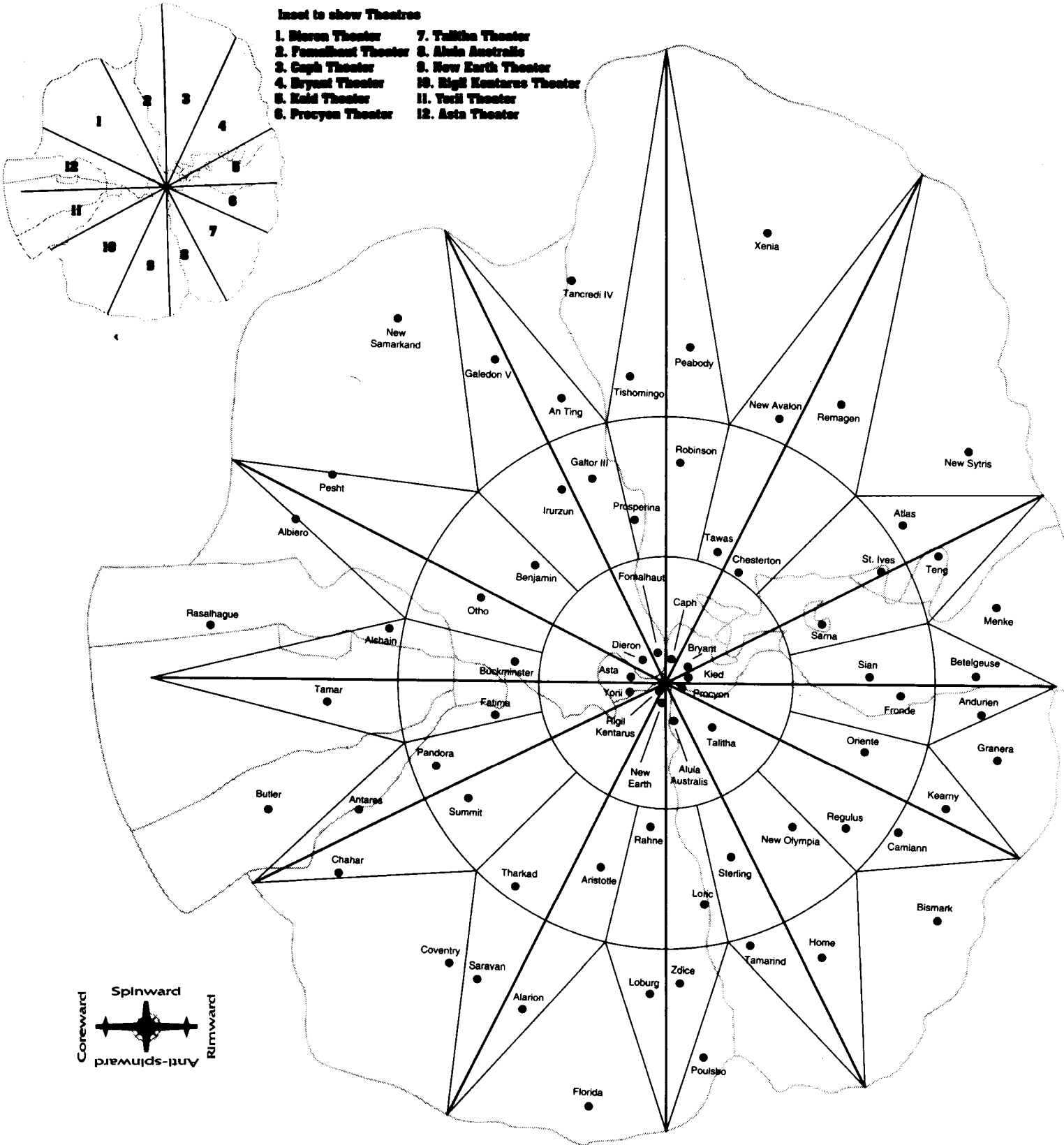
Until 3058 the majority of Com Guard personnel trained on Terra, at the Sandhurst Royal Military College or, more recently, at the reopened War College of Mars. Some warriors were taken in from the schools of the Great Houses or from existing military units, but for security reasons the number of such troops was strictly controlled. The loss of the Terran system to the Word of Blake isolated the Com Guards from their training facilities, forcing it to rely on secondary sources. Chief among these were the training grounds on Tukayyid, but basic training

COM GUARD ORGANIZATION AND RANK EQUIVALENCIES

Level	Size	Com Guard Rank	SLDF Equivalent
Level I	1 unit ('Mech, etc.)	Acolyte or Adept	Soldier
Level II	6 units	Adept	Lieutenant
Level III	36 units	Adept or Demi-Precentor	Major
Level IV	216 units	Demi-Precentor or Precentor	Lieutenant General
Level V	864–1,296 units	Precentor	General
Com Guard	Variable	Precentor Martial	Commanding General

Inset to show Theatres

- | | |
|------------------------------|-----------------------------------|
| 1. Dieron Theater | 7. Talitha Theater |
| 2. Fornalhaut Theater | 8. Alula Australis |
| 3. Caph Theater | 9. New Earth Theater |
| 4. Bryant Theater | 10. Rigel Kentarus Theater |
| 5. Kald Theater | 11. Yorii Theater |
| 6. Procyon Theater | 12. Asta Theater |



ComStar Inner Sphere Clock

Map of the Inner Sphere

Inset to show Theatres

- | | |
|-----------------------------|-----------------------------------|
| 1. Dieron Theater | 7. Talitha Theater |
| 2. Fomalhaut Theater | 8. Alula Australis |
| 3. Caph Theater | 9. New Earth Theater |
| 4. Bryant Theater | 10. Rigil Kentarus Theater |
| 5. Keid Theater | 11. Yorii Theater |
| 6. Procyon Theater | 12. Asta Theater |



THE COM GUARDS

had to be performed elsewhere. Plans were made for a new school, the Focht War College, but until that site opened in the fall of 3060 the Com Guards had to rely on the good graces of several House academies.

Transmission Altered

"Seek you the difficult roads that present choices and dangers. They are the driving forces needed to bring victory."

Alteration Ended

Like Sandhurst and the War Academy before it, the Focht War College teaches a wide range of combat skills, but unlike most Successor State schools, it also teaches cooperation and interdependence between service arms. Having lost most of its teaching staff in the Word of Blake assault, the FWC's early years have proved problematic. However, with the aid of the Star League member states—the facility is a joint venture with the reborn Star League—standards are improving rapidly. Indeed, less than two years after its first intake of recruits, the FWC is already winning a reputation for the depth and realism of its program. The college begins offering advanced courses this year, spearheaded by a new Gunslinger program to teach the one-on-one combat style used by the Clans.

COLOR SCHEMES

Unlike House militaries, where most regiments have evolved a specific color scheme, the Com Guards simply paint their vehicles white for official occasions and use appropriate camouflage for combat.

UNIFORMS, INSIGNIA AND DECORATIONS

Like all Inner Sphere militaries, the Com Guards use a range of uniforms, dependent on rank, branch, and circumstances. All are practical, a far cry from the pre-reformation years, but are easily distinguishable from those of other militaries.

DRESS UNIFORM

Dress uniforms in the Com Guards are broken into two groups: those for junior officers and the rank and file (adepts and acolytes) and those for senior officers (precentors and Demi-Precentors).

The dress uniform of adepts and acolytes comprises white, close-fitting trousers and jerkin, made of resilient twill. This material is waterproof, insulated against heat and cold, and resistant to wear and tear. The cuffs and collar are trimmed in gold, as is the hooded white cape. Completing the outfit are a gold cummerbund-like belt and white-and-gold boots. On processions, such personnel carry a decorative spear or pike.

The officer dress uniform is more akin to that of regular militaries, comprising powder-blue trousers and a smock-style top. Save for the collar, which is trimmed in red, trim on the top

is in gold, including broad gold cuffs. Accompanying this is a powder-blue cape. Again trimmed in gold, with a gold hood, the cut of the cape varies for precentors and Demi-Precentors, the former adopting a more rounded cut. Similarly, headgear varies between the two ranks—precentors wear a blue-and-black flat cap, while Demi-Precentors, more often deployed in the field, use a less formal kepi that hangs down to protect the wearer's neck. Both complete their uniform with black boots, a black belt, and a saber.

FIELD DRESS

Unlike the dress uniform, field dress varies by service branch, adapting to meet the needs of individual warriors.

MechWarriors, pilots, and armor crews wear white silk-skin trousers, gold cool-mesh boots, and a lightweight blue-and-white "torsotube" cooling vest. All dissipate heat in combat, and despite their light weight, the vest and boots are superior to those used by the Successor State militaries. MechWarriors simply add a lightweight neurohelmet to the outfit, but armor crews also wear a padded blue jacket, white trousers, and heavy black boots over the cooling gear, intended to protect them from the battering to which vehicle crews are exposed. Similarly, pilots wear a white pressure suit, complete with integral air supply and maneuvering pack. The pilot's helmet contains neuroreceptors and a sophisticated HUD system.

Infantry field dress is similar in many ways to the dress uniform of adepts and acolytes, comprising close-fitting trousers and jerkin. Although the uniform retains a hood, the cape is removed for practicality. Similarly, the colors of infantry field dress are more muted, usually charcoal gray or occasionally traditional camouflage patterns. At the time of the Word of Blake invasion, ComStar scientists were working on an infantry uniform that used mimetic—color-shifting—fabrics, though this research was thought lost during the evacuation from Terra in 3058. Shockingly, the Word of Blake recovered that technology, though to date the only practical application has been in the Purifier Adaptive battle armor. The uniform of technicians is very similar to that of infantry but lacks the hood and is generally white.

ROBES

In some situations neither the dress uniform nor field dress is practical. In these informal conditions, some Com Guard warriors wear simple robes akin to regular ComStar personnel. These are color-coded to denote rank: red for precentors, green for Demi-Precentors, yellow for adepts, and white for acolytes. Although entitled to wear red, the Precentor Martial typically wears white robes. However, many Com Guard warriors choose not to wear robes and instead use white fatigues.

INSIGNIA

Although dress uniform or robe color often shows rank within the Com Guards, all branches also wear a rank patch on the right shoulder of their field uniform and on the front of their



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helmets. This patch depicts the ComStar logo in white, with border color indicating rank: red for precentors; a mix of white, blue, red, and yellow for Demi-Precentors; solid blue for adepts; and no border at all for acolytes.

A collar pin further denotes rank on the field and dress uniforms. Senior officers use the basic ComStar insignia, in gold for precentors and silver for Demi-Precentors. The pins for junior ranks are also in silver, but with a square black enamel backing for adepts and a black enamel triangle for acolytes.

The Greek letter corresponding to branch appears in the eye of the rank patch and as a silver pin on the left collar. Unit patches, unique to each division, are worn below the rank patch.

DECORATIONS

The Com Guards have traditionally had little call for decorations, but Tukayyid and the following years have seen a number come into use.

Tukayyid Campaign Ribbons

Every member of the Com Guards who served on Tukayyid during the twenty-one-day battle against the Clans is entitled to wear a campaign ribbon on the left breast of their dress uniform. Each ribbon is two centimeters long. A silver star on the ribbon indicates the wearer was wounded during the conflict, while a black star indicates the defeat of a Clan BattleMech or fighter. Many veterans wear multiple stars, and a few wear multiple ribbons, indicating they faced several Clans. When the Nova Cats joined the Star League, the Com Guards offered to discontinue the Nova Cat campaign ribbon, but Khan Santin West argued against the motion, stating that it would be dishonorable to divest the ComStar warriors of their hard-won spoils.

Star League Awards

The resurrection of the Star League and ComStar's close ties to the new SLDF have prompted the creation of several new awards for Com Guard troops serving as part of the SLDF. All take the form of a two-centimeter silver Cameron Star, the

insignia of the Star League, hung from variously colored campaign ribbons. Troops who fought in Operation Bulldog wear the medal with a white ribbon, with silver bars bearing the planet's name for each engagement. Those who fought as part of Task Force Serpent use a blood-red ribbon, again with silver bars bearing the names of each battle participated in. Troops who fought in the Great Refusal on Strana Mechty add a black bar. Lastly, troops who participated in SLDF peace-keeping operations in the Chaos March or St. Ives Compact are entitled to wear a version with a two-tone green ribbon.

The Precentor's Sword

The Precentor's Sword is a dagger-shaped pin, awarded by the Primus or Precentor Martial as a medal of honor.

The Focht Star of Honor

A silver, twelve-pointed star mounted on a red-and-white ribbon, this award is given for acts of extreme valor and traditionally confers upon the recipient promotion to the next rank or five years seniority if already a precentor.

Sinclair Wings

An award specifically for aerospace pilots, the Sinclair Wings commemorate the valor and sacrifice of Adept Charles Sinclair on Tukayyid. Pilots who demonstrate bravery above and beyond the call of duty may receive this award, which takes the form of a set of golden wings spreading from a sword.

COM GUARD PERSONALITIES

PRECENTOR MARTIAL PRINCE VICTOR STEINER-DAVION

The first-born son of Prince Hanse Davion of the Federated Suns and Melissa Steiner of the Lyran Commonwealth, Prince Victor was born to rule the Federated Commonwealth. However, like his uncle Ian Davion before him, Victor was more a warrior than a statesman, having fought the Clans on Trell 1, Twycross, Alyina and Teniente during the Clan invasion. He also orchestrated the "grand alliance" that moved against the Jade Falcons on Coventry and subsequently proposed the Whitting Conference that led to the reformation of the Star League and, through Operations Bulldog, Serpent and Hunter, the end of the Clan threat.

However, his two-year absence gave his sister, Katherine, an opportunity to usurp the New Avalon throne. Though recent events have shown Katherine's grip is tenuous at best, Prince Victor has disavowed any intention of moving against his sister, stating he has no desire to subject his people to that bitterest of conflicts, civil war.

Seemingly cast into the political wilderness, Prince Victor's appointment as the new Precentor Martial of ComStar and subsequently the commanding general of the SLDF came as a

TUKAYYID CAMPAIGN RIBBONS

Color	Clan
White	Diamond Shark
Green	Jade Falcon
Sky blue with white horizontal stripe	Ghost Bear
Midnight blue	Nova Cat
Gray	Smoke Jaguar
Black and blue horizontal stripe	Steel Viper
Scarlet	Wolf

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shock to the Inner Sphere. Victor's ascension has not been universally popular, and he is working to stem the flow of disaffected personnel leaving the Com Guards or, worse, defecting to the Word of Blake.

FORMER PRECENTOR MARTIAL ANASTASIUS FOCHT

Little is known about Anastasius Focht's life before he joined ComStar, save that he is Lyran by birth and had a long military career. He entered service with the order in the 3030s; he later became Precentor ROM and, in 3043, the Com Guards' first Precentor Martial. When the Clans invaded the Inner Sphere, he was a natural ambassador to Kerensky's militaristic descendants, becoming a close associate of Ulric Kerensky.

Focht planned and led the battle on Tukayyid, as well as masterminding the reformation of ComStar that resulted in the schism with the Word of Blake. His efforts remained focused

on holding back the Clans, even to the extent of allowing the Blakists to retain control of Terra after their 3058 invasion, preferring to deal with the Jade Falcon incursion on Coventry and Operation Bulldog. Focht accompanied the SLDF relief force to Huntress and Strana Mechty, where he was profoundly moved by the sacrifice of the SLDF troops.

Though long expected, his retirement in November 3061 was a surprise, coming as it did at a crucial juncture in Star League affairs: the election of a new First Lord. However, in doing so, and in allowing Victor Davion to cast the vote that doomed his sister's bid for the position, Focht remained above the political infighting that has plagued the Inner Sphere since the Clan defeat.

Since his retirement Focht has served as an adviser to his successor, but he has also devoted considerable efforts to writing his memoirs and researching several political and military treatises he has long planned to write.



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FIRST ARMY V-KAPPA: THE BEAR MAULERS

On Tukayyid, the First Army contested the Ghost Bear landings, leaving the defense of the objectives to the 103rd Division and the reserve Fourth Army. In many regards the plan was successful, halting the Bear drive on Luk. However, it came at considerable cost, and the Clan forces captured Spanac and achieved a marginal victory.

Rebuilding the army was a long, time-consuming process, not helped by Katherine Luarca's promotion to head Com Guard 'Mech forces in 3053. Although badly damaged, the First Army was far from the worst affected by the battle, and though the army was also weakened by defections to the Word of Blake, its losses were small compared with other Com Guard units. Indeed, the army lost a larger number of troops in the post-Tukayyid reorganization of forces—the whole Twelfth Division was transferred to bolster the Sixth Army.

Having been stationed in the Draconis Combine for several decades, the "Bear Maulers" have established strong ties with the local communities. The army's recruitment efforts in the Combine have shown marked improvements since Operation Bulldog. This has helped to stave off further defections, since the people of the Combine have followed Theodore Kurita's lead in supporting the new Precentor Martial.

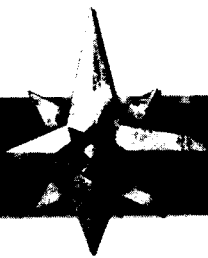
The insignia of the First Army shows a severed bear paw before the ComStar insignia.

OFFICERS

Robinson-born Katrina Troth seems a strange choice as commander of the Com Guards' principal Combine Division, since her upbringing in the staunchly anti-Combine Draconis March of the Federated Commonwealth initially biased her against the Kuritan people. However, her long period of service with the unit—she joined the Ninety-First Division as a MechWarrior in 3033—has overcome this prejudice. Repeatedly decorated, Troth quickly climbed the ladder of command, becoming precentor and executive officer of the army in 3045. She was the natural choice to take command after Tukayyid.

FORCES

BattleMechs form a third of the combat forces in the First Army. Many of these are old Star League designs like the *Champion* and *Sentinel*, though DCMS designs like the *Wolf Trap* and *Avatar* are not uncommon. A similar pattern exists among vehicles, with Burke and Tokugawa tanks operating side by side.



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91st Division (The Luk-y 91st IV-eta) Division/Elite/Fanatical

CO: Precentor XII Rachal Drake
The Bulldog's Bite III-iota: Demi-Precentor X Dieter Fischer

Bear Baiters III-eta: Demi-Precentor IX James Lech
Lost Boys III-theta: Demi-Precentor VI Gayle Morici
Defenders of Olasin III-epsilon: Demi-Precentor VII Robert < Mooi

The Fierce III-eta: Adept XV Anna Paoli
Broken Promises III-zeta: Demi-Precentor III Raymond Pifke

Although successful in defending Luk, the Ninety-first were less fortunate at Spanac, where they were overrun and lost their supply depots. Although badly bloodied, the unit harried the Clan defenders for the remainder of the battle. Since then, the division's commanders have carried out numerous exercises, both internally and against other ComStar and DCMS units.

In 3059, the division participated in Operation Bulldog, forming part of Victor Davion's "Dream Team" against the Smoke Jaguars on Schuyler. The unit's fourth Level III took a number of casualties at Olasin Ford, but overall losses were light. Elements of the unit therefore traveled to Huntress as part of the relief force, and two warriors from the division participated in the Great Refusal on Strana Mechty. The unit is currently deployed in Level III-sized units on worlds in the Combine's Dieron Military District.

The insignia of the Ninety-first pictures a pair of white dice, both showing sixes.

211th Division (The Martial's Hunters IV-phi) Division/Veteran/Reliable

CO: Precentor XIII Marvin Daeuble
Empire Builders III-phi: Demi-Precentor II Terry Brinkman

Clanbusters III-tau: Demi-Precentor IV Nathan Camras
Quick Dispatch III-psi: Demi-Precentor VI Erin Ellis
The Bear Trap III-sigma: Demi-Precentor IX David Greenfield
Limitless Valor III-phi: Demi-Precentor X Anne Rizzuto
Blake's Knights III-omega: Demi-Precentor VIII Dorothy Tomek

The 211th has the smallest proportion of 'Mech forces in the First Army, with only thirty-five 'Mechs scattered throughout the unit. However, vehicles and infantry are better-suited to the division's widespread deployment.

The largest deployment is on Benjamin, which serves as home to an entire battalion (Level III). No other deployments are above two Level IIs, and the majority are composed of a single Level II demi-company assigned to protect the planetary HPG station. With many garrison sites regarded as hardship postings, Precentor Daeuble has had to work hard to maintain his troops' morale and combat edge. Assignments rotate continuously, and few warriors have to spend more than six months in any one posting.

The insignia of the 211th depicts the silhouette of a gun dog pointing at its prey.



308th Division (Winged Divinity IV-xi) Division/Regular/Reliable

CO: Precentor IV Ernst Keller
The Remnants III-mu: Demi-Precentor X Rebecca Iriarte

Lineholders III-xi: Demi-Precentor II Donald Blair
New Vanguard III-nu: Demi-Precentor IV Kevin Mese
The Dragon's Allies III-xi: Precentor I James Willson
Angel of Mercy III-omicron: Demi-Precentor X Alfred Steil
Extreme Warfare III-pi: Demi-Precentor IX Armand Lavalle
Overrun by the Ghost Bears on the outskirts of Spanac, the 308th was reduced to little more than a Level III unit, but working in conjunction with the 103rd Division, it captured the Ghost Bears' principal supply depot and halted their second drive on Luk. However, the unit's losses were so grievous that the Precentor Martial agonized over whether to permanently merge it with another division. In the end, the 308th was allowed to retain its independence, though it took almost five years for the unit to return to full strength. The unit subsequently played a key role in extracting a Smoke Jaguar defector, MechWarrior Trent, who gave ComStar the Exodus Road.

When Precentor Karl Karter died on Maldonado in 3058, his XO, Ernst Keller, was the logical choice to command the division. He immediately found a major challenge: securing the supply lines for Operation Bulldog. Ironically, the division missed out on the fighting, despite the Smoke Jaguar attack on its home base, Pesht.

A winged sword before a black disc serves as the insignia of the 308th.



103rd Division (Kimmelry's Raiders IV-nu) Division/Regular/Reliable

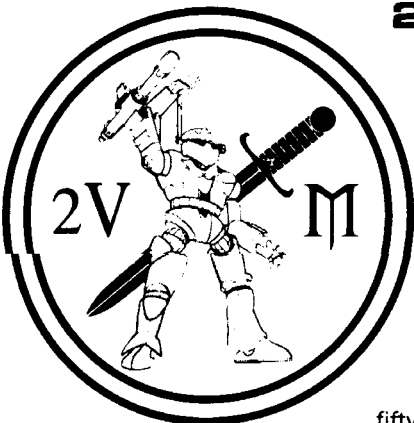
CO: Precentor XIV Styven Kimmelry
The Saviors of Spanac III-mu: Demi-Precentor X Brian Moore

Styven's Marauders III-nu: Demi-Precentor X William Plath
The Linebreakers III-xi: Demi-Precentor V Chang Shim
Sound and Fury III-nu: Demi-Precentor IV Elvira Vere
Bearskinners III-omicron: Demi-Precentor VII Ashfaq Ahmed
Glory Hounds III-lambda: Demi-Precentor III Anthony Dolan
Precentor Kimmelry took command of the 103rd in 3049 and defended Spanac. Grossly outmatched by the Ghost Bears, the division was ordered to withdraw, but it extracted some small measure of revenge by helping destroy the Bears' principal supply depot, stalling the Clan advance.

The 103rd has the second-largest contingent of 'Mechs in the First Army but has a very small armor complement, deploying instead the equivalent of two Level IIIs of mechanized infantry. Most of the unit's equipment is of Star League vintage, though Combine-produced Maxim transports have entered service over the past three years.

The insignia of the 103rd shows crossed swords before the ComStar emblem.

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2ND ARMY V-MU: THE IRON WARRIORS

Occupying the two-to-three slice of the ComStar “clock”—the underbelly of the Draconis Combine and its border with the Federated Commonwealth—the Second Army has seen little combat save for Tukayyid. Unlike many armies, which faced off intact against a single Clan, the Second’s best divisions bolstered other armies, in all facing every Clan save the Ghost Bears. The army lost only a single unit on Tukayyid, the 121st, but with the army regarded as overstrength a second division, the 321st, was reassigned to the Twelfth Army in 3053.

The insignia of the Second Army is a *Black Knight*-class BattleMech, its right arm raised in a salute.

OFFICERS

One of the youngest army commanders at Tukayyid, Precentor Alexander Crocus is now only fifty-two. A formidable battlefield strategist and administrator, he has worked hard to keep his forces in fighting trim. Fortunately, Crocus’ contacts—he is the only pre-Tukayyid army commander remaining in his post—ensure his troops do not want for supplies. Surprisingly for someone of his seniority, Crocus harbors Precentor Martial Davion no ill will and has taken an active role in ensuring the loyalty of his troops.

Seventy-one years old, Precentor Vincent Wollam is a strange choice for the army’s executive officer, but the former commander of the 282nd Division has proved his worth time and again. A veteran of the FWLM, Wollam fought in the Marik Civil War and the Fourth Succession War before fleeing the League in the wake of Janos Marik’s assassination. He joined ComStar in 3038 and quickly rose through the ranks. Badly injured when the Wolf Spiders shattered his command on Tukayyid, he was forced to retire from active duty, but his experience is invaluable:

FORCES

The army’s equipment is rumored to be the best of any Com Guard formation. However, the distribution of material to the widespread troop deployments is patchy. The Eighty-First and Seventy-Seventh have the highest concentration of new equipment, principally of ComStar manufacture but also including Combine- and FedCom-produced material. But many units of the 301st use hand-me-downs from other divisions, and some even have pre-Clan War equipment.

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81st Division (The Defenders of Joje IV-kappa) Division/Veteran/Reliable

CO: Precentor XVI Randolph Riggins

The Clawed III-theta: Demi-Precentor X Burton Gale

Extreme Prejudice III-kappa: Demi-Precentor I Kermit Reed

Applied Force III-iota: Demi-Precentor IV William Grawin

Cat Tamers III-kappa: Demi-Precentor III Lori Bielawski

Breath of Hope III-mu: Demi-Precentor V Carla Walther

Boiling Point III-lambda: Demi-Precentor VII Anthony

Martino

The Eighty-first Division was attached to the Eighth Army on Tukayyid and fought Clan Nova Cat at Joje, sustaining grievous losses. Only a merger with other equally damaged units saved the division from being disbanded. The years since Tukayyid Commonwealth, as well as the Chaos March. Precentor Riggins recently reported a number of protests against the Com Guard presence in the Federated Commonwealth. However, it is unclear how much of this is Archon Princess Katherine Steiner-Davion's response to the installation of her brother as Precentor Martial, and how much can be attributed to the FedCom population's distrust of our order.

The insignia of the Eighty-first shows a marble wall bearing the ComStar emblem.



301st Division (Shark Bait IV-phi) Division/Veteran/Fanatical

CO: Precentor VI Fibber Walton

The Shark Skinners III-phi: Demi-Precentor X Ada Howes

Barbed Hook III-psi: Demi-Precentor V Rita Antunovich

High Rollers III-phi: Demi-Precentor VI Brian Splitt

Strength Of Union III-chi: Demi-Precentor V Barbara Wraas

Roiling Waters III-epsilon: Demi-Precentor II Baldev Patel

Focht's Gladiators III-tau: Demi-Precentor X Masaru Marui

Based on An Ting, the 301st are responsible for a large portion of the Spinward Draconis Combine along the FedCom border. The unit's widespread dispersal has had a serious impact on the supply chain, and everything from ammunition to mail takes an excessively long time to arrive. With the reduction of the Clan threat, the Precentor Martial ordered the diversion of vessels to improve the 301st's logistics, which has seen a marked improvement in morale.

A giant hook with a *Mercury* BattleMech as bait serves as the unit's insignia.



82nd Division (The Web Cutters IV-pi) Division/Elite/Questionable

CO: Precentor III Xue Zhi-Heng

The Enlightened III-chi: Demi-Precentor I Michael Azad

Divergent Paths III-psi: Demi-Precentor II Faina Lerner

The Wolf Handlers III-phi: Demi-Precentor VI Carol Burgeson

The Minutemen III-phi: Demi-Precentor IV Glen Peterson

The Muzzlers III-epsilon: Demi-Precentor IX Kara Sand

Knights of Truth III-tau: Demi-Precentor III Mark Weir

Formerly the executive officer of the Eighty-second, Precentor Zhi-Heng received an unexpected command promotion when his predecessor resigned following the installation of Victor Davion as Precentor Martial. Precentor Julius Rostinberger's resignation shocked the unit, and morale, already suffering from the unit's omission from Operation Bulldog, is at an all-time low. Almost an entire Level III unit has resigned over the past five months, a handful of whom have joined the Word of Blake. The majority, however, followed their



77th Division (The Monsters IV-theta) Division/Regular/Reliable

CO: Precentor VIII Jollings Rajii

The Gunslingers III-eta: Demi-Precentor V Benito Juarez

The Magnificent Few III-theta: Demi-Precentor IV Harry Cruikshank

Spoils of War III-zeta: Demi-Precentor X Vladimir Zilbert

Bright Horizon III-theta: Demi-Precentor II Rita Barth

The Stonecutters III-iota: Demi-Precentor IX Fivel Calif

Valor and Arms III-kappa: Demi-Precentor III Anne Wentz

Barely a Level III of troops from the Seventy-seventh survived Clan Jade Falcon's assault on Tukayyid. The unit's fate hung in the balance for more than a year as more troops defected to the Word of Blake, but as the situation stabilized, ComStar decided to rebuild the unit. Much of the unit's equipment came from caches on Terra, but a large proportion was newly manufactured, and designs like the *Nexus* and *Rajjin* have become increasingly common. Indeed, containing the equivalent of a full regiment of 'Mechs, the Seventy-seventh is, on paper, the most powerful unit in the Second Army.

Although officially intended only as a garrison for ComStar HPG sites on and around Prosperina (including a number in the Federated Commonwealth) the division has repeatedly had to defuse incidents between rogue warriors of the Draconis Combine and the Federated Commonwealth. Tensions have increased since Katherine Steiner-Davion became head of the Commonwealth. However, the Precentor Martial has so far refrained from increasing the number of troops deployed in his former realm, fearing such an action would only deepen the crisis.

The insignia of the Seventy-seventh shows a pair of golden eyes on a black disc.

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3RD ARMY V-LAMBDA: THE EMERALD FALCONEERS

The principal force deployed against the Jade Falcons on Tukayyid, the Third Army has one of the best reputations in the Com Guards, which has been further enhanced by participation in Operations Bulldog and Serpent.

The Third Army is charged with protecting worlds in the three-to-four slice of the ComStar "clock," but it is vastly understrength. Two divisions are scattered across a handful of worlds near Terra to maintain order and beat off the predation of the Word of Blake and other groups, which leaves only two divisions to protect sites throughout the Federated Commonwealth.

The insignia of the Third Army shows a hooded green falcon perched on a black gauntlet.

OFFICERS

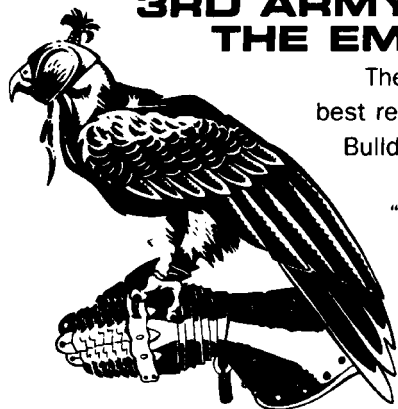
Precentor Alexander Durbin rose to command of the Third Army after Tukayyid; although an excellent field commander, he has proved less adept at bureaucratic wrangling.

Fortunately, his executive officer, Precentor Stephanie Lavelle, has kept the unit running smoothly and is the true power behind the Third Army.

Upon his return to the Inner Sphere, the commander of the Second Division, Regis Grandi, received the Star of Honor and a promotion to full precentor for his efforts on Huntress. His courage and leadership are held up as the epitome of a Com Guard officer, though Grandi is uneasy with the adulation he has received and would prefer to concentrate on rebuilding his shattered unit.

FORCES

The Third Army is very 'Mech heavy, with such forces accounting for almost half its combat strength. Unusually, this is viewed as a disadvantage in the unit's principal task of securing ComStar facilities in the Federated Commonwealth. Only in the Chaos March-based Eleventh and Second Divisions is this firepower fully exploited.





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11th Division (The Wing Clippers IV-beta) Division/Elite/Fanatical

CO: Precentor IX Sharron Tang
Never Surrender III-alpha: Demi-Precentor X Joseph Neven

Kiamba Cavalry III-beta: Demi-Precentor VII Stephen Schesnol

Full Moon III-gamma: Demi-Precentor II Nicole Graziani

Ivory Terrors III-beta: Demi-Precentor IV Oleg Zobninger

The Chain Rattlers III-alpha: Demi-Precentor III Emily Bajko

Deputies of Truth III-gamma: Demi-Precentor IV Andy Dumasius

Second only to the 472nd Division (Invader Galaxy) in the number of 'Mechs deployed, the Eleventh provides a solid defense against the Word of Blake's ambition in the Coreward region of the Chaos March. During Operation Bulldog, elements of the Fourth and Fifth Armies deployed to that region, and the Eleventh participated in the destruction of the Smoke Jaguar's 362nd Assault Cluster on Kiamba. The unit spent three months refitting on Tukayyid before returning to their Caph headquarters.

They immediately found themselves embroiled in a series of clashes with Word of Blake troops, though since Cameron St. Jamais took control of the Blakist military, such incidents have reduced noticeably. Despite this, Precentor Tang has kept her forces on high alert, fearing some sort of surprise attack.

The unit's insignia is an ornate curved blade upon a white shield.



2nd Division (The Falconeers IV-xi) Division/Elite/Fanatical

CO: Precentor II Regis Grandi
Living Word III-nu: Demi-Precentor VII Hector Machabanski

Hidden Hand III-mu: Demi-Precentor IV Sam Pulciani

Dark Regret III-xi: Demi-Precentor X Judy Gerambia

The Profound III-omicron: Demi-Precentor IX Karen Victor

Diogenes' Search III-xi: Demi-Precentor III Carmen Schmidt

Madness With Method III-pi: Demi-Precentor IX Ashraf Abdulhadi

Having honed its combat skills against the Steel Vipers on Tukayyid, the Second Division was Precentor Martial Focht's first choice for Task Force Serpent. However, it was impractical to transport the entire division to the Jaguar homeworld. Of the eighty BattleMechs that went to Huntress, only seventeen returned, and losses among the few aerospace, armor and infantry sent there were even more severe. The Precentor Martial decorated every survivor of the mission—some forty-two personnel—making the unit the most decorated in the Com Guards.

Much of the time since then has been spent rebuilding and training troops. The Second remains marginally understrength, a result of leaving positions open for the Huntress survivors while many of them are on a leave of absence. Despite this, the unit has returned to active duty on a swath of worlds between

Epsilon Indi (the unit's headquarters) and Bristol in the Federated Commonwealth.

The insignia of the Second Division is a simple white disc inscribed with the word "Remember."



323rd Division (The Groundhogs of Tukayyid IV-nu) Division/Regular/Reliable

CO: Precentor VIII Charles Reanner

Two at a Time III: Demi-Precentor I Larry Gostomski

Dinju Warriors III: Demi-Precentor X Arcelia Huss

Blood Trail III: Demi-Precentor IX Allan Jepsen

Torch of Honor III: Demi-Precentor III Piotr Maj

From the Ashes III: Demi-Precentor X Beverly Shainne

Against the Wall III: Demi-Precentor VII Renato Calip

Formed by the merger of the 322nd and 323rd Divisions after Tukayyid, the Groundhogs are one of the few units to have fought multiple Clans on Tukayyid and are widely respected and honored. Both units fought the Smoke Jaguars, while the latter also fought the Diamond Sharks. Both units were shattered, and ComStar decided to merge the more intact but leaderless 323rd with the smaller 322nd, which retained command integrity. However, the merger was insufficient to bring the unit back to full strength, and though some positions were filled by survivors of destroyed or disbanded units, the vast majority were new recruits, and the unit's overall experience level plummeted.

The unit's insignia shows a groundhog clutching a hand grenade.



299th Division (The Battle Smokers IV-lambda) Division/Regular/Questionable

CO: Demi-Precentor X Peter Fedt

Falcon Hunters III-kappa: Demi-Precentor IV Jason Elm

Blessings of Truth III-lambda: Adept XII Robert Schullo

The Birdcallers III-mu: Demi-Precentor VI Walter Hayna

The Hood and Jesses III-nu: Demi-Precentor III Jan Ziolo

The Fog of War III-lambda: Demi-Precentor VII Hadez Abero

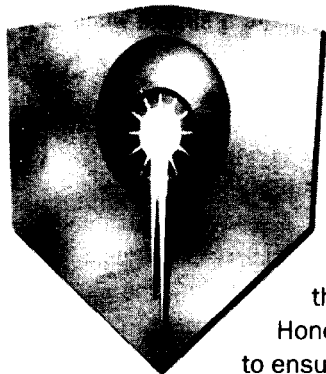
Bad Omens III-iota: Adept IX Thomas Atkiss

Demi-Precentor Fedt, a veteran of Tukayyid, has publicly taken a strong stance against Precentor Martial Davion, although he has yet to defy Davion's orders. His greatest concern is that the appointment damages ComStar's neutrality, especially in the Lyran Alliance and Federated Commonwealth. He fears that should Katherine Steiner-Davion's two realms collapse into chaos as is expected, Com Guard troops—including Fedt's New Avalon-based but widely dispersed 299th Division—will be sucked into a maelstrom of war. Davion has done all in his power to assure Fedt and other members of the Com Guards that he has forsaken his former titles, but they have expressed doubts that the former prince will hold to his promise should some great disaster occur.

The insignia of the 299th Division is a black silhouette of a *Rajjin* standing before a stylized gray cloud.

THE COM GUARDS

4TH ARMY V-IOTA: THE DEFENDERS OF HONOR



The Fourth Army occupies the four-to-five slice of the ComStar “clock,” more commonly known as the Bryant Theater. Until 3057, the army’s responsibilities included the Federated Commonwealth’s Sarna and Capellan Marches, the St. Ives Compact, and the Spinward regions of the Capellan Confederation. The Liao-Marik invasion of the Sarna March threw the region into chaos, increasing the burden on the Fourth and Fifth Armies. Despite numerous clashes with Blakist forces, the troops deployed to the Fourth Army were deemed sufficient until 3061, when the escalating crisis in the St. Ives Compact prompted the Precentor Martial to order two experienced divisions from the Twelfth Army, the 403rd and 321st, into the region. They have been accepted into the Defenders of Honor and have deployed to Nashuar and Warlock, respectively. Publicly intended as Star League observers to ensure the safety of St. Ives citizens—and to safeguard ComStar’s investment in the *Helios* BattleMech lines on Warlock—the divisions’ secret goal was to hamper Sun Tzu Liao’s aggression, though the Capellan Chancellor shows no sign of reining in his troops.

A white shield bearing the ComStar emblem serves as the insignia of the Fourth Army.

OFFICERS

A graduate of the Nagelring Academy, Oscar Wetzel served with the Lyran Commonwealth Armed Forces in the Fourth Succession War before joining a mercenary unit. In 3037 ComStar hired the Level III-strength unit and subsequently absorbed it. Wetzel accepted a commission as an adept, commanding first a Level III and then an entire division on Tukayyid. His leadership and valor earned him the Star of Honor, a promotion to precentor, and, eventually, the command of the Defenders in 3053.

Precentor Wetzel is adept at small-unit tactics and favors a war of maneuvers over set-piece engagements. This preference for finesse has earned Wetzel the call sign “Rapier,” though many of his troops call him “Dueling Oscar.”

FORCES

The two divisions from the Twelfth Army introduced a number of new 'Mech and vehicle designs into the Defenders—previously dominated by mothballed Star League-era equipment—as well as examples of the Draconis Combine’s Raiden and Kanazuchi battle armors. The only army away from the Clan border to deploy such suits, the Fourth are having to develop tactics for their use on the fly.



83rd Division (The White Cyclones IV-gamma) Division/Regular/Reliable

CO: Precentor XV Allyn Omlid

Eternal Truths III-epsilon: Demi-Precentor II Sol Kopp

The Phantoms III-gamma: Demi-Precentor VI Edmund Rydz

Green Machine III-alpha: Demi-Precentor X Vivian Soballe

The Longshoremen III-beta: Demi-Precentor VII Richard Pales

The Lion’s Den III-delta: Demi-Precentor III Thomas Kyle

Power Struggle III-gamma: Demi-Precentor V Tina Hanson

Although brutalized by the Ghost Bears on Tukayyid, the Eighty-third Division was quickly brought back up to strength. Rather than returning to their old base on New Syrtis, they assumed the duty of garrisoning sites in the sensitive Terran Corridor. With the collapse of order in the region following Marik’s Operation Guerrero, the Eighty-third has attempted to provide some semblance of law and order in the region. However, rather than Thomas Marik’s or Sun Tzu Liao’s agents, it is the Word of Blake that has posed the most problems for the Eighty-third.

The insignia of the Eighty-third Division depicts a white tornado on a golden disc.



166th Division (Wolf Bait IV-rho) Division/Green/Reliable

CO: Precentor VIII Edward Revere

The Harried III-rho: Demi-Precentor VII Edmund Sadlak

Numbing Chill III-sigma: Demi-Precentor IX Piotr Skorya

The Champions III-tau: Demi-Precentor III Carrie Nieweem

Pack Hunters III-rho: Demi-Precentor VIII James Dades

Bloodbrothers III-omicron: Demi-Precentor II John Berg

The Visionaries III-pi: Demi-Precentor X Terry Moody

Shattered by the Wolf Clan on Tukayyid, the 166th is the least experienced unit in the Fourth Army. They have been further weakened by the resignation of Demi-Precentor Marita following Victor Davion’s appointment as Precentor Martial. Ambitious but principled, Marita chose not to defect to the Word of Blake. Instead, she is believed to be on Outreach, seeking employment.

The insignia of the 166th Division shows a wolf’s jaws closing on an *Atlas* BattleMech.

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79th Division (The Steel Snake Charmers IV-zeta) Division/Elite/Reliable

CO: Precentor XII Louisa Draga

The Fang Pullers III-delta: Demi-Precentor X Ping Hu
Beyond Belief III-zeta: Demi-Precentor VII Jerry Krug
Evident Glory III-epsilon: Demi-Precentor II Brenda Wright
The Bridgeburners III-zeta: Demi-Precentor X Clemens
Goldader

Leap of Faith III-theta: Demi-Precentor IX John Fishbein
Starlight Warriors III-eta: Demi-Precentor VIII Malik Park

The Seventy-ninth Division is one of the most experienced in ComStar, having fought the Diamond Sharks and Steel Vipers on Tukayyid and the Smoke Jaguars on Caripare, Garstedt, and Savinsville in Operation Bulldog. However, the unit's success has gone to their heads, and a number of Level III commanders have questioned the wisdom of returning the unit to peace-keeping duties in the Chaos March. Although not directly hostile, the Capellans have made it clear that ComStar troops are not welcome. However, it is unclear how much of this is the result of the long-standing antipathy between Chancellor Liao and Precentor Martial Davion and how much can be attributed to the Word of Blake's malign influence.

The insignia of the Seventy-Ninth shows a snake, its fangs bared, coiled about the ComStar emblem.



87th Division (The Nova Cat Trainers IV-pi) Division/Regular/Reliable

CO: Precentor XIII Archie Pardeau

Eloquent Words III-rho: Demi-Precentor IX Stanley
Fratte

The Outsiders III-xi: Demi-Precentor III Aaron Duda
Paragons of Loyalty III-pi: Demi-Precentor VII Edmund
Villaflor

Troubled Times III-sigma: Demi-Precentor I Kimberly Arnell
Rulebreakers III-omicron: Demi-Precentor IV Pete Chadha
Mountain Men III-pi: Demi-Precentor VI Alexander Fogel

Based in the city of Tiantan on St. Ives, the Eighty-seventh is nominally responsible for guarding many of ComStar's facilities in the Capellan March, but since the start of the St. Ives Crisis, many of these garrisons have been downgraded in favor of an increased presence in the Compact and the FedCom's Kittery salient. A capable diplomat as well as military commander, Precentor Pardeau has been working closely with the St. Ives government and the Federated Commonwealth's military liaison. Indeed, it was Pardeau's willingness to admit that his forces could not protect ComStar installations and block the Liao advance that prompted the Precentor Martial to deploy additional troops. The arrival of the 403rd Division on Nashuar has allowed the Eighty-seventh to concentrate its efforts in the Kittery region, though two Level III units remain on St. Ives and a third is providing logistical support for Kuan-Yin Liao's humanitarian relief effort.

The insignia of the Eighty-seventh Division shows a stylized cat sitting atop a tank.



403rd Division (Przeno River Rats IV-phi) Division/Elite/Fanatical

CO: Precentor XI Darrel Burns

Harbingers of Victory III-chi: Demi-Precentor II
David Ushkow

Looking Glass III-tau: Demi-Precentor IV Daryn Waite
The Thunderheads III-phi: Demi-Precentor VII Nicole Morin
Misguided Fortune III-phi: Demi-Precentor X Jean Jubelt
Natural Enemies III-epsilon: Demi-Precentor IX Derek Cook
The Sentinels III-psi: Demi-Precentor VIII Harold Junge

Until the end of 3061, the 403rd was part of the Twelfth Army and based in the Free Rasalhague Republic. However, when the situation in the St. Ives Compact became clear, the 403rd's exploits against the Jade Falcons at Robyn's Crossing and the Smoke Jaguars on Yamarovka made them ideal peace-keepers. Though an accomplished warrior, Precentor Burns is committed to the path of peace and will do everything in his power to defuse the situation and protect the citizens of Nashuar and surrounding worlds.

The insignia of the 403rd shows a water rat bearing a helmet and rifle.



321st Division (Com Guard Grenadiers IV-beta) Division/Elite/Fanatical

CO: Precentor VIII Tamatha Sparks

The Banshee's Wail III-beta: Demi-Precentor
II Nicholas Liapes

Points of Light III-gamma: Demi-Precentor IV Edward Tenner
Black Hole III-alpha: Demi-Precentor III Jos Wishner
Blinding Flash III-gamma: Demi-Precentor VI Brad Morrissey
The Long Wait III-beta: Demi-Precentor VII Dan Lawlor
Over the Wall III-alpha: Demi-Precentor X Jas Hutt

Like the 403rd, the 321st are new arrivals in the Compact, this time on the so-called "Teng front." Headquartered on Warlock, the BattleMech-heavy division is deployed in Level III-sized units on worlds from Maladar to Teng, and though nominally neutral, the unit is believed to have supplied Cassandra Liao's forces with intelligence and materials.

The insignia of the Com Guard Grenadiers shows a 'Mech's foot crushing a snake.

THE COM GUARDS



5TH ARMY V-OMICRON: THE MOUNTAINEERS

Divided between the Chaos March and the Capellan Confederation, the tactical position of the Fifth Army is almost as bad as that of the Fourth. The situation is further worsened by a number of internal problems stemming from the Marik-Liao invasion. With the 394th Division withdrawn to Hall in the face of the advance, the army unwittingly allowed the Sirian Holds Massacres to take place. Every warrior in the army regards this as a personal disgrace, exacerbated by the loss of Terra to the Word of Blake, which two of the army's divisions could theoretically have prevented. Anastasius Focht's willingness to take the 394th Division to Huntress and Strana Mechty went some way toward resolving the problem, but the unit's morale remained shaky until the end of 3061. Strangely, where Davion's appointment has had an adverse effect on many ComStar units, in the Fifth Army it may have done some good, indicating the start of a new era.

The insignia of the Fifth Army shows a *Wyvern* BattleMech scaling a cliff.

OFFICERS

Until 3061 Precentor Harris Harvison commanded the 394th Division. On Strana Mechty, he commanded the ComStar forces in the Great Refusal. Though he was defeated by the Jade Falcons, the Precentor Martial lauded his leadership and courage, and upon returning to the Inner Sphere, Harvison was promoted to command of the army, replacing Anna Gesicki (who was an excellent tactician but a poor strategist). His promotion has led to a general improvement in morale.

FORCES

Though containing a smaller proportion of aerospace forces than is normal in a Com Guard unit, the Fifth Army's mix of BattleMechs, armor, and infantry is suited to its assigned tasks. The two Confederation-based divisions, primarily charged with securing ComStar facilities, contain the highest proportion of BattleMechs, while the Chaos March-based forces have a considerably higher proportion of infantry, ideal for their peace-keeping role.



THE COM GUARDS



394th Division (The White Lions IV-tau) Division/Elite/Reliable

CO: Precentor II Elayne Reine
Manyfold Paths III-tau: Demi-Precentor VI Julius Havana

The Mummern III-rho: Demi-Precentor V Joseph Czart
Bloodied Hopes III-tau: Demi-Precentor I Edwin Rymek
The Lion's Mane III-phi: Demi-Precentor III Antonio Velez
Moonchildren III-sigma: Demi-Precentor IX Renee Dempster
The Bull Dancers III-epsilon: Demi-Precentor II Orson Baker
Elements of the 394th accompanied the Huntress relief force, and warriors from the unit made up half the ComStar force that fought on Strana Mechty. Although the force lost, Focht and Davion applauded their courage and tenacity. The unit's morale has increased dramatically since 3059, but since the return from Clan space the new commander, Elayne Reine, has had to work hard to prevent any backsliding.

The insignia of the 394th Division shows a lion rampant before a golden sunburst.



76th Division (The Battered Wolf Warriors IV-mu) Division/Regular/Reliable

CO: Precentor VIII Ullan Brian

Infinite Dreams III-nu: Demi-Precentor VII Cristian Downey
Majority Rules III-mu: Demi-Precentor VI Frank Precilio
Razor's Edge III-kappa: Demi-Precentor VII Annie Driscoll
Storm and Stress III-mu: Demi-Precentor III Richard Ryan
Bold Rascals III-lambda: Demi-Precentor X Gordon Souden
Nerves of Steel III-xi: Demi-Precentor IV Angelo Dugo

The Capellan Chancellor has placed the Seventy-sixth Division, based on Sian, in a difficult position by inviting the Word of Blake to operate the HPG stations within his realm. In the absence of orders from the Primus or Precentor Martial, Precentor Brian has refused the Capellan government's requests to hand over the HPG facilities to the Blakists. Fortunately, the CCAF's military commitments in the St. Ives Compact and the Chaos March have prevented the Confederation from bringing force to bear on the division, but trade with the local population has dropped off markedly in recent weeks. The unit has been the target of a half-dozen sabotage attempts in the past few months.

The insignia of the Seventy-sixth Division depicts a bloodied wolf.



467th Division (The Jaguar Skinners IV-xi) Division/Regular/Reliable

CO: Precentor VIII Terry Shykes
Teeth and Claws III-mu: Demi-Precentor II Leslie Roberts

The Shadowmen III-omicron: Demi-Precentor X Chris Wick
Gens de Guerre III-xi: Demi-Precentor VII Samuel Baba
The Trumpeters III-nu: Demi-Precentor IX Brian Callero
True Prophecy III-pi: Demi-Precentor III Gordon Jorgenson
Eyes and Ears III-xi: Demi-Precentor VIII June Ploen

Like the Seventy-sixth, the 467th Division has suffered at the hands of the CCAF and Word of Blake in recent months. But the problems on Menke and surrounding worlds are far more serious than those facing the Sian-based division, including sniper attacks and unprovoked arrests. These incidents have prompted Precentor Shykes to confine his forces to their bases, accepting a de facto siege but keeping the Word of Blake from taking command of the HPG stations. However, with the situation deteriorating, the Precentor Martial may be forced to withdraw the troops or risk conflict with a Star League member state.

A patch depicting the skeleton of a big cat identifies members of the 467th Division.



379th Division (Hawks of the High Wind IV-pi) Division/Veteran/Reliable

CO: Precentor XI Dakkara Sin

The Hawk's Talons III-pi: Demi-Precentor IX Ali Ahmad
Dancing Shadows III-rho: Demi-Precentor II Leroy Bacci
The Harlequins III-pi: Demi-Precentor V Mark Gamb
Inner Strength III-xi: Demi-Precentor IV Natalia Kornas
The Cavalrymen III-omicron: Demi-Precentor VI Sylvia Solomon

Howling Breeze III-sigma: Demi-Precentor X Tim Hoskinson
Although it performed well on Tukayyid, for many years the 379th Division was a shadow of its former self. That changed with the Marik-Liao invasion of the Federated Commonwealth. The inexperienced unit suffered major losses, but the constant engagements gave its troopers the seasoning they lacked, and today they are among the most proficient in the Com Guards at small-unit tactics and urban warfare.

The pitched battles with the Word of Blake have given way to ambushes and terrorism, but the strain of commanding a unit in a de facto war zone for more than four years has taken its toll on Precentor Sin. He has become increasingly authoritarian and isolated, exhibiting signs of acute paranoia. However, his troops have remained steadfastly loyal to their commander, and any attempt to remove the precentor could prompt a rebellion. The issue is a thorny one that should be resolved with the utmost speed.

The official insignia of the 379th shows an eagle's head, though many units also bear the image of a jade falcon impaled on a katana.

THE COM GUARDS

6TH ARMY V-KAPPA: GRIM DEFIANCE

The Sixth Army was formerly based in the six-to-seven slice of the ComStar "clock," predominantly in the Coreward regions of the Sarna March. But after the Liao-Marik invasion, it was relocated to bolster defenses against the Clans. Grim Defiance was assigned to the Draconis Combine and played a major role in supporting Operation Bulldog, though only the Thirty-first Division saw action in that campaign. The Sixth has remained in the Combine, strengthening the defenses against the relocated Ghost Bears, aiding the reintegration of the former Jaguar holdings, and occasionally serving as mediators between the Combine and the assimilated Nova Cats in the newly formed Irece Prefecture.

Members of all four divisions routinely drill against DCMS troops, avoiding the stagnation that comes with prolonged garrison duty. However, in recent months Precentor Mueller has become concerned that some Combine regimental commanders, particularly those of the Alshain Avengers, may be using these exercises to hone their skills for assaults on the Ghost Bear territories. Mueller feels such attacks would be detrimental to the interests of both the Combine and the Inner Sphere. Precentor Martial Davion has raised the issue with Coordinator Kurita but has reached no firm decision.

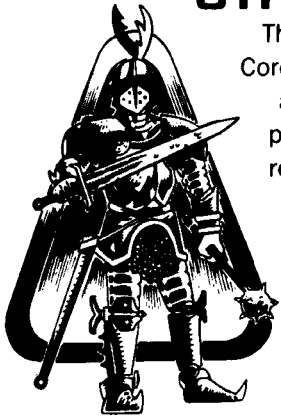
The insignia of the Sixth Army shows an armored knight, standing with a sword in one hand and a mace in the other.

OFFICERS

Precentor Daniel Mueller, who commanded the Thirty-first Division on Tukayyid before taking control of what remained of the Sixth Army, is regarded as one of the best officers in the Com Guards. Mueller's authoritarian, no-nonsense style proved ideal for integrating two new divisions into the rebuilt army, though the task was undoubtedly made easier by his having commanded one of those divisions. Although dismayed by events in the Chaos March since the army's withdrawal, Mueller accepts that they could not have been predicted, which has brought him into conflict with several junior officers.

FORCES

Unusually for Com Guard troops, the Sixth Army's divisions clearly delineate between 'Mech and support troops. The 'Mech troops, and to a lesser extent the armor troops, form the mainstay of the defenses against Clan Ghost Bear. Few infantry are included in such units, instead serving in the traditional role of security forces for HPG compounds. This has allowed troops to specialize in tactics and thus avoid the weakness of multipurpose training.



THE COM GUARDS



31st Division (The Lost Boys IV-theta) Division/Elite/Reliable

CO: Precentor VII Gonzalo Cabral
Cemetery Gates III-theta: Demi-Precentor IX Richard Wilder

Crazy Players III-eta: Demi-Precentor VIII Alice Pollworth
The Molehill Climbers III-kappa: Demi-Precentor III Adolph Guenther

Strange Highways III-zeta: Demi-Precentor VI Hiroshi Abe
Into the Wind III-theta: Demi-Precentor II Manolo Patenio
Broken Laws III-iota: Demi-Precentor VII Elaine Margolle

Based on Procyon following the Battle of Tukayyid but withdrawing in the wake of the Liao-Marik invasion, the Thirty-First is haunted by the specter of the Sirian Holds tragedy, where a large portion of the planet's population was condemned to death camps. When the scale of the atrocities became apparent, the members of the division blamed themselves, and the unit's commander, Johnny Ruth, resigned. However, the unit has remained an effective fighting force, participating in Operation Bulldog, fighting the Jaguars on Virentofta and Rockland, and forming part of the relief force to Huntress.

Currently headquartered on Chandler, the Thirty-first serves as the command division for the Sixth Army, defending the army's headquarters in addition to its more general responsibilities. Since returning from Clan space, the Thirty-first has participated in a number of exercises with the Fifteenth Alshain Avengers.

A black disc bearing a set of white footprints serves as the division's insignia.



12th Division (The Grizzly Grinders IV-gamma) Division/Elite/Reliable

CO: Precentor VIII Herman Schtiles
Luk's Warriors III-gamma: Demi-Precentor X Frank Desimone

The Renegades III-beta: Demi-Precentor II Abraham Chacko
Killing Glare III-alpha: Demi-Precentor IV Jas Threadgill
Evolution in Motion III-gamma: Demi-Precentor V Mark Zipperer

House of Pain III-epsilon: Demi-Precentor III Albert Michael
Gaping Jaws III-delta: Demi-Precentor V Dane Hooper

The intervention of the Twelfth Division in the battle for Luk is considered one of the key events of Tukayyid, although the brutal fighting that ensued cost the unit almost half its strength and most of its senior officers.

The modern Twelfth Division's lack of major combat experience since Tukayyid has led some to question the unit's abilities. However, the unit's military and diplomatic efforts to integrate the Nova Cats into Combine society have done much to silence the critics. The unit's combat record, demonstrated in a series of exercises with the Genyosha regiments and Tau and Chi Galaxies, has earned the respect of both the DCMS and the Nova Cats.

The insignia of the Twelfth Division shows a meat grinder from which a ghost bear is attempting to escape.



102nd Division (Focht's Knights IV-omicron) Division/Regular/Reliable

CO: Demi-Precentor XVIII Peter Isotera
Broken Crown III-pi: Demi-Precentor III Leonid Brenman

No Regrets III-omicron: Demi-Precentor VI Donna Probst
Return to Serenity III-nu: Demi-Precentor IV Walter Theefs
From the Depths III-omicron: Demi-Precentor X Alan Lau
Harmonious Discord III-xi: Demi-Precentor I Argimiro Gamboa

Careful Haste III-rho: Demi-Precentor IV Thomas Chall

The fighting on Luzerne during Operation Bulldog saw some of the worst casualties in the SLDF and inflicted considerable damage on the planetary infrastructure. Deployed to Luzerne in the fall of 3059, elements of the 102nd have been heavily involved in the relief and reconstruction efforts. The unit's engineers have made battle sites safe, and life for the liberated population has slowly returned to normal. However, the populace remains suspicious of the Com Guard troops, remembering Operation Scorpion and the Jaguar crackdown that followed. Though not directly hostile, there have been murmurs about "accepting one occupation force in lieu of another."

The insignia of the 102nd Division shows a pair of crossed lances.



1st Division (McGillaray's Legion IV-xi) Division/Regular/Reliable

CO: Precentor XIV Peter McGillaray
Legion Alpha III-nu: Demi-Precentor XII Kathy Issele
Legion Beta III-mu: Demi-Precentor XI John Lemein
Legion Gamma III-xi: Demi-Precentor XV Amit Singh
Legion Delta III-pi: Demi-Precentor IX Jesus Martinez
Legion Epsilon III-omicron: Demi-Precentor XIV Kevin T. Stein


Legion Zeta III-xi: Demi-Precentor X Gregory White

The first division formed by the Com Guards has been the most active over the past 150 years. The First Division destroyed the wrecked battlecruiser *Tripitz* in 2980 and shattered the pirate alliance of "Black" Jack McGirk in 3004. Although taking major casualties, the division proved the Com Guards could fight and developed many of the order's combat tactics. The division's prestige was further enhanced by its battles against the Steel Vipers and Ghost Bears, though both cost the unit dearly. The contribution of Precentor McGillaray led to the unit's nickname, one of the few times a Com Guard unit has been named for its commander.

Based on Rockland near the Combine-Periphery border, the unit faces a growing pirate threat. In late 3061, Precentor McGillaray dispatched Beta Level III into the Periphery to identify and neutralize the pirate bases. The unit has yet to report in, and the precentor fears the worst but has yet to list the unit as missing.

The insignia of the First Division shows a marble pillar on which rests the helmet of a Roman soldier.

7TH ARMY V-IOTA: THE DARK WAVE



The past five years have not been kind to the Seventh Army. First the Marik-Liao invasion of the Federated Commonwealth prompted their relocation to the Lyran Alliance, and then the Coventry Crisis necessitated a second relocation to the Jade Falcon border. Furthermore, the defection of the commanding officer and a large body of troops to the Word of Blake has devastated morale. Precentor Karina Vista was well-liked by her troops, and many who remain question Precentor Martial Davion's appointment. The resignation rate in all divisions save the Ninth is very high, and the new commander has been hard-pressed to keep the army in fighting trim.

The insignia of the Seventh Army shows a dark blue wave on a gray disk.

OFFICERS

Formerly the XO, Precentor XI Yusuf ibn Ayyub has fought a losing battle to maintain the army's morale. Some have blamed Ayyub, born in Terra's Lavant provinces, for the army's steady deterioration, accusing him of being a Blakist sympathizer. However, Precentor Martial Davion has expressed his confidence in Ayyub, allowing him free rein in his efforts to motivate the Seventh.

Demi-Precentor Richard Pettigrew of the 214th Division is the most infamous member of the Seventh Army, having been demoted from precentor for insubordination following the Battle of Tukayyid. Pettigrew was openly critical of the number of lives lost on Tukayyid, and only his actions against the Jade Falcons at Plough Bridge saved him from a full court martial. A staunch opponent of Focht's policies, it remains to be seen whether Pettigrew will work with the new Precentor Martial.

FORCES

Defections and resignations have dragged the Dark Wave's combat effectiveness down to seventy percent. New recruits—including ROM agents to keep tabs on the unit's sympathies—have replaced many of the lost troops, but the integration process is not expected to be complete until the end of 3062.

THE COM GUARDS



9th Division (DKK—Dark Kat Killers IV-pi) Division/Elite/Questionable

CO: Precentor IX Narami Nichigama
Shades of Gray III-rho: Demi-Precentor V John Morahan

Blinding Light III-pi: Demi-Precentor VII Ted Korshak
The Claw Clippers III-omicron: Demi-Precentor III Chao-Chung Hsu

The Joje Grenadiers III-pi: Demi-Precentor II Darlene Sorg
Tricks and Traps III-sigma: Demi-Precentor IX Ken Pariser
The Sword's Edge III-xi: Demi-Precentor IV Albert Gioia

Having fought the Nova Cats at Joje and Tost, the Ninth Division has established a reputation for courage, thoroughness, and ingenuity. The division excels at combined-arms tactics, mixing air power, static defenses, and tactical assaults to keep its opponents off balance. The unit's sappers are particularly adept at setting booby traps, something they used to devastating effect against the Nova Cats. Working in conjunction with other SLDF troops on Hyner and Marshdale during Operation Bulldog, the Ninth continued to live up to their nickname of "Dark Kat Killers."

Unlike other divisions in the Seventh Army, morale in the DKK remains good. However, the unit's loyalties are unclear. Almost a third of the troops who accompanied Karina Vista into exile came from the Ninth, and Precentor Nichigama has yet to declare for or against Precentor Martial Davion.

After Tukayyid the unit patch of the Dark Kat Killers showed the pelt of a Nova Cat, but since 3060 this has been joined by that of a Smoke Jaguar.



244th Division (The Prince's Men IV-psi) 4 Level IIIs/Green/Fanatical

CO: Precentor I Raymond Ireton
Broken Chains III-psi: Demi-Precentor II Zaffar Akhlaq
Loyal Subjects III-chi: Demi-Precentor II Margaret Chaps
The Strongmen III-omega: Demi-Precentor VI Patrick Hullinger

Sticks and Stones III-psi: Demi-Precentor III Rudolf Shakov

After Precentor Martial Davion's appointment, Demi-Precentor Shint Dieter attempted to lead a Level III of troops into exile with the Word of Blake. However, he counted without the resolve of Level III commander Raymond Ireton, who, leading the division's "loyalist" forces, moved to block his commander's treachery. The result was a pitched battle between the two factions, bloodying both but preventing a mass exodus. A handful of Blakist sympathizers escaped, but Dieter was captured and awaits trial for treason at the ComStar HQ on Tukayyid. To underline their loyalty to the new Precentor Martial, the division has abandoned its old nickname, "The Cloaked," in favor of "The Prince's Men."

Officially, the insignia of the 244th shows a sword impaling a crown, but some members of the unit also wear the Federated Sun's Sword and Sunburst.



222nd Division (The Banished Few IV-xi) Division/Regular/Questionable

CO: Demi-Precentor XI Hart Kraig
The Birdcage III-omicron: Demi-Precentor IV Barry Rabovsky

Mobile Menace III-xi: Demi-Precentor X Brad Tomasheski
The Blackout III-mu: Demi-Precentor VI Maria Jorns
Late Bloomers III-nu: Demi-Precentor V Paul Davies
Class Acts III-xi: Demi-Precentor III Phoebe McLernon
Blessed Actions III-pi: Demi-Precentor III Richard Shaftic

In the wake of the Jade Falcons' 3058 assault on the Lyran Alliance, the 222nd Division was reassigned to Kowloon on the Periphery border. Politely referred to as "the world the Alliance forgot," the planet has little to endear itself to the Com Guard garrison save large tracts of virgin terrain. The occasional pirate raid provides the only break in the unit's monotonous routine, and Precentor Kraig constantly stages exercises and rotates his deployments to prevent stagnation. However, discipline has begun to slip and many are questioning their deployment, regarding their nickname as sadly prophetic. A number have deserted—most simply disappeared into the Alliance, but others defected to the Word of Blake.

The insignia of the 222nd Division shows a helmet hung from the stock of an assault rifle that has been driven into the ground.



214th Division (The Red Arrow Division IV-eta) Division/Regular/Questionable

CO: Demi-Precentor XIII Richard Pettigrew

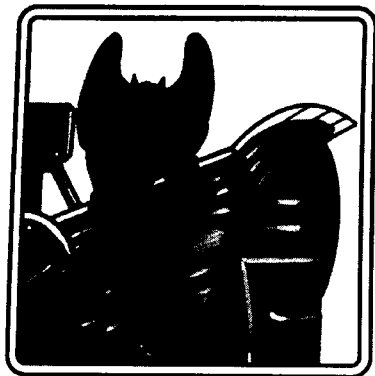
Solid Foundation III-eta: Demi-Precentor IV Yan Zhang
Lightning Strike III-epsilon: Demi-Precentor VI Karl Haviland
Guiding Light III-theta: Demi-Precentor III Bass Deike
River Raiders III-iota: Adept X Anthony Lux
Steadfast Survivors III-eta: Demi-Precentor VIII Jason Neace

The Breakout III-zeta: Demi-Precentor IX Bong Ro

Although broken by the Jade Falcons at Plough Bridge on the Prezno River, the 'Mech-heavy 214th has a reputation for resilience and fortitude, having overcome its initial defeat and launched a counterassault on the Falcons. Less than a Level III of warriors survived the battle, but these serve as the core of the rebuilt division and are steadfastly loyal to Precentor Pettigrew. Though few show any inclination toward the Word of Blake, Precentor Pettigrew's leanings have given ROM little choice but to designate the unit questionable.

The insignia of the 214th Division shows a flight of arrows, one of which is red and larger than its fellows.

THE COM GUARDS



8TH ARMY V-PI: STERN DEFIANCE

Based along the border of the Lyran Alliance and the Free Worlds League, the members of the Eighth Army have had little opportunity for combat since Tukayyid, instead focusing their efforts on humanitarian relief, peace-keeping, and anti-pirate missions. The greatest threat the four divisions have faced is the Word of Blake, whose terrorist operatives have staged a number of minor attacks on HPG stations along the border. These attacks died down in early 3060 but returned with a vengeance late in '61. However, ROM believes some of these assaults actually originate with Loki, the Lyran terrorist agency. The Alliance's reason for such operations is unclear, but it seems likely they are intended to keep the Com Guard forces occupied and out of the degenerating situation in the Alliance and Commonwealth. Little hard evidence exists to support this theory, but it is steadily gathering support among the army's senior officers.

The insignia of the Eighth Army shows a gargoyle perched on the shoulder of a *Guillotine* BattleMech.

OFFICERS

Though loyal to ComStar, Precentor XI Beesor Yakel espouses the view—supported by a number in the order—that Victor Steiner-Davion's appointment places the Com Guards in a difficult position because of Davion's poor relationship with his sister and the Capellan Confederation. With the Free Worlds League already closed to ComStar because of the Word of Blake, the precentor argues that only the Combine and Rasalhague support the Com Guards, and even this appears optimistic. Yakel regards his stance as "loyal opposition" rather than outright rebellion against ComStar, a situation the Precentor Martial has tacitly approved. Indeed, Davion has said, "I'd rather be surrounded by a loyal opposition than advised by sycophants."

FORCES

The Eighth Army has bolstered its traditional Star League-era equipment with locally produced 'Mechs and vehicles. Lyran-built *Thunder Hawks* and *Cestus* fight alongside Terran-built *Shootists* and *Excaliburs*, lending the army a cosmopolitan air. Prior to 3057 this was due to the insistence of Prince Victor Davion, who recognized the Federated Commonwealth's debt to the Com Guards who fought on Tukayyid. Following the secession of the Lyran Alliance, the flow of material initially continued at a reduced level while Katherine Steiner-Davion bolstered her forces, but in recent months ComStar has found it increasingly difficult to purchase such equipment.

THE COM GUARDS



182nd Division (The Steel Cavalry IV-kappa) Division/Regular/Reliable

CO: Precentor VIII Erin Harwell

Devil Dogs III-kappa: Demi-Precentor V Dominique Ferrand

The Dreadnoughts III-iota: Demi-Precentor II Rifet Kozlica

Dark Moon III-kappa: Demi-Precentor VII Albina Sharts

Out of Time III-theta: Demi-Precentor VI Elmer Zobus

Sacred Heart III-lambda: Demi-Precentor IX Jan Chramega

Fluid Conflict III-mu: Demi-Precentor III Linda Wu

Anchoring the Com Guard deployment along the Lyran-FWL border, the 182nd Division is charged with defending ComStar installations on a dozen worlds on the Lyran side of the border with the Free Worlds League and Circinus Federation. However, although Precentor Harwell is on reasonable terms with Colonel Darrel Ingles' Tenth Lyran Regulars, her troops have repeatedly fallen foul of the commander of the Cavanaugh II Theater, Richard Steiner. The son of General of the Armies Nondi Steiner and thus cousin to the Archon, Richard Steiner is also a former member of our order who resigned under mysterious circumstances in the late 3030s. Reassigned from the Skye March in 3058, General Steiner appears to bear us some form of grudge, which he has been taking out on the 182nd by enmeshing their supply shipments and troop movements in red tape. It seems unlikely such actions are part of official Lyran policy, but they fit neatly with the Archon's disdain for the Precentor Martial and our order's neutrality.

The insignia of the 182nd shows a horse made of riveted steel plates.



85th Division (Mack the Knife Division IV-omicron) Division/Elite/Reliable

CO: Precentor IX John Graf

Circle of Honor III-rho: Demi-Precentor VIII Louis Feid

Lone Star III-omicron: Demi-Precentor I Patricia Abbey

Night Intruders III-nu: Demi-Precentor III Albert Schneider

Defiant Gestures III-pi: Demi-Precentor VI Barbara Wilcox

Blood and Steel III-omicron: Demi-Precentor IV Chung Hong

Ugly Angels III-xi: Demi-Precentor V Leon Upin

Former Word of Blake Precentor Martial Trent Arian, who commanded the Eighty-fifth Division on Tukayyid, took a Level III of 'Mechs when he defected to Gibson, almost half the unit's complement. The unit's new commander faced an uphill struggle but persevered, and the rebuilt Eighty-fifth was declared combat-ready in January 3055.

The division took part in Operation Bulldog, forming part of the Schwartz task force and contributing to the relief mission to Huntress. Precentor Graf fought in the Great Refusal, though his *Shootist* was reduced to scrap and he sustained serious injuries.

A 'Mech fist clutching a knife serves as the Eighty-fifth Division's insignia.



56th Division (The Martial's Sword IV-iota) Division/Regular/Reliable

CO: Precentor IV Celene Jussiaume

Right to Fight III-eta: Demi-Precentor IX Clarence

Hamre

Blind Pursuit III-kappa: Demi-Precentor IV Sonya Johnson

Roll the Bones III-iota: Demi-Precentor I Dinah Alday

White Rabbits III-lambda: Demi-Precentor VII Roman Gales

Wild Children III-theta: Demi-Precentor X Kenneth Sommers

Rain or Shine III-iota: Demi-Precentor III Steven Denk

Based on Solaris for the past decade, the Fifty-sixth Division's role has evolved steadily. Initially intended as garrison troops, their status as a neutral party accepted (albeit warily) even by the Free Worlds League has led to a role as arbiters. This role has become increasingly prominent since the breakup of the Federated Commonwealth, but in recent months relationships with Lyran officials have cooled. Indeed, the Fifty-sixth has been relieved of any responsibility for maintaining order during the forthcoming season's matches, a task they have undertaken for the past four years. That position will instead be handled by Lyran Alliance troops.

The insignia of the Fifty-sixth Division is a broadsword bearing the ComStar logo, point upward in a deliberate reversal of the Word of Blake logo.



167th Division (The Green Mountain Boys IV-xi) Division/Green/Reliable

CO: Demi-Precentor IX Slurpea Kuzi

Line in the Sand III-nu: Demi-Precentor VIII

Raymond Sowell

The Wastelanders III-xi: Demi-Precentor VI David Zigmund

The Silent Men III-pi: Demi-Precentor IV Demetria Lonis

Lifting Shadows III-omicron: Demi-Precentor III Fred Greenburg

Pale Fire III-xi: Demi-Precentor VIII Rick Robinson

Pieces of Eight III-mu: Demi-Precentor X Craig Green

The 167th Division is well-equipped for its location and status, a result of Demi-Precentor Kuzi's contacts in the Com Guard logistics command. Although not supplied with the latest equipment, the unit does not want for ammunition and parts, allowing it to maintain a high degree of readiness. Unusually, given the current relations with the Lyran Alliance, the unit regularly exercises with the Seventh Lyran Regulars. Precentor Kuzi and Colonel Hamilton hope such exercises will provide their enthusiastic but inexperienced units with valuable practical experience. Indeed, the Com Guard and Lyran commanders have arranged a series of officer exchanges, granting each an insight into how the other works. However, neither Kuzi nor Hamilton believes the status quo can be maintained indefinitely, and both fear the gathering clouds of war.

The insignia of the 167th Division shows two warriors arm-wrestling.

THE COM GUARDS

9TH ARMY V-LAMBDA: THE RAG TAGS



The Ninth Army's area of responsibility includes the Spinward sections of the Lyran Alliance, the old nine-to-ten slice of the ComStar "clock," dovetailing into the areas of the Eighth and Tenth Armies. Away from both the Clans and the Word of Blake, the Ninth faces the smallest military threat and is widely dispersed. In many regards this reflects standard pre-Tukayyid troop deployments, though the lack of troops when compared with the pre-war era is notable. With the exception of the Level IIIs of the Thirty-fourth Division, few troops gather above Level II strength and a combination of Level I forces, usually a mix of infantry supported by armor or 'Mechs, is more common. However, the preponderance of 'Mech forces—some four hundred across the four divisions—has made it impossible to protect every site in the area of responsibility, and Precentor Owens has concentrated his forces in key trouble spots.

As in the Seventh and Eighth Armies, the troops are uneasy about Precentor Martial Davion. They have witnessed the Alliance's outrage firsthand and have seen a steady deterioration of their relationship with the local populace. They have also seen a number of resignations and defections to the Word of Blake, most notably that of Newton Fawcett, former commander of the 207th Division.

The soldiers and vehicles of the Ninth Army use the image of a scarecrow as their insignia.

OFFICERS

More of a diplomat than a military commander, Precentor Sonic Owens recognizes the difficult position he and his troops are in. He has been in near-constant communication with the LAAF High Command to assure them of ComStar's neutrality, but, angered by ComStar's rejection of the Archon's candidacy for First Lord, the Lyran officials seem little inclined to listen. This has prompted Owens to change his approach, and he has intimated that while the LAAF could certainly crush his command in a military confrontation, doing so would have grave consequences.

FORCES

Increasing anti-Com Guard bureaucracy within the Lyran Alliance has had a major impact on troop and supply movements that has proved particularly problematic to the widely dispersed Ninth. Current estimates suggest that only three-quarters of the army's 'Mechs and armor troops are operational because of parts shortages. Although of little tactical significance—the unit's forces are spread too thin to offer more than a token military threat—it has had a major impact on morale.

THE COM GUARDS



34th Division (Black Glove Division IV-epsilon) Division/Elite/Questionable

CO: Precentor VIII Patrice King

Open Eyes III-kappa: Demi-Precentor X Florence

Jozefiak

In the Shadows III-mu: Demi-Precentor II Gerhard Feldmann

Strength of Spirit III-lambda: Demi-Precentor VII Paul

Rapach

The Boxers III-iota: Demi-Precentor IV Raymond Thiem

Gleam of Hope III-lambda: Demi-Precentor V Brian Conklin

Fighting Pioneers III-nu: Demi-Precentor IV Peter Walthers

Headquartered on New Earth, the Thirty-fourth is the only

division within the Ninth Army able to concentrate its troops. The division has deployed two Level IIIs each on New Earth, Thorin, and Chara, officially because of the risk of attack on these worlds by the Free Worlds League or Draconis Combine, but in practice because of the strategic importance of these worlds in an assault on Terra. New Earth, former command post of the Star League Defense Force, plays a major role in ComStar's plans. The world is home to the New Earth Trading Company, with which ComStar had a profitable relationship for many years and which, together with Yankee Weapon Systems, is a major supply source for the order. Already deprived of Terra's warehouses and manufacturing plants, such independent sources of material are vital to the smooth operation of the Com Guards.

The insignia of the Thirty-fourth Division is a black gauntlet clenched in a fist, akin to the insignia of the Lyran Alliance and Federated Commonwealth.



366th Division (The Brzo Lancers IV-iota) Division/Green/Reliable

CO: Precentor I Perry Espartero

The Alley Cats III-kappa: Demi-Precentor VI Daryl

Gormley

Force Brzo III-theta: Demi-Precentor V Angela Paul

Blake's Giants III-iota: Demi-Precentor IX Jerome Hollobow

Lafferty's Legionnaires III-lambda: Demi-Precentor IV Eva

Fiks

Circle of Tears III-iota: Demi-Precentor VI Emil Presman

Gunjumpers III-eta: Demi-Precentor III George Vette

Responsible for a broad swath of worlds between Caledonia and Duran, the 366th Division recently faced an unexpected change of command when Precentor Lilly Lafferty suffered a heart attack and retired from active service. Her XO, Perry Espartero, succeeded her; though a capable administrator and tactician, Espartero was a mediocre leader and proved powerless to prevent the wave of resignations and defections to the Word of Blake that followed Precentor Martial Davion's ascension. Within two months of the Whitting Conference, the unit had lost fifteen percent of its combat troops, and Espartero has had to make radical changes to the division's deployments until the losses can be made good.

The insignia of the 366th Division shows a crossed sword and lance before a shield bearing the ComStar logo.



143rd Division (The Focht Hussars IV-delta) Division/Regular/Reliable

CO: Precentor IX Alder Reed

Screaming Skull III-gamma: Demi-Precentor IX Nicki

Artino

Sidehackers III-zeta: Demi-Precentor VI Francis Bilgman

The Hellcats III-delta: Demi-Precentor VI Oleg Mudrik

The Delta Knights III-delta: Demi-Precentor IX Paula Kose

The Unearthly III-epsilon: Demi-Precentor IV Tor Johnson

Riding with Death III-beta: Demi-Precentor VIII Charles

Verble

Widely scattered through the Lyran Alliance's Skye Province and Freedom Theater, the 143rd Division is charged with the defense of ComStar facilities from Thorin to Skye. Although seemingly an improvement on the division's pre-Tukayyid posting of Poulsbo, the risks in this region are considerably greater. In Skye, they are in the tinderbox that has attempted to secede from the Federated Commonwealth twice in the past quarter-century and under Robert Kelswa-Steiner could easily do so again. As the political situation has deteriorated, the precentor, unwilling to trust his people's safety to ComStar's fragile neutrality, has redoubled his troops' training schedules and made every effort to ensure their equipment is in full working order.

The insignia of the 143rd Division depicts a skull and crossbones with an eye patch.



207th Division (The Pounders IV-mu) Division/Green/Questionable

CO: Precentor III Hiram Laval

Mystic Visions III-mu: Demi-Precentor VII Robert

Patela

Restless Natives III-lambda: Demi-Precentor VI Ted Ferrera

The War Drums III-xi: Demi-Precentor II John Simone

The Grandmasters III-mu: Demi-Precentor IV Helen McNeil

Siege Machines III-nu: Demi-Precentor X Sasa Berberijan

Blake's Spear III-kappa: Demi-Precentor III Robert Saluga

Until Marik's Operation Guerrero, the 207th was based on

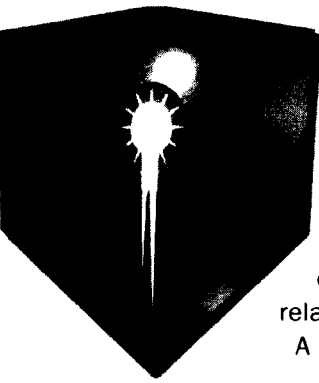
Oliver, but ComStar's ejection from the region prompted the unit's reassignment to a broad swath of worlds Anti-Spinward and Coreward of Alarion. Headquartered on Virtue, the unit is perhaps the most isolated and widely dispersed in the Com Guards. ROM reports suggest that it was this isolation that allowed the Word of Blake to insinuate itself into the unit, prompting a resurgence of pre-reformation pseudoreligious practices. The retirement of Focht triggered many of these Blakist sympathizers, led by Precentor Newton Fawcett, to defect. Most of these troops traveled to the Free Worlds League and thence to Terra, but a few seized HPG stations, prompting the unit's new commander to use force to return them to ComStar's control. He has yet to ascertain how many of the remaining troops have Blakist sympathies, leading to a self-imposed "Questionable" rating.

The insignia of the 207th shows a kangaroo wearing boxing gloves.



THE COM GUARDS

10TH ARMY V-NU: THE RED LEGION



The Tenth Army occupies Coreward and Spinward regions of the Lyran Alliance, ranging from worlds near Terra to Tharkad and the Clan border. Until 3057 they were the only unit to garrison HPG stations in the region, but since the Refusal War and the Jade Falcon strike against Coventry, these troops have been bolstered by the Seventh and Eleventh Armies. However, the Tenth has found itself drawn into the Alliance's internal problems, namely between Archon Katherine Steiner-Davion and Grand Duke Morgan Kell of the self-proclaimed Arc Royal Defensive Cordon. With the army's supply lines fouled by Alliance bureaucracy, two divisions—the 198th and 208th—have been forced to rely on the good graces of the Grand Duke, a staunch Victor loyalist. However, this has further worsened their relationship with Tharkad, creating a self-perpetuating downward spiral.

A red shield bearing the ComStar logo serves as the Tenth Army's insignia.

OFFICERS

The commander of the Tenth Army, Precentor Cynthia Byrd, has admitted that she does not like Victor Steiner-Davion. However, she does respect Focht's judgment and is prepared to give the former prince the benefit of the doubt. For now.

Precentor Christine Reardon of the 283rd Division is less gracious. However, rumors of her plans to defect to the Word of Blake appear to be without substance. Furthermore, her tactical brilliance despite being unable to pilot a 'Mech—she lost both legs on Tukayyid—and rapport with her troops make removing the precentor from command a risky proposition at this time.

FORCES

Though most of the army's divisions are at full strength, the 208th was effectively destroyed by the Smoke Jaguars on Luzerne, and only the bravery of the survivors prevented the unit from being disbanded. With Terra's factories lost to ComStar, the partly rebuilt division is dominated by equipment manufactured in the Draconis Combine and Arc Royal Defensive Cordon, resulting in a patchwork appearance.



THE COM GUARDS



283rd Division (The Wolf Lords IV-pi) Division/Regular/Questionable

CO: Precentor XVII Christine Reardon
The Sharp End III-pi: Demi-Precentor X Amado Martinez

Fighting Chance III-sigma: Demi-Precentor VI Thos Poy
Primal Scream III-omicron: Demi-Precentor I Chris Gard
The Comitatus III-pi: Demi-Precentor X Domenic Cusano
Solid Dreams III-rho: Demi-Precentor VIII Susan Lipson
The Stouthearts III-xi: Demi-Precentor IV Jessica Munao

Led by a staunch opponent of the new Precentor Martial, the 283rd Division has come under close scrutiny by ROM. The decision to base a potentially disloyal unit so close to Terra has been the subject of much debate, but Precentor Reardon's decision to court-martial several Blakist agents discovered within her unit has gone a long way toward dispelling any doubts. More cynical observers, however, have suggested this is merely a smokescreen for the precentor's true motives.

The division once supplied the 201st Division in their guerrilla war against the Blakist occupation of Terra, but doubts over the unit's loyalty have effectively ended the 283rd's role in such missions, which are now handled by the Thirty-Fourth Division from New Earth. However, inertia in the logistics chain has meant supplies have continued to arrive on Rigel Kent, and the unit has been left in possession of numerous warehouses of parts and ammunition.

The insignia of the 283rd Division shows a wolf howling beneath a full moon.



66th Division (The Loner Division IV-epsilon) Division/Green/Questionable

CO: Precentor VI Dag Kesselring
The Harassers III-tau: Demi-Precentor IX Florence Lichwa

Deadly Decoys III-chi: Demi-Precentor V Allan Murzyn
The Charioteers III-epsilon: Demi-Precentor III Raymond Ruggerio

Storm Clouds III-phi: Demi-Precentor V Alan Kearns
Wondrous Foresight III-epsilon: Demi-Precentor VII Pegeen Holtane

Golden Wraiths III-sigma: Demi-Precentor II Frank Posch

Like the 283rd Division, the Sixty-sixth fought the Wolves at Forest's Edge on Tukayyid. The Sixty-sixth took grave losses, but the Wolves failed to take the bait of their withdrawal, instead advancing and capturing their objectives. The unit also suffered from defections to the Word of Blake, and Demi-Precentor Gustav Garron, commander of the unit until his retirement in 3059, faced an uphill struggle to rebuild the division.

Garron's replacement, Dag Kesselring, has changed the unit's fortune, but it remains to be seen whether for the better. The scion of a minor Lyran noble house, Kesselring maintains close links with the court on Tharkad. Though initially a great advantage to the unit, his association with Katherine Steiner-Davion has become a thorny issue over the past few months.

Kesselring and his staff have been strangely reluctant to provide intelligence on the Tharkad court.

The insignia of the Sixty-sixth Division shows a single knight facing a barbarian horde.



198th Division (Dinju Mountain Men IV-epsilon) Division/Elite/Reliable

CO: Precentor VIII Winston Quillar

Spirit of Fury III-delta: Demi-Precentor VI Christy Roames

Icy Wind III-eta: Demi-Precentor IV Anne Smyth

The Packmasters III-epsilon:

Demi-Precentor IV Victoria Braund

The Lion's Heart III-epsilon: Demi-Precentor VII David Edler

Red Knights III-zeta: Demi-Precentor II Jerome Orf

The Dinju Grenadiers III-gamma: Demi-Precentor X Andrzej Ptak

One of three divisions based within the Arc Royal Defensive Cordon (the others being the Eleventh Army's 312th Division and the Seventh Army's Ninth Division), the Dinju Mountain Men have established an excellent rapport with the Grand Duke and his troops. Indeed, the unit has come to rely on the ARDC for supplies.

Several Level IIIs of the unit have exercised with ARDC troops, including members of the Wolf Clan (in exile). Having fought the Wolf Clan at Skupo, Precentor Quillar feared his troops would balk at working with their former enemies, but the two forces struck up an immediate rapport, each respecting the other's martial prowess. Khan Kell's troops have shown a marked preference for working with the Com Guard division over ARDC forces.

The insignia of the 198th shows a snow-capped mountain.



208th Division (The Racice River Raiders) 3 Level IIIs/Elite/Reliable

CO: Precentor VIII Gravelly Zane

Luzerne's Castoffs III-kappa: Demi-Precentor III Elmer Ewing

The Survivors III-theta: Demi-Precentor VII Donald Millard

Courage Under Fire III-mu: Demi-Precentor III Charles Wolf

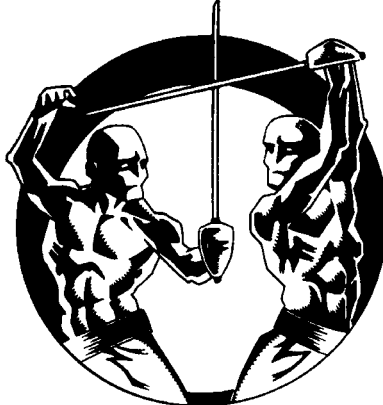
The Smoke Jaguars shattered the 208th Division on Luzerne, a result of bad planning and bad luck. But together with the Third Davion Guards, the division held the Jaguars off long enough for reinforcements to arrive. For several weeks after the operation, serious consideration was given to merging the 208th Division and the Guards to form a new Star League unit, but arguments over command structure and responsibilities led to the abandonment of the idea. However, despite the distance separating them, the units have remained in constant contact. Just prior to the Second Whitting Conference, they petitioned Precentor Martial Focht and Marshal of the Armies Jackson Davion to allow a series of officer exchanges, but Precentor Zane and Marshal Seymour believe that the appointment of Victor Davion has destroyed the possibility.

The insignia of the 208th Division shows a cartoon rat canoeing down a river.



THE COM GUARDS

11TH ARMY V-ETA: THE HONORABLE



Though many Alliance-based Com Guard units have suffered over the past few months, the Eleventh Army has been the target of petty Lyran spite for almost five years. Originally based along the Alliance-Combine border, the Eleventh was relocated to the border of the Clan Occupation Zone at the time of the Refusal War. This action, intended to block any Wolf or Falcon drive toward Terra, did not anger the Archon. However, inviting Combine troops to serve as peace-keepers in the disputed "Lyons thumb" did. The Alliance government strongly protested the move, but faced with a de facto occupation and the task of restoring law and order in the wake of the secession from the Federated Commonwealth, they chose not to take direct action.

However, they did levy a series of "customs tariffs" and surprise inspections on supplies bound for the division, prompting protests from Precentor Wagoner and the Precentor Martial. The army's division commanders have carefully built up extensive supply caches for use in the event of a Clan strike into the Alliance. Fearful of an attack in the wake of the Falcon-Viper war, the army dispersed the stockpiles to individual units, but after the Viper's withdrawal, this material was returned to peacetime holding areas.

The insignia of the Eleventh Army shows two warriors dueling with rapiers.

OFFICERS

Precentor George Wagoner has earned the nickname "Pack Rat" from the Com Guard supply corps, intended as a tribute to his foiling the Alliance's petty bureaucracy. However, the cold and humorless Wagoner has shown no sign of recognizing his moniker.

Having commanded the Forty-eighth Division since 3050, Cheryl Raume is the longest-serving officer in the Eleventh Army; though a superlative leader, she has twice refused promotion to army command. A hands-on commander, she feels her skills are ill-suited to administrative tasks and would rather remain with her troops, who trust her implicitly. Like most commanders in the Eleventh, Raume has lent her whole-hearted support to Victor Steiner-Davion.

FORCES

Should the Jade Falcons attack the Alliance or drive on Terra, the Eleventh would be on the front line of defense, and despite the interference of the Lyran Alliance, its divisions are equipped with some of the Com Guards' newest technology. In addition to front-line combat troops, each division has a large contingent of engineers, charged with building fixed defenses such as bunkers and gun emplacements. Indeed, having completed defensive works for the four divisions, these engineers, with the exception of those on Fort Loudon, have been helping fortify the positions of Lyran troops along the border. The Fort Loudon contingent has been renovating a large underground command and repair facility, believed to be the remains of a Star League Castle Brian.



THE COM GUARDS



48th Division (The Silver Cavalry IV-chi) Division/Regular/Fanatical

CO: Precentor IX Cheryl Raume

Inward Bound III-psi: Demi-Precentor V Chris Robb

Price to Pay III-chi: Demi-Precentor VI Andrew Kostel

Hook in Mouth III-omega: Demi-Precentor III Karen Desilvia

Take the Time III-chi: Demi-Precentor X Julie Voeck

The Blue Dreamers III-epsilon: Demi-Precentor IX Arthur Swick

Into the Light III-phi: Demi-Precentor VIII Joan Ausland

Based on Fort Loudon, the Forty-Eighth would bear the brunt of any drive toward Terra, and their engineering detachment has assembled a fearsome array of fortifications and emplacements. Precentor Raume realizes the weakness of static defenses, but with only a Level III of 'Mechs at her disposal, she must rely on the Fourth Davion Guards and the Fifth Alliance Guards for mobile strength. Given the worsening political situation in the Alliance and the antipathy between the two Lyran units, she has requested the transfer of additional Com Guard troops to the region.

The insignia of the Forty-Eighth Division is a black horse on a silver shield.



388th Division (The White Banshees IV-xi) Division/Regular/Reliable

CO: Precentor VIII Andrea Shillery

New Rays III-pi: Demi-Precentor II Traci Horel

Glass Moon III-xi: Demi-Precentor VII Carlton Prouty

Palpable Hit III-nu: Demi-Precentor X Roger Gamble

Twilight Marauders III-xi: Demi-Precentor XII Paul Buskirk

Knights and Pawns III-mu: Demi-Precentor VI John Marrella

The Undertow III-omicron: Demi-Precentor IV Wesley Haddon

The 388th fought the Jade Falcons on the banks of Tukayyid's Prezno River and have come to regard the Clan as their nemesis. The Falcons' end run around the border defenses to attack Coventry infuriated Precentor Shillery, who authorized a series of minor raids against Falcon positions in the Occupation Zone. One of the few offensive operations by ComStar prior to Operation Bulldog, the raids were too slight to hold territory or inflict significant damage.

Drawing its supply from the ARDC, the 388th's position has become increasingly difficult in recent months, with the pro-Katherine Eleventh Donegal and Third Lyran Guards moving into positions that seem intended as much to confine the Com Guard troops as to resist any Clan aggression.

A stylized white ghost set on a red disc serves as the 388th Division's insignia.



39th Division (The White Lancers IV-gamma) Division/Elite/Fanatical

CO: Precentor XI Joan Oprea

Lancer Alpha III-alpha: Demi-Precentor V John Simmons

Lancer Beta III-gamma: Demi-Precentor XI Nick Drivas

Lancer Gamma III-alpha: Demi-Precentor VI Willis Proudfoot

Lancer Delta III-eta: Demi-Precentor X Allan Harpelund

Lancer Epsilon III-alpha: Demi-Precentor III Martin Schneider

Lancer Zeta III-gamma: Demi-Precentor VII Leroy Holt

Relocated to Borghese in late 3057, the Thirty-Ninth Division received a warm welcome from the planet's population, who had suffered at the Jade Falcons' hands several years earlier. However, the decision to use the division in Operation Bulldog proved less popular, prompting Precentor Oprea to leave the infantry-dominated Delta Level III as a garrison force. Fortunately, moving the 'Mech-heavy Thirty-Ninth Division to face the Smoke Jaguars on Outer Volta paid off; the division helped crush the Beta Galaxy command trinary and the First Jaguar Guards in less than five days.

The insignia of the Thirty-Ninth Division is a knight in white armor mounted on an armored horse.



312th Division (The Ivory Rooks IV-rho) Division/Green/Reliable

CO: Precentor V Leonardo Dintaro

Towers of Truth III-omicron: Demi-Precentor X Abel Rios

Life and Legend III-sigma: Demi-Precentor I Emily Gramling

The Berserkers III-pi: Demi-Precentor V Clarence Deters

The Wild Bunch III-rho: Demi-Precentor III William Balling

Lost Road III-rho: Demi-Precentor IV Lillian Schall

The Shadowboxers III-tau: Demi-Precentor IV John Mahler

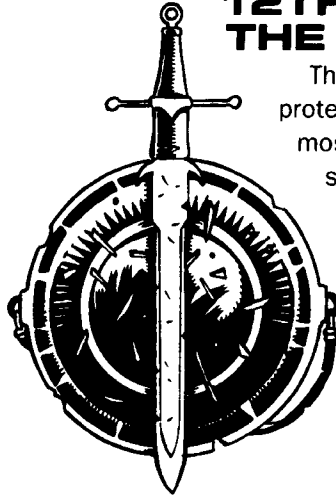
Despite its lack of experience in battle, the 312th Division plays a major role in the Inner Sphere's relationship with the Clans. Only two jumps from the Jade Falcon provincial capital on Sudeton, the world serves as a base of operations for Inner Sphere diplomats. Members of the 312th serve as escorts for such missions and are the only Inner Sphere troops whose presence is tolerated in the Clan Occupation Zone.

The insignia of the division shows a single white rook on a chessboard.



THE COM GUARDS

12TH ARMY V-BETA: THE BROADSWORD AND SHIELD



The Twelfth Army is based in the Free Rasalhague Republic, working hand in hand with the KungsArmé to protect the remnant state from Clans Jade Falcon, Wolf, and Ghost Bear. Until recently, the army was the most powerful in the Com Guards, comprising some six divisions, but with the Clan threat receding and the situation in the St. Ives Compact deteriorating, the Precentor Martial re-assigned two divisions to the Fourth Army.

Former Prince Haakon Magnusson deemed ComStar's presence vital to the Republic's survival, but his successor, Christian Månsdotter, has made no secret of his wish to stand on his own. As a result, the treatment of the ComStar troops on every world in the Republic has deteriorated noticeably; the stigma attached to them is not unlike the one formerly placed on mercenary groups who joined the order. Indeed, many Rasalhague citizens regard ComStar as little more than an occupying force, an impression supported by ComStar's naming the seven worlds a protectorate in 3057.

The insignia of the Twelfth Army shows a shield propped up on a broadsword.

OFFICERS

Precentor Allian Higham is a brusque but capable officer who has served ComStar for more than thirty years. Renowned for his abrasive personality, Higham nonetheless is respected by his subordinates and is equally at home with small-unit tactics or a multiplanetary defensive campaign. A consummate planner, the precentor has developed strategies to protect the republic from its neighbors—Inner Sphere as well as Clan—though the loss of two divisions and the less cooperative stance of the KungsArmé have prompted the precentor to rethink his plans.

FORCES

Until the end of 3061, the Twelfth Army had the highest experience level of any army, containing four Elite units. The transfer of the 321st and 403rd Divisions to the Fourth Army has ended that claim, though the army remains the best equipped and supplied in the order. Furthermore, the Twelfth is the only army with direct WarShip support, with a five-ship squadron based at Tukayyid and under the authority of Precentor Higham.

THE COM GUARDS



278th Division (The Khan Killers IV-chi) Division/Elite/Fanatical

CO: Precentor IX Eduard Karen

The Red Horde III-epsilon: Demi-Precentor III Joy Krupa
Cover of Darkness III-psi: Demi-Precentor IX Vincent Perri
The Hangmen III-chi: Demi-Precentor VII Robert Ziel
Blood Road III-phi: Demi-Precentor VI Igor Fayer
Gleaming Lances III-chi: Demi-Precentor X Darlene Kramer
Dangerous Days III-omega: Demi-Precentor IV Isabelo
Primero

The 278th Division's clash with the Wolf Clan on Tukayyid was brutal. The unit survived, but with horrendous losses, taking almost three years to regain their former strength. Fortunately, rather than being rebuilt with new recruits, the unit absorbed displaced warriors from other divisions shattered on Tukayyid. Even so, the idle years on garrison duty threatened to destroy the unit's capabilities, and Demi-Precentor Richardo Burketon won a place in the campaign for Asgard during Operation Bulldog. He was badly injured in a cargo-handling accident while the unit secured the former Jaguar world and was replaced by Eduard Karen.

Originally deployed solely on Tukayyid, the division's deployment now includes Ueda, recently vacated by the 403rd Division. Ueda has come as something of a culture shock, the troops having had little opportunity for day-to-day contact with Rasalhague civilians on near-deserted Tukayyid.

The insignia of the 278th Division shows a hooded figure with an ax standing above a bound prisoner.



116th Division (The Aggressors IV-lambda) Division/Regular/Reliable

CO: Precentor XI Gloria Poquet

On the Brink III-nu: Demi-Precentor IV Helen Berglin
Agents of Destiny III-lambda: Demi-Precentor IX Clarence Hacker
Implacable Defense III-iota: Demi-Precentor VIII Melanie Thornton
The Intruders III-lambda: Demi-Precentor III Steven Chu
Ferocity Unbound III-kappa: Demi-Precentor VI Stan Dros
The Skirmishers III-mu: Demi-Precentor I Charlotte Massimb

On Tukayyid the 116th Division gained a reputation for courage and aggression in their clashes with the Nova Cats in the Losiije Lake district, working in conjunction with the Ninth and 417th Divisions to repel two Clan Galaxies and effectively end the Nova Cat campaign. The attack cost the unit almost half its strength, including Precentor Raymond Garibaldi. He was replaced by Gloria Poquet, the unit XO and as much a maverick as her former commander. After rebuilding, the division deployed to Karbala, where it paired up with the decimated Second Kavalleri. Despite the recent cooling of relations between the FRR and ComStar, the two units remain on good terms and have continued to exercise together.

The insignia of the 116th is a charging bull.



104th Division (Smoke and Mirrors IV-chi) Division/Regular/Fanatical

CO: Precentor IX Marietta Winger

Shock Troops III-phi: Demi-Precentor IV Steven Werker
The Immortals III-epsilon: Demi-Precentor X Lisa Jung
The Besiegers III-chi: Demi-Precentor IX Martha Sanders
Wolf in the Fold III-omega: Demi-Precentor III Rodney Dabe
Campaigners III-chi: Demi-Precentor VI Billy Erika
Freedom and Victory III-psi: Demi-Precentor V Wanda Raymond

The 104th returned to active duty in October 3057, the last Com Guard unit returned to full strength before the loss of Terra to the Word of Blake. Having been based on Terra for five years, the unit felt the loss keenly and vowed to be in the vanguard of the liberation. Indeed, were it not for the Precentor Martial's orders, the unit would have reversed course and attempted to liberate the world single-handedly.

Instead, the unit moved to the FRR capital of Orestes and helped drill the new Tyr regiment before its missions against the Clans. However, it is on Orestes that the anti-ComStar sentiment is strongest, and both the unit's barracks and the local HPG station have been the subject of vandalism. Graffiti stating "Freedom not occupation" is a common sight in the city.

The insignia of the 104th is an infinite maze of passages formed by mirrors.



472nd Division (Invader Galaxy IV-alpha) Galaxy/Elite/Fanatical

CO: Precentor VI Lisa Koenigs-Cober

1st Assault Cluster (Sword of Truth): Precentor IV Catherine Vitale
2nd Assault Cluster (Spear of Loyalty): Precentor IV Jong Lee
1st Battle Cluster (Shield of Honor): Precentor IV Lisa Finnegan
1st Recon Cluster (Wings of Purity): Precentor IV Christopher Campise

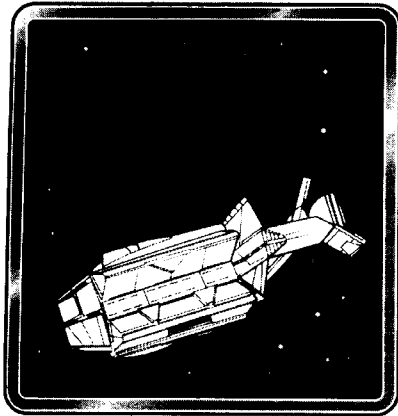
The newest division of the Com Guards, the Invader Galaxy entered service in 3058, having been created from salvage recovered from Tukayyid and manned by veterans of the invasion and the battles against the Blakists on Terra.

Although a fully functioning combat unit, the Galaxy's primary task is to serve as an aggressor in war games, usually in conjunction with the Focht War College. The unit's realistic tactics and equipment (Clan weapons and sensors) provide cadets with an early lesson in the reality of the Clan threat.

Four "Clusters" make up the Galaxy, each a mix of modified 'Mechs and battle armor and roughly analogous to a reinforced Level III. Each Cluster contains as much firepower as a regular regiment, though the unit's adherence to Clan doctrine places major restrictions on its capabilities. Fortunately, the unit would abandon such restrictions in a real conflict, allowing Precentor Koenigs-Cober to make full use of her unit's potential.

The Galaxy's insignia is the letter "I" surrounded by five stars.

THE COM GUARDS



THE WARSHIP FLEET

The ComStar fleet, kept hidden for more than two centuries, is the largest currently operated by an Inner Sphere power. ComStar has constructed a number of new designs based on vessels left behind by Kerensky's Exodus, using existing schematics and designs developed since the Exodus. Facilities in the uninhabited Luyten 68-28 and Ross 248 systems have served as the fleet's primary hiding place, though several vessels remained hidden in the Terran system as a final line of defense in the event of an attack by one of the Successor States. However, following the Clan invasion, these vessels were deployed to Tukayyid against the Clan threat, fatally weakening Terra's defense. The loss of Terra also cost ComStar the use of the Titan manufacturing and repair yards, though ComStar retained control of the facility until the treachery and defection of Precentor Klaus Hettig, Focht's right-hand man, who betrayed the facility to the Word of Blake in late 3061. The loss was a devastating blow to a fleet that had lost four vessels in recent years: the *Sovetskii Soyuz*-class *Harmonious Thought* and the *Lola*-class *Leander* in Operation Bulldog, and the *Essex*-class *Emerald* and *Starlight* at Huntress. Other vessels like the *Ranger*, *Divine Wisdom*, and even the *Invisible Truth* sustained damage in those engagements but remain operable.

OFFICERS

The Com Guard fleet is commanded by Alain Beresick, who served as commander of the Ross Luyten 68-28 fleet facility during the Blakist spoiling attacks in early 3058 and headed up the naval contingent of Operation Serpent. Operation Serpent proved Beresick's sharp intellect and instinctive grasp of naval tactics, the multinational fleet emerging victorious in three engagements against vessels of Clans Ghost Bear and Smoke Jaguar. Upon his return to the Inner Sphere, Precentor Martial Focht named Beresick commander of ComStar's naval forces.

The Com Guard First Fleet 12 ships/Veteran/Fanatical

CO: Precentor IX Alain Beresick

Based at Luyten 68-28, the Com Guard First Fleet comprises Precentor Beresick's flagship, the *Cameron*-class *Invisible Truth*; the *Dante*-class *Montpellier* and *Bordeaux*; the *Suffren*-class *Anastasius Focht*; the *Lola III*-class *Divine Wisdom*, *Holy Martyrdom* and *Strength Through Adversity*; the *Potemkin*-class *Vision of Truth*; the *Whirlwind*-class *Fire Fang*; the *Vincent*-class *Alacrity*; and the *Faslane*-class yardships *Dover* and *Portsmouth*.

The Com Guard Second Fleet 11 ships/Veteran/Reliable

CO: Precentor VII Anne-Sophie Gardot

The Com Guard Second Fleet operates from the fleet base at Ross 248. Precentor Gardot's command comprises the *Black Lion*-class *Blake's Strength*; the *Dante*-class *Narbonne*; the *Suffren*-class *Manchester*; the *Lola III*-class *Blake's Vision* and *Ranger*; the *Volga*-class *Enlightened Path*; the *Essex*-class *Defender of Versailles*; the *Vincent*-class *Resilience* and *Determination*; and the *Faslane*-class yardships *Plymouth* and *Dun Laoghaire*.

First Independent Squadron 5 ships/Veteran/Fanatical

CO: Precentor II Kristin Helmlinger

Based in the Free Rasalhague Republic, the First Independent Squadron provides the Twelfth Army with a defense against Clan WarShips and devastating orbital fire support should the need arise. The squadron is based at Tukayyid and comprises the *Congress*-class *Cleansing Fire*; the *Sovetskii Soyuz*-class *Blake's Vengeance*; the *Aegis*-class *Righteous Fury* and *Swift Justice*; and the *Essex*-class *Hammerstrike*.

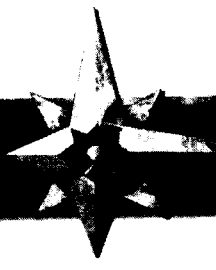
Second Independent Squadron 4 ships/Veteran/Fanatical

CO: Precentor V Emerson Toran

The Second Independent Squadron has no fixed duties and spent the second half of 3061 exercising with the navy of the Draconis Combine. However, since February 3062, the unit has operated in conjunction with the SLDF peace-keepers in the St. Ives Compact, although the vessels have remained clear of the active combat zones. The squadron comprises the *Congress*-class *Hollings York*; the *Aegis*-class *Avenging Sword*; and the *Essex*-class *Deathblow* and *Brandenburg Crusader*.

Independent Vessels

The *Faslane*-class vessels *Roslare* and *Galamorgan* are currently on detached duty from the fleet, based at the Deep Periphery Columbus facility to ensure the continued operation of JumpShips and DropShips belonging to the Explorer Corps.



WORD OF BLAKE

*Though unreceived and scoffed at through the years;
Though made the butt of ridicule and jest;
Though held aloft for mockery and jeers,
Denied by those of transient power possessed,
Insulted by the insolence of lies,
Truth never dies.*
—Author Unknown, "Truth Never Dies"

Formed during the crucible of ComStar's reformation following the Battle of Tukayyid, and dismissed by many as a harmless bunch of fanatics, the Word of Blake has shown its true might in recent years with the liberation of Terra and the entire Sol system. Now that the cradle of humanity lies in our hands, people across the Inner Sphere have begun to take notice and, in many cases, join our cause. In the spirit of cooperation and at the request of Primus-in-Exile Thomas Marik, we have put together this profile of our military for the First Lord of the Star League, and we hope he sees fit to allow us membership soon.

We await the recognition owed us.
—Alexander Kernoff, Precentor ROM of Word of Blake
17 March 3062

HISTORICAL DATA

Until the Battle of Tukayyid, the Word of Blake's history is the same as ComStar's. I have assumed that you can get pre-Tukayyid information from ComStar, since they seem to feel sharing knowledge is so important.

REFORMATION AND SEPARATION

The history of the Word of Blake as separate from ComStar begins during the Battle of Tukayyid. The sainted Primus Myndo Waterly had put Operation Scorpion into action, a plan to save the Inner Sphere from sinking into barbarism in the face of the Clans. The traitor Anastasius Focht and his puppet Sharilar Mori chose to murder Primus Waterly, an act both will pay for in due time. Focht installed Mori as the new Primus, and ComStar began its downfall.

Reformation began when the devil Focht produced a technical readout he claimed was authored by Jerome Blake, which stated that ComStar's true goal was to spread knowledge to mankind, rather than hide and protect it. Mori used this blasphemy as the basis for sweeping reforms that dishonored everything Jerome Blake had stood for. Many, however, were outraged at this violation of sacred ideas, including Precentor Demona Aziz. Aziz was precentor of Atreus and a member of the First Circuit, so many followed her when she fled to the Free Worlds League to avoid persecution. Once there, Aziz petitioned Captain-General Thomas Marik, an ex-member of ComStar and

a believer in the true writings of the Blessed Blake, for sanctuary. He agreed.

Incredible numbers of ComStar refugees soon poured into Marik space, separating themselves into various factions as they arrived. They called themselves the Word of Blake. Marik met with the factions' leaders to determine what to do with the refugees; they decided that the Free Worlds League planet of Gibson would become the Word of Blake's new homeworld and that the HPG stations throughout his realm would be serviced by Word of Blake members, as Marik realized that ComStar was no longer worthy of that duty. A grateful Aziz named him Word of Blake's Primus-in-Exile, and the others followed her lead.

The Ruling Conclave also formed at that meeting. Lacking a true Primus, and the cooperation necessary to elect one, the factions chose instead to form a council made up of the heads of the four biggest factions, with the much-respected Precentor William Blane mediating disputes. The Precentor Martial was also made a member of the Conclave. Although factions have come and gone, a total of four are still represented on the Conclave.

FROM GIBSON TO TERRA

The people of Gibson did not respond well to mass occupation by the Word of Blake, and guerrilla uprisings became frequent. In 3053, a full-blown guerrilla war with revolutionaries known as the Gibson Freedom League erupted. The war lasted until early 3055, when a confusing large-scale battle broke out between the Word of Blake Militia, the Knights of the Inner Sphere, the Gibson Freedom League and units from the Principality of Regulus. The battle ended in the use of a tactical nuclear weapon by the Freedom League; the shock effectively concluded the war. We turned over the leader who had caused the confusion within our ranks to ROM to determine the cause of his actions. The nuclear incident, indicative of the threat posed by unhappy Gibsonites, helped speed the timetable of the Word of Blake's next objective: the liberation of Terra from ComStar.

The plans to liberate Terra began to take form in 3057, during the Liao-Marik invasion of the Sarna March. Though military aid was generally beyond our means at the time, we supported the rightful invasion with communications aid wherever possible. In the turmoil, Word of Blake Militia captured HPG stations throughout the region and moved three full divisions into striking distance of Terra undetected. Fate provided the next step: Brion's Legion, the mercenary unit hired by ComStar to protect Terra, chose not to re-sign their contract, no doubt due to dissatisfaction with the heretics' treatment of them. Com Guard officials replaced them with the Twenty-First Centauri Lancers, an elite mercenary unit.



WORD OF BLAKE

Militia units made planetfall on the Lancers' base world and convinced the Lancers that serving ComStar was a poor choice. The Lancers offered to keep a low profile for several months, allowing the Militia to assume their identities and begin the salvation of Terra. We honor the Lancers for their actions, despite the lies they told about us to exonerate themselves. The Word of Blake then reorganized two divisions to match the composition of the Lancers and went to Terra masquerading as the elite unit.

On 28 February 3058, we initiated Operation Odysseus, as the liberation was called. A computer engineer who knew the truth about the new ComStar's perversions used a hidden back door in the ComStar computers to trap a large number of Com Guard troops in their bases and then changed the security codes. He was later shot by heretic troops, but we honor his memory. At the same time, the disguised Militia began moving against ComStar facilities all over the world. That night, the rest of the Word of Blake army, with the notable absence of non-officer Toyama members, who were busy with missions elsewhere, arrived in-system, turning aside heretic defenders and disabling ComStar Space Defense System sites with commando assaults. In about a week, Terra returned to the control of the Word of Blake, where it rightfully belongs.

There were some loose ends, however. Small pockets of ComStar resistance and guerrilla activity persisted for close to three years, though we have now quieted them. Reopening all of the bases the murdered engineer closed took time; those bases are now on-line and occupied, including all twenty Castle Brians. The Word of Blake fleet had been unable to take the Titan shipyards, which allowed the traitor order a foothold in the system. This problem was solved two months ago, when Precentor Klaus Hettig, who was in charge of the shipyards, gave up the redemption of ComStar from within and returned to the fold. He cleared the facility of unbelievers, leaving us a small window to liberate the yards before the heretics realized they had been tricked. Currently, the entire Sol system belongs to the Word of Blake. All Militia units have been moved there from Gibson, as have most non-military personnel.

RECENT EVENTS

The years following Odysseus have been a period of upheavals for the Word of Blake. Later in 3058, Precentor Demona Aziz died of natural causes while traveling in the Periphery. Her replacement as head of the Toyamas was Cameron St. Jamais, a newly made precentor and leader of a small subsect. St. Jamais proved to be quite capable of leading the Toyamas.

More change came on 6 June 3061. Then-Precentor Martial Trent Arian and his aide, Precentor Suzanne Mulvanery, were traveling in an armored car in London when an explosion ripped through the vehicle, killing both instantly and destroying several buildings. Investigation showed that the explosion was due to a bomb planted by a heretic insurgent named Darius

Bell. Bell was captured, interrogated, and executed for his crime. This horrible act shocked the Word of Blake, which held a mass funeral for the civilians killed in the explosion. When the Ruling Conclave reconvened, they chose the rising star St. Jamais to be Precentor Martial. Supported, surprisingly, by powerful members of all factions, St. Jamais gained his position despite his relative inexperience. This was due, no doubt, to his strong faith in the ways of Blake, which impressed the entire Conclave.

Just a few months later, disaster struck again. The Shunners faction, which had withdrawn to a conclave on Venus, were nearly all killed when the atmosphere stabilization device for their small dome city catastrophically failed. This dreadful event left the Shunners a tiny faction, and they lost their seat on the Ruling Conclave, to be replaced several months later by the Expatriates.

ORGANIZATION AND COMMAND

The Word of Blake Militia uses the same unit organizations as ComStar, except that no Level V (army) units are currently active in the Militia. The ranks are also identical, except for Demi-Precentor; in the Word of Blake, Demi-Precentor is still an unofficial rank. Demi-Precentors are officially either senior adepts (with ten or more years at that rank) or junior precentors (with five or fewer years at that rank). The command structure, however, is organized a bit differently.

COMMAND STRUCTURE

Though the Precentor Martial has nominal control of the entire military, his orders must go through various channels, and he must take orders from the Ruling Conclave. The structure is fairly straightforward and works quite well.

Ruling Conclave

The Ruling Conclave is the decision-making body of the Word of Blake and is made up of the heads of the four largest factions, plus the Precentor Martial. Any military actions other than the defense of Word of Blake holdings or personnel must be approved by the Conclave. The Precentor Martial is also answerable to the Conclave and can be removed by them; though the Precentor Martial is a member of the Conclave, he is excluded from votes concerning him.

Transmission Altered

"Again I say that the greatest mistake, the most final error, shall come from peaceful people. A single, terrible choice will destroy them. It is a decision that is near at hand."

Alteration Ended

Precentor Martial

The overall commander of the Militia is the Precentor Martial, who is appointed by the members of the Ruling

Conclave. The current Precentor Martial is Cameron St. Jamais, a relative unknown who replaced Demona Aziz as head of the Toyama upon her death, then vaulted to his new position on the death of Trent Arian and the strong support of Precentor Blane. Since gaining his new rank, St. Jamais has increased the size of the Militia considerably and consolidated the Word of Blake's position in the Sol system.

The Precentor Martial has an advisory staff of three precentors, who help him keep a handle on military matters. The Precentor Quartermaster ensures that the proper supplies get to the troops of the Militia and oversees purchases of non-weaponry equipment. The Precentor Arms is responsible for purchases of weaponry and war machines, including BattleMechs. The Precentor Liaison, the final adviser, ensures good relations with allies of the Word of Blake—mainly the Free Worlds League, but also mercenaries.

As should be expected, St. Jamais made some changes when he took over. In addition to increasing the size of the Militia, he replaced the Precentor Quartermaster and the Precentor Arms, explaining that he was dissatisfied with their performance. Their replacements are producing roughly the same quality of work, but St. Jamais seems pleased with them.

Precentor ROM

ROM, the feared intelligence and internal-security arm of the Word of Blake, is technically part of the Militia, though they seldom act together. Even so, the Precentor ROM reports directly to the Precentor Martial, though the Ruling Conclave can also issue orders in time of great need or if the Precentor Martial is unavailable. The current Precentor ROM is Alexander Kernoff, who is also head of the Toyama and a member of the Ruling Conclave. The Precentor ROM has his own advisory staff, drawn from ROM's vast membership, but their names and exact duties are withheld for security reasons.

Precentor Naval

A recently established position, the Precentor Naval is in charge of the naval arm of the Militia, from DropShips and JumpShips to WarShips and the Titan shipyards. The Precentor Naval reports directly to the Precentor Martial and often works closely with the Precentor Quartermaster to ensure that supplies get where they are needed. Though the Militia currently only fields two WarShips, the *Vincent*-class WoBS *Blake's Redemption* and the *Essex*-class WoBS *Deliverance*, four more salvaged Star League ships are undergoing repairs at Titan and should be active within two years. The current Precentor Naval is Gregory Zwick, who commanded the Militia attack fleet during Operation Odysseus. Zwick is a Counter-Reformist.

Division Commanders

Division commanders are appointed by the Precentor Martial and report to him or his designated representative. Though the Precentor Martial considers skills quite carefully when he chooses his commanders, factional politics play almost as large a role as ability. Subordinates report to their immediate superiors in a standard chain of command, with the commanders of each Level III reporting to their respective division commander.

Mercenaries

Mercenary commanders report to the Precentor Liaison or to an officially appointed liaison. The lies told by the Twenty-First Centauri Lancers have driven some mercenaries away from us, but many units are intelligent enough to investigate our treatment of mercenaries themselves. Currently, several units are contracted by the militia, including Smithson's Chinese Bandits and the Fifty-first Dark

WORD OF BLAKE FACTIONS

Though there are quite a few small factions and sub-sects within the Word of Blake, only the largest are represented on the Ruling Conclave.

Counter-Reformists: The smallest of the factions on the Conclave, the Counter-Reformists feel that Blake's word may have been tainted over the years and should be revised where necessary, though not to the extremes of Focht's ComStar. They skate the edge of heresy, and are led by Precentor Willima Willis.

Expatriates: This faction replaced the Shunners on the Conclave when it was formed in early 3062. When Victor Steiner-Davion was named Precentor Martial of ComStar, many Com Guard officers and leaders who knew Blake's Truth and were trying to redeem the traitor order from within realized that their mission had become impossible. Many of them left for the Word of Blake and became the Expatriates. They will remain Expatriates until they decide on a true factional bent. They are led by Precentor Klaus Hettig.

Toyama: Named for the saint and student of Blake, Conrad Toyama, this is the most radical of the leading factions. They believe that the Word of Blake must lead the rest of the Inner Sphere to Blake's Truth, by whatever means necessary. The current Precentor ROM, Alexander Kernoff, is the head of the Toyamas, and Precentor Martial St. Jamais is Toyama as well, giving them an advantage on the Conclave.

True Believers: Though "true believer" is often used outside our order to describe any Word of Blake member, True Believers are, in reality, a moderate faction. Only slightly larger than the Toyamas, the True Believers are diplomatic and generally nonviolent, though they are not pacifists. They push for understanding among the various factions, feeling that the Word of Blake should unify within before it leads the rest of the Inner Sphere to Truth. Precentor William Blane, an old friend of Thomas Marik's, leads this faction.

Shunners: Until recently, the Shunners were on the Ruling Conclave. They believe that the destruction of the Inner Sphere is coming and the only way to survive is to isolate themselves. They moved en masse to a refuge dome city on Venus in 3059, and nearly all members were killed when the machinery maintaining their atmosphere exploded. Though we found no proof, ROM believes the explosion was caused by a heretic bomb. The Shunners are currently led by Precentor Clementine Turner.

Panzer Jaegers. The largest unit under contract is Herman's Hermits, under Colonel Herman Aufkopfen. They have been employed by the Militia for some time now, and have recently moved from Terra to Gibson, where they have taken up garrison duties.

ACADEMIES AND TRAINING

The training of new Word of Blake Militia members takes place at one of three academies, the "War Triad" of the old Star League: Sandhurst Royal Military College on Terra, the War Academy of Mars, and the Military Academy of Aphros on Venus. Until 3058, Fort Tukayyid and Camp Sims on Gibson were used as academies, but they were transferred to mercenary control following the mass migration to Terra.

SANDHURST ROYAL MILITARY COLLEGE

Famous as the best military academy of the old Star League, Sandhurst has been the major school of ComStar and now the Word of Blake since Operation Silver Shield claimed Terra for ComStar in 2788. Originally used as a training school for ROM, it was re-converted to a military academy in 2933 and has been producing warriors ever since. Sandhurst also acted as the Com Guards' headquarters until 3058, and we immediately reopened it following Operation Odysseus.

Sandhurst accepts Militia cadets from across the Inner Sphere and Periphery, though they must all undergo intense background checks. The first six months of training is the same for each of the courses, and concentrates on the principles of combined arms and on basic exercise and toughening drills. Also included is an indoctrination course, which teaches students the philosophies of the Blessed Blake. Failure of this course results in ejection from the college.

Sandhurst offers a wide range of courses, including MechWarrior, armor, and infantry (standard and battle armor), as well as technician. The top students from basic training receive training as officers. The atmosphere of Sandhurst is cooperative, as the lessons learned in combined-arms courses take hold. A religious devotion to the Word of Blake also begins to appear, a fanatical drive that draws the cadets together. Those cadets who graduate Sandhurst are promoted to acolyte and assigned to a Militia unit. More important, however, is their choice of faction, which they officially make at graduation. Officer trainees are promoted to acolyte after two years of study and graduate a year after that as adepts.

WAR ACADEMY OF MARS (WAM)

The War Academy of Mars once served as the strategy headquarters for the old SLDF. It now serves as the training facility for ROM, as well as training MechWarriors and armor crews. The WAM was reactivated in 3059 and has already begun developing a friendly rivalry with Sandhurst. Except for ROM cadets, students at WAM are there because Sandhurst was full when they enrolled. This has helped fuel the rivalry, as WAM cadets strive to prove they are better than the cadets of a school they couldn't get into.

Training common to all courses includes low-gravity classes, which acclimate the students to the environment of Mars; combined-arms courses; and an indoctrination class like that of Sandhurst. The WAM offers MechWarrior and armor MOS (Military Occupation Specialties), as well as ROM training in various specialties. The school plans to add infantry courses soon, but there is no firm date for their introduction yet. As with Sandhurst, the best cadets receive officer training. The rivalry with Sandhurst draws the students together and creates a friendly, comradely atmosphere, though that bond also drives them to try to exceed their companions. ROM cadets, however, are kept separate from the rest of the WAM and rarely see the other students.

Graduation as a cadet grants a promotion to acolyte and placement with a Militia unit. The best of the new acolytes are assigned as second-in-command of a Level II. Officer trainees are promoted to acolyte after two years of study, and graduate a year after that as adepts. New ROM agents are assigned to an experienced agent as a partner and begin missions immediately.

MILITARY ACADEMY OF APHROS (MAA)

A major center of the old SLDF's Gunslinger program, the Military Academy of Aphros is the only remaining domed city on Venus, following the loss of the Shunners' enclave. All civilians were forced to move in 3061, when the MAA was reopened. As most of Venus' atmospheric stabilization stations have failed since the time of the old Star League, Venus has reverted to its hellish atmosphere, so only aerospace pilots and naval crews train here.

The MAA accepts only one hundred aerospace pilots and three hundred naval crewmen for each three-year program, although it plans to increase this number soon. Competition is fierce, and only the most promising candidates are chosen. Those who don't make it into the MAA sometimes enter a Free Worlds League Academy and return to the Word of Blake after graduation.



The first year of training is standard for all fields of study, teaching basic space navigation and null-G living. Dealing with hostile atmospheres is also a required course, as is the standard Word of Blake indoctrination course. The second and third years vary. MOS available include DropShip and JumpShip crews, aerospace pilot, WarShip crew, and technician. Because mistakes can easily prove fatal in such a hostile environment, the faculty enforces strict rules. As a result, the atmosphere is tense, but not dangerously so. Graduates are promoted to acolyte. Aerospace pilots are assigned to a Militia unit, and ship crews begin a further period of advanced training aboard an actual vessel. They are promoted to adept when they finish this training.

UNIFORMS AND AWARDS

Most of the uniforms and awards are the same as those used by ComStar before Tukayyid, though we have made minor changes.

DRESS UNIFORM

The dress uniform is essentially the same for all branches of the Militia, differing only in color. It consists of a full set of robes with a hood and a broadsword bearing the Word of Blake insignia on its hilt. The colors of the robes indicate the service branch: dark blue with red trim for MechWarriors, red with white trim for aerospace pilots, brown with yellow trim for vehicle

crewmembers, green with brown trim for infantry, black with red trim for naval crewmembers, and dark gray with white trim for support personnel. ROM agents wear all-white robes, like those worn by non-Militia members.

Branch designation pins, which correspond to the colors of the dress robes, are worn on field uniforms.

Rank insignia in the dress uniform is a medallion worn around the neck. Cadets and acolytes wear brass medallions, adepts silver medallions, and precentors gold ones. Demi-Precentors often have a

Transmission Altered

"When you and I, and indeed everyone, have joined together and become one, we will truly understand what the Blessed Blake has taught."

Alteration Ended

mixed silver/gold medallion made, though this is not officially issued, and the Precentor Martial, Precentor Naval, and Precentor ROM wear no medallion at all. The number of years of service at that rank are inscribed upon the medallions, though precentors who have served for more than twenty-five years have no number on theirs. Awards and unit insignias are worn on the left breast, and many have taken to wearing the symbol of their faction on their right breast, though this is not an official part of the uniform.

FIELD UNIFORM

In all versions of the field uniform, the Word of Blake symbol appears as a patch on the right arm, and a unit insignia patch is on the left arm. Sidearms are also commonly worn, though they are only an official part of the conventional soldier's uniform.

MechWarriors

MechWarriors generally wear their field uniforms only when they are in their 'Mech or expecting attack; it consists of a dark blue cooling suit and a red neurohelmet, with red boots and gloves. Both the cooling suit and neurohelmet use Star League-era technology. The MechWarrior's name and rank are stenciled on the suit's left breast and on the front of the helmet.

Aerospace Personnel

Militia aerospace pilots also only wear their field uniforms when expecting attack or in their fighter. Standard issue is a red jump suit and white flight helmet, with a G-suit and white gloves and boots. The G-suit and flight helmet are advanced Star League versions. The pilot's name and rank are stenciled on the suit's left breast, and their call sign (if they have one) is stenciled on the sides of their flight helmet.

Naval Personnel

Naval crewmen have two field uniforms. When not in danger of hull breach, they wear a pair of black coveralls with multiple pockets and an open-front red jacket. During combat or other situations where hull breach is possible, the uniform consists of a black pressure suit and a lightweight red helmet. The suit is an advanced Star League model that features an extended oxygen supply and a maneuvering unit.

Conventional Troops

Armor crews, infantry, and other conventional troops share a field uniform, which consists of full-length coveralls and an armored combat vest, with tough leather boots and gloves. Armored helmets provide head protection and contain advanced communications and targeting gear. A hood and half-cape complete the ensemble. The colors of the uniform change among various camouflage patterns.

AWARDS AND DECORATIONS

The Word of Blake Militia still allows its members to wear their Tukayyid Campaign Ribbons. We have instituted only one additional award: the Liberation Star.

Liberation Star

The Liberation Star is given for "incredible acts of valor under fire" and is generally accompanied by promotion to the next rank in the hierarchy or five extra years of seniority if already a precentor. Then-Precentor Martial Arian instituted the Star in early 3058, and a total of eighty-seven were awarded during Operation Odysseus.

COLOR SCHEMES

Indicative of their common origins with the Com Guards, the Word of Blake Militia paint their vehicles in white or use appropriate camouflage.

MILITIA LEADERS

[Victor—Since we were already working on verifying this Word of Blake material, I thought you'd appreciate it if we also filled in some information the WoB conveniently left out. These capsule summaries are the latest from the SLDF Intelligence Command Archives.—JC]

PRECENTOR MARTIAL CAMERON ST. JAMAIS

Precentor Martial Cameron St. Jamais began his meteoric rise to power as the leader of the 6th of June movement, a radical sub-sect of the Toyamas named for the day Primus Waterly was murdered. He and his sect proved most useful to the Toyamas' cause, and he was promoted to head of the entire faction following Demona Aziz's death. His support quickly built, and he became Precentor Martial when Trent Arian was assassinated in 3061. Prior to his defection to the Word of Blake, St. Jamais was a member of the Blake's Wrath special-forces unit of the Com Guard and is quite accomplished at piloting a BattleMech.

St. Jamais has proved since his promotion that he is dedicated to expanding the Militia, increasing war-machine production and encouraging recruitment. Many who serve under him find him cold, though dedicated and effective. St. Jamais also seems to have the support of the entire Conclave, something his predecessor never enjoyed.

PRECENTOR NAVAL GREGORY ZWICK

When the murderer Focht began the reformation, Zwick decided he had had enough. Over the course of several months, he arranged to have officers loyal to him transferred to his JumpShip. Then, in an act of exceptional daring, Zwick and his loyal officers jumped their JumpShip and two DropShips full of supplies into Free Worlds League space. They were met by Word of Blake forces that had been in communication with Zwick, which ensured that all three vessels and their cargo joined the Word of Blake.

Zwick received his reward during Operation Odysseus, when he was chosen to command the Word of Blake liberation flotilla. His success led to his promotion to Precentor Naval when the post was created, and he has since concentrated on the Titan yards. Zwick is quite good at his job and has inspired an incredible loyalty to himself and Precentor Martial St. Jamais among the naval arm of the Militia. He strongly supports St. Jamais, and, though he is an extremely moderate Counter-Reformist, he has considered joining the Toyama.



1ST DIVISION: TRUE DEVOTION IV-BETA

The first Word of Blake Militia division created, True Devotion helped suppress rebellion on Gibson and formed a large portion of the simulated 21st Centauri Lancers during Operation Odysseus. They are regarded as the premier unit of the Militia, praise that has gone to their heads. Many in the Militia consider them insufferably arrogant; competition is fierce among other divisions for the right to “teach them a lesson” in various war games. Each time, True Devotion has emerged victorious.

True Devotion also maintains an old tradition that invites derision from many: all soldiers in the division give thanks in prayer to their machines before entering them. The soldiers know that the machines will run without such prayers but feel it keeps them from taking such dangerous technology for granted—a sure path to destruction. This tradition is widespread among HPG operators and other non-military personnel, but it has nearly disappeared among the Militia. Only in True Devotion is it still practiced regularly.

The division’s insignia shows an *Exterminator* kneeling in prayer.

OFFICERS

Formerly of the Com Guard Eighty-Fifth Division, Precentor Shin-Ichi Yoshizumi belongs to the Toyama sect. He is considered a brilliant tactician and is a master of the ambush, a skill that served him well on Tukayyid when facing the Diamond Sharks’ 222nd Assault Cluster. He realizes his skills as a strategist are somewhat lacking, however. As a result, he leaves most of the strategic planning to his XO, Precentor Newton Fawcett.

Precentor Fawcett belongs to the Expatriate faction and is newly arrived in the Militia. His skills are well-known, however, as he commanded the Com Guard 207th Division before joining his true brethren. He handles strategic concerns, allowing Precentor Yoshizumi to lead his troops from the front lines, a relationship that suits Fawcett fine. Many of the troops in True Devotion see Fawcett as aloof and unreachable, and they often refer to him as “The Hermit,” though never within his hearing.

Precentor Debra Hale, commander of Ring of Fire III-beta, is also an Expatriate. Ring of Fire left wholesale from ComStar with Hale after Victor Steiner-Davion became Precentor Martial and was added to the roster of True Devotion as a unit.

TACTICS

Though headquartered in Salina, Kansas, on Terra, True Devotion ranges across much of North America practicing ambush techniques in various environments. The division is quite competent at most offensive and defensive operations but is at its best when surprise is on its side.



1st Division (True Devotion IV-beta)

Division/Elite/Fanatical

CO/Long Night III-alpha:

Precentor X Shin-Ichi Yoshizumi

XO: Precentor XVI Newton Fawcett

Ring of Fire III-beta: Precentor V Debra Hale

Signs and Portents III-alpha:

Demi-Precentor (Adept XI) James Lundergan

Quality of Mercy III-delta:

Demi-Precentor (Adept XII) Masayuki Hoshi

Hunter and Prey III-epsilon: Precentor VII Alexey Kotov

True Devotion technically contains one more Level III—Fall of Night III-alpha, commanded by Precentor Alex Nash—but it is currently attached to the Free Worlds League unit Fourth Free Worlds Legionnaires and serves as its Fourth Battalion.

2ND DIVISION: STERN RESISTANCE IV-GAMMA



Well known in the Militia for its defensive skill and incredible tenacity, Stern Resistance also proved it could attack successfully during Operation Odysseus. The Second Division had the task of taking the seat of Terran government, Geneva, so the Word of Blake could re-establish order quickly and with little organized resistance. This was accomplished despite snow and icy conditions, in a brutal city campaign that lasted several days. Stern Resistance proved its persistence in a series of four assaults that badly damaged much of Geneva as well as troops on both sides. In the end, Geneva fell, but the Second Division had been savaged. In recognition of their efforts, then-Precentor Martial Arian allocated many new machines to Stern Resistance and changed the unit insignia to its current form.

Though Stern Resistance has more machines now than it did when Odysseus began, the loss of veteran warriors has yet to be compensated for. That loss has forced Precentor Martial St. Jamais to downgrade them from a Veteran to a Regular rating, until they can sufficiently train all their new warriors.

The new division insignia shows a soldier atop a ruined building, his rifle raised in victory.

OFFICERS

Stern Resistance is commanded by Precentor Daphne Chrysler, a True Believer and sometime adviser to Precentor Blane. Chrysler is a veteran of Tukayyid, having fought the Smoke Jaguars in the Racice River delta. Amazingly, the *Highlander* she pilots has been passed down in her family since the time of the Star League and has never been seriously damaged.

Precentor John Christopher, Stern Resistance's executive officer, followed Chrysler, a family friend, from ComStar. She is now his immediate superior, and the two work well together. Christopher initially commanded a Level III in Fourth Division but was given command of Task Force Steel during Operation Odysseus. His success led to his posting as XO of Stern Resistance, and many see him as a rising star in the True Believers, perhaps a future Precentor Martial.

TACTICS

Stern Resistance is at its best when defending and excels at city fighting. They practice the techniques of city fighting constantly from their headquarters in the Sandhurst, British Isles Castle Brian, often engaging Sandhurst College cadets in war games to help teach them urban warfare. The warriors of Stern Resistance have learned how to act independently, as they commonly spread throughout a city. The division tends to run into problems when forced to fight in groups larger than a Level III.



2nd Division (Stern Resistance IV-gamma) Division/Regular/Reliable

CO/Severed Dreams III-beta:

Precentor XII Daphne Chrysler

XO: Precentor VII John Christopher

Dust to Dust III-beta: Precentor VI Anna Michaels

Cosmic Faith III-delta:

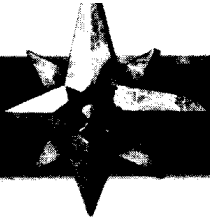
Demi-Precentor (Precentor III) Brian Rhoads

Bad Moon III-gamma: Precentor IX Nicholas Karger

Lasting Thoughts III-delta:

Demi-Precentor (Adept X) Glen Argall

Composed almost entirely of new warriors fresh from Sandhurst, Lasting Thoughts III-delta is considered Green by the Precentor Martial, though that is expected to change fairly soon, as they participate in war games with other units. Bad Moon III-gamma lacks any armor support, having replaced vehicles lost in Geneva with infantry.



WORD OF BLAKE



3RD DIVISION: PURE THOUGHTS AND ACTIONS IV-MU

Badly battered during Operation Odysseus, Pure Thoughts and Actions has only returned to its pre-assault strength within the past few months. The Third Division's target for Odysseus was southeastern Asia, and it did well there until it ran into strong ComStar resistance in China. The ComStar troops retreated into the T'ienchen Castle Brian, a fortress built in the time of the Star League. Despite several devastating assaults, T'ienchen held throughout Odysseus and only fell under the combined might of the entire Third Division. Pure Thoughts and Actions lost two Level IIIs overall and has had to replace many lost BattleMechs with armor units until it can procure new BattleMechs.

Pure Thoughts and Actions has since been assigned to garrison southern Africa and is headquartered in the Magadi, Kenya Castle Brian. Two Level IIIs, Sacred Dream III-omicron and Bloody Skies III-mu, are stationed in South Africa, where they work with the Terran Security Service to crush heretic resistance. So far, they have been quite successful, cutting the frequency of raids to a fraction of what they were immediately following Odysseus. They even seem to be receiving help from native civilians, who appear to be tiring of the violence and wish to resume their normal lives. ROM has not yet determined whether this is sincere or an elaborate trap.

The insignia of Pure Thoughts and Actions is an angel wielding a flaming sword.

OFFICERS

The commander of Pure Thoughts and Actions, Precentor Randolph Kanni, is a fervent True Believer and an old friend of Precentor Blane. He defected from ComStar with Blane and still feels slighted by being passed over for Precentor Martial. He is quite vocal about his opinions and is known to be hard on non-True Believers in his unit, especially Toyamas. Indeed, he is so biased that nearly all of his non-True Believers have put in for a transfer at one time or another. Blane and Precentor Martial St. Jamais have discussed this with him, but it seems unlikely he will change his ways.

Pure Thoughts and Actions' XO is also a True Believer, but he is much more forgiving in his views of others. Precentor David Fellers spends most of his time soothing ruffled feathers and easing tempers within his unit and is a much more welcome sight in camp than Kanni. He is also somewhat of an oddity, a jump infantryman who has risen to the post of XO, which is normally reserved for MechWarriors or aerospace pilots. He is renowned among the infantry of the Third Division for having killed three Nova Cat Elementals with a vibroblade on Tukayyid.

TACTICS

Pure Thoughts and Actions has not developed any particular tactical specialty, Precentor Kanni preferring to have them be at least capable in every area. Those infantry serving in South Africa have become particularly adept at guerrilla warfare, however, as their constant search for resistance movements has honed their skills considerably.



3rd Division (Pure Thoughts and Actions IV-mu) Division/Veteran/Reliable

CO/Crown of Light III-iota:

Precentor XIV Randolph Kanni

XO: Precentor X David Fellers

Sacred Dream III-omicron: Precentor VI Shilpa Pai

Bloody Skies III-mu: Precentor VII Vadim Kravsov

Blazing Hearts III-kappa:

Demi-Precentor (Adept XI) Elizabeth Joppa

Fortunes of War III-xi:

Demi-Precentor (Precentor IV) Craig Callen

All of Bloody Skies III-mu's units are jump capable; it contains no armor or air support, and only jump infantry. The unit also contains a Level II of Achileus Light battle armor, which it has put to use hunting guerrillas. Because of their expertise in battle armor tactics, along with their positioning in rebel-infest-

ed Africa, the Third Division has been given the honor of field-testing the new Purifier Adaptive battle armor. Whether this will mollify Precentor Kanni remains to be seen.

OFFICERS

Precentor Jake Rule is the division's commanding officer, and he is extremely friendly and outgoing. Despite his loose manner, however, he runs one of the tightest divisions in the Militia—Rule is very aware that his men could be hurt or killed during the dangerous maneuvers they perform, so he does his best to ensure that skills are honed, machines are well-tended, and people are alert. His men know why he is so demanding and appreciate it. Rule is a True Believer, though he seldom makes a big deal about it.

Adept Epsilon-VII Aenaëus Parvus commands Shield of Justice II-alpha, part of Into the Fire III-omicron. He led the initial assault on Sandhurst College during Odysseus and was badly shaken by the serious casualties his men took. He has begun to doubt his skill as a leader; he is seeing an analyst and is under careful scrutiny by ROM, though no action against him is currently deemed necessary.

TACTICS

Blake's Boldest rely heavily on combat drops, though they are skilled at standard fighting tactics as well. During such a drop, standard policy is to unload the non-battle armor infantry and vehicles near the proposed assault battlefield and then perform the drop, with the infantry and armor providing reinforcements as they arrive.



4th Division (Blake's Boldest IV-iota)

Division/Veteran/Fanatical

CO/Blake's Messengers III-beta:

Precentor X Jake Rule

XO: Precentor VIII Harry McKelvey

Into the Fire III-omicron: Precentor VI Jian Feng Ding

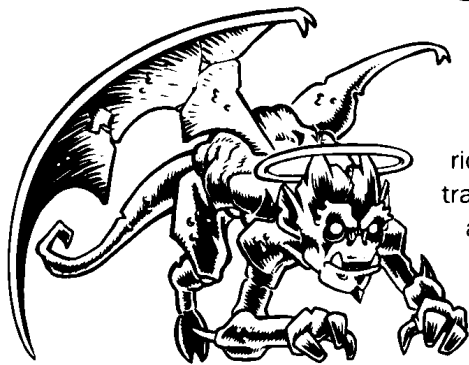
The Hunters III-kappa:

Demi-Precentor (Precentor IV) Jessica Dowling

The Wanderers III-iota: Precentor X Yousef Ahram

Both The Hunters III-kappa and The Wanderers III-iota have a Level II of Longinus battle armor. The SRM packs are usually detached so the Longinus can make combat drops, though they can be used if a normal drop is made.

5TH DIVISION: THE CHOSEN IV-ETA



The Chosen drew what was perhaps the most dangerous assignment of Operation Odysseus: Mars. Due to Star League-era terraforming, enough of an atmosphere existed to prevent vacuum danger, but Mars has about one-third of Terra's gravity, and the warriors of The Chosen had no experience with gravitational differences outside of their original training. This made moving with any speed dangerous, as even experienced pilots can damage their machines in such conditions. Despite this, The Chosen secured Mars, though of the Level III-sized task force assigned to capture the War Academy of Mars, only six 'Mechs returned.

Following Odysseus, the Fifth Division has been based out of Brisbane, Australia, and has used the Glen Valley, Australia Castle Brian as its headquarters since it reopened a year ago. They have spent much of their time rebuilding the damaged division and integrating new recruits, though The Chosen have also been heavily involved in putting down guerrilla uprisings throughout Australasia. Six months ago, the White Cliffs, New Zealand Castle Brian reopened, and it has since been occupied by True Vision III-lambda as an anti-terrorism base.

Fifth Division's insignia is a gargoyle in flight, its head surrounded by a glowing halo.

OFFICERS

The commanding officer of The Chosen, Precentor Trenton Endicott, is a radical Toyama member whose views sometimes cause conflict with his superiors and his subordinates. Precentor Martial St. Jamais has met with him several times, though none of these meetings has improved Endicott's attitude. Despite his problems, Endicott remains in command of Fifth Division because of his consummate skill on the battlefield. Though few like his company, none can dispute his results.

Precentor Jane Skulle, who commands True Vision III-lambda, harbors a deep hatred for anti-Word of Blake terrorists. Less than a week after Odysseus, Skulle's home was firebombed. Though she got out alive, her husband did not, and Skulle has hunted those terrorists with a passion ever since. She was recently given command of anti-terrorist forces throughout Australasia, followed by a marked decrease in terrorist activity.

TACTICS

The Chosen rely heavily on their aerospace elements, which are used for scouting, combat air patrol, ground support, and bombing missions. This sometimes costs them, however—the assault on Mars lost its aerospace support early, and the Word of Blake forces fell into several traps that could have been avoided if the ground forces had scouted more extensively. Precentor Endicott has begun trying to reduce this dependence.



5th Division (The Chosen IV-eta) **Division/Veteran/Reliable**

CO/Signs and Portents III-gamma: Precentor X

Trenton Endicott

XO: Precentor XII Harry McKelvey

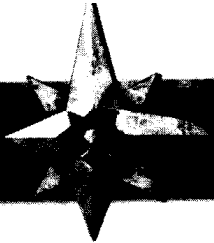
True Vision III-lambda: Precentor VI Jane Skulle

The Deviants III-theta:

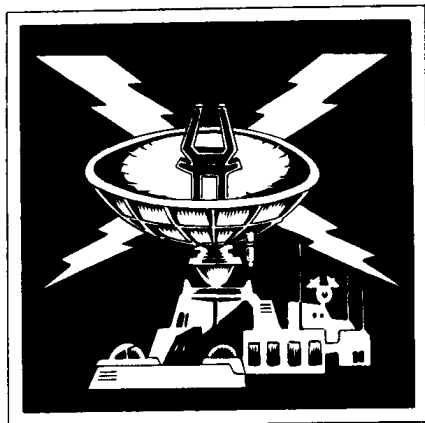
Demi-Precentor (Adept XII) Jeffrey Husar

Angel Wings III-zeta: Precentor VIII Josephine Hsia

Angel Wings III-zeta is composed entirely of BattleMechs and aerospace fighters, lacking any armor or infantry support. Arranged contrary to Militia doctrine, the unit has nonetheless proved successful as mobile support for the rest of The Chosen.



WORD OF BLAKE



6TH DIVISION: TRUE BELIEVERS IV-THETA

Integrated with First Division to form the false Lancers during Operation Odysseus, Sixth Division came to strongly admire their temporary unit mates. When the True Believers expanded following Terra's liberation, they tried to ensure that all new members were trained to the same high standards as the warriors of First Division. Precentor Lane Brandenburg-Curi, commanding officer of Sixth Division, wanted his division to defeat the First in one of the yearly war games, so he pushed his soldiers to their limits in a series of harsh training exercises. Despite this, the True Believers have never been able to beat True Devotion, though they have become good enough to be classed Elite by Precentor Martial St. Jamais.

Brandenburg-Curi continues to push his troops with training exercises, so much so that the precentors of the other divisions call Sixth Division "The Graduate Academy," as it seems to be more war college than military unit. Sixth Division's successes speak for themselves, however: they have reduced guerilla activity in Amazonia to nearly nothing and consistently defeat every division but First in war games. Precentor Martial St. Jamais is so impressed by their skill that he has begun transferring soldiers from the Sixth to other divisions, including moving an entire Level III to the recently formed Ninth Division. In effect, the Sixth Division has become a mobile academy.

The Sixth Division's unit insignia is an HPG station dish in front of crossed lightning bolts.

OFFICERS

Precentor Lane Brandenburg-Curi is known among his division as "The Schoolmaster." When he first heard the nickname, Brandenburg-Curi liked it so much that he issued an order allowing its use in place of his proper rank. The Schoolmaster is hard on his troops and expects the best from them, but he is unstinting with rewards for success. The soldiers of the Sixth don't exactly love him, but they appreciate the high level of skill he has coaxed from them, so morale is quite good. Brandenburg-Curi is beginning to be annoyed by all of the transfers, but he cannot fault the logic behind them. Brandenburg-Curi belongs to the True Believer faction.

TACTICS

Unlike their rivals, the True Believers do not rely on ambush to succeed. Because they have trained so long and so hard together, warriors of the Sixth Division can execute intricate maneuvers with precision, often dazzling and confusing their opponent. A favorite tactic, a variation of the ancient Terran General Hannibal's tactic at the battle of Cannae, is to use infantry and armor assets to pin an enemy force, allowing the 'Mechs to drive in from the flanks and rear, encircling them. Fighters then strafe the bunched targets, generally causing a collapse of the enemy.



Sixth Division (True Believers IV-theta)

Division/Elite/Fanatical

CO/Last Light III-zeta: Precentor XII Lane "The Schoolmaster" Brandenburg-Curi

XO: Precentor X Olga Gabrielow

The Guardsmen III-kappa: Precentor X Sungkyu Park

Blazing Eyes III-iota:


Demi-Precentor (Adept XII) Arnold Juern

Glimpse of Pain III-eta:

Demi-Precentor (Precentor IV) Jack Koslow

The main division headquarters, where Last Light III-zeta is stationed, is the Manaus, Amazonia Castle Brian. The Guardsmen III-kappa are stationed in the nearby Curitiba, Amazonia Castle Brian, and the other two Level IIIs are spread across Amazonia.

7TH DIVISION: THE GLORIOUS IV-IOTA



Formed just months before Operation Odysseus, Seventh Division contained soldiers of all sects and skill levels who had little time to adjust to one another. Several factions soon formed within the nascent division, the two largest being the Veterans, skilled warriors who had fought the Clans on Tukayyid, and the Moderns, newly graduated soldiers. For more than a month division camps bustled with activity, as each faction tried everything short of violence to gain dominance over the other.

Transmission Altered

"Truly, if you will prepare for peace, then you yourself will learn many things, for that preparation breeds growth. The contemplation is not wasted time. Only living

and dreaming of life's wonders are spiritually cleansing."

Alteration Ended

Despite orders to the contrary and the intervention of many of the officers, including the commanding officer, the troops continued their private battles until just before Odysseus.

Two weeks before Odysseus' scheduled beginning, the leaders of the two factions finally met in a peace accord orchestrated by the commanding officer of the division, Precentor Anna Friel. Under her guidance, the soldiers came to realize that each faction had different things to contribute and finally began working together. The leaders of each faction were demoted, and The Glorious finally resembled a military unit, just in time for the liberation of Terra. Seventh Division acquitted itself fairly well, though the lack of serious training took its toll. Following Odysseus, The Glorious were posted to Koryo, Chryse Planetia, on Mars. They have since more than made up for their lost training time, becoming extremely adept at using Mars' lower gravity to produce surprising bursts of speed.

The Seventh Division's unit insignia is a hand holding a bloody knife.

OFFICERS

Precentor Anna Friel is the commanding officer of Seventh Division, though she was almost replaced when her division began its infighting. Precentor Blane used his influence to help her, however, despite the fact that Friel is not a True Believer, and she has become one of his greatest supporters in the Militia.

Friel is a Counter-Reformist, an oddity in the Militia, especially in a command position. She believes that ComStar's semi-mystical religious aspect was all that kept them pure, and the changes wrought by the traitor Focht to ComStar forced her to join the Word of Blake. Despite this, Friel is quite a believer in the military, and many other Counter-Reformists have ostracized her for saying so. Many Toyamas also avoid her for her Counter-Reformist stance, which seems to suit her just fine.

TACTICS

Most of Seventh Division's training emphasis has been on the effective use of combined arms, something all Militia units must be adept at. Specific tactical specialties haven't really developed yet, though the division does often practice low-gravity movement.



7th Division (The Glorious IV-iota) Division/Regular/Reliable

CO/Sacred Ashes III-delta: Precentor X Anna Friel

XO: Precentor VIII Carol Widegren

Keys of Hope III-kappa: Precentor VI James Gages

Gordian Knot III-lambda:

Demi-Precentor (Precentor IV) Yun Kap Ju

Bells of Faith III-lambda:

Demi-Precentor (Adept X) Shannon Paice

Originally drawn from Fifth Division, all of Sacred Ashes III-delta's 'Mechs are Heavy and Assault, creating a formidable block of firepower. They often act as a bodyguard unit for ROM headquarters, which is also in Koryo.



WORD OF BLAKE

8TH DIVISION: HANDS OF FATE IV-KAPPA



The first Militia division formed since Terra was liberated, Hands of Fate has already had two commanding officers. The first, Precentor Devon Manos, was a ComStar ROM agent. This information, discovered by an investigation of fragmentary records in ComStar ROM headquarters during the first few months of Eighth Division's existence, rocked a still-forming command staff. ROM began an investigation of all officers in the Eighth Division, looking for links to Manos, and removed three other precentors from their posts.

Precentor Alex Winningham was installed on a probationary basis as the commanding officer; he was the division's original executive officer, and it was expected that he could pull the division together. Winningham performed solidly and was quickly certified in his position. Precentor Martial St. Jamais investigated the unit after he was promoted and once again certified Winningham as the best man for the job. Hands of Fate has since shaken off the shock of treachery and brought themselves up to Militia standards of tactical experience and combined-arms cooperation. They are expected to be moved up to Veteran status within the next year or so.

Hands of Fate's unit insignia is an "8" with angel wings and devil horns.

OFFICERS

Precentor Alex Winningham is a born leader. His ability to motivate his soldiers is incredible, as shown by his taking a Green Division stunned by treachery and turning them into a Regular fighting force. Winningham's men are exceedingly loyal to him personally and somewhat less so to the Precentor Martial. This would be worrisome except that Precentor Martial St. Jamais has taken Winningham, who is also a Toyama, into his councils, and Winningham is extremely loyal to St. Jamais.

Precentor Gina Curuso is the insurance for that arrangement. Though nominally the division's executive officer, Curuso is suspected by nearly the entire division of being a ROM spy. Despite the standard fear of ROM agents, Eighth Division treats her as a simple Militia officer, reasoning that they want treachery as little as she does. Winningham is quite open with her about everything the division does and gives her all the normal duties of an executive officer. If Curuso is a ROM agent, she hasn't revealed herself.

TACTICS

Hands of Fate is headquartered in the Cairo, Egypt Castle Brian, ROM's old headquarters. The division is spread across North Africa, however. They have had some practice dealing with guerrilla terrorists there, but most such problems centered on the southern part of the continent and were handled by Third Division. Still, most of Eighth Division has dealt with some guerrillas from time to time, and as a result the unit is more adept at small-unit actions than larger engagements.



8th Division (Hands of Fate IV-kappa) Division/Regular/Fanatical

CO/Lost Memories III-theta:

Precentor VIII Alex Winningham

XO: Precentor X Gina Curuso

Forbidden Fruit III-mu: Precentor VII Llewellyn Licht

Steel Rain III-kappa:

Demi-Precentor (Precentor II) Mary Stahl

Headhunters III-kappa:

Demi-Precentor (Adept XVI) John Flakne

Originally drawn from Fourth Division, Lost Memories III-theta is stationed at the Cairo headquarters and usually provides guards for ROM agents by Level II across the entirety of northern Africa, and it would take at least a week for them to be gathered into one place again.

9TH DIVISION: BLINDING LIGHT III-GAMMA



One of the first things Precentor Martial St. Jamais did after being elected was to expand the Militia by two divisions, Ninth and Tenth. To act as a foundation for the division, St. Jamais transferred Measure of Trust III-beta in its entirety from Sixth Division. He reasoned that with an Elite Level III as its core, he could add a Green Level III, fresh from schooling, without seriously damaging the unit's viability. To help matters some, he transferred personnel between the two Level IIIs until roughly half of each was Elite and half Green. St. Jamais' final maneuver was to appoint Precentor Alice Phuong, a fellow Toyama he knew he could trust, as the commanding officer of the new Division.

Since that time, Ninth Division has served garrison duty based out of the Gunnison, Colorado Castle Brian. Those warriors who entered the division fresh from school have improved quite a bit, but they are beginning to get bored. With First Division handling most of the North American problems, they find themselves with little to do but drill, barring the occasional war game with the First. They lament the fact that they just missed Operation Odysseus and are vocally ready for some action. The more experienced soldiers, who know that fighting is no picnic, simply shake their heads and go on about their business.

Ninth Division's unit insignia is an eight-pointed star surmounted by a crown.

OFFICERS

Ninth Division's commanding officer is Precentor Alice Phuong, a veteran of Tukayyid who followed Precentor Demona Aziz to the Word of Blake. Phuong is an aerospace pilot who was shot down by Jade Falcon fighters on Tukayyid. She was unable to eject due to damage and crashed with her fighter. Rescue crews saved her life, but much of her body is now cybernetic or bionic. Despite this, Phuong still flies with the aid of special interface gear, piloting a salvaged Jade Falcon Scytha. The irony that she may be flying the very fighter that shot her down has not escaped her.

Precentor William Mandat, the unit's executive officer, is a rarity in Word of Blake: an ex-member of ComStar's Explorer Corps. Dissatisfied with searching for enemies outside the Inner Sphere when they seemed to abound at home, he left shortly after Tukayyid. Mandat spent a few years working as a mercenary and then met a Blakist who persuaded him to join. Mandat has been a rising star ever since, an up-and-coming member of the Toyama faction.

TACTICS

Blinding Light has not had time to develop any tactical preferences; they have been quite busy enough getting new soldiers up to Militia field standards. Under Phuong's supervision, the veterans of the division have done quite well teaching their compatriots, and Precentor Martial St. Jamais now rates the entire division as Veteran.



9th Division (Blinding Light III-gamma)

2 Level IIIs/Veteran/Reliable

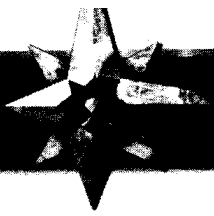
CO/Measure of Trust III-beta:

Precentor XII Alice Phuong

XO: Precentor VI William Mandat

Crushing Reality III-delta: Precentor V Bruce Lenca

Though the Ninth Division is in reality barely a regiment, at least one more Level III is expected in the near future, with the increase in 'Mech production and the graduations of classes from the reopened Terran academies.



WORD OF BLAKE

10TH DIVISION: SHOOTING STARS III-BETA



Like Ninth Division, Precentor Martial St. Jamais formed Shooting Stars soon after he gained command of the Militia. St. Jamais chose to use Iron Grip III-alpha as the core of the new division. Iron Grip had been serving as the Fourth Battalion of the Fifteenth Marik Militia, a Free Worlds League unit that sometimes serves as a cadre unit for the Militia and fieldtests new designs. To this foundation he added Dreams of Revenge III-gamma, a Level III formed entirely of Expatriates, most of whom were skilled Tukayyid veterans. Neither Level III contains any armor units.

As both Level IIIs have spent their recent past within non-Militia militaries, there was some concern over possible traitors or ComStar ROM agents. As a result, St. Jamais posted a ROM agent within the command staff and informed the division that they had an agent with-

in their ranks, but did not name who the agent was or what rank they held. This has caused quite a bit of paranoia and the appearance of complete loyalty; St. Jamais therefore considers the Tenth to be Fanatical, though they are more accurately described as "Reliable with acting skills."

Tenth Division's unit insignia is a chess rook twined with ivy.

OFFICERS

Shooting Stars is led by Precentor Karina Vista, one of the first Expatriates. Vista was once commander of the Com Guard's Seventh Army and accepted a demotion to division commander when she joined the Militia. She provided valuable information regarding ComStar units remaining on Terra, which aided in their capture and destruction. For her information about the Blake's Wrath unit's safe houses and hidden bases, she was rewarded with command of Shooting Stars. Vista has never shown any treacherous behavior, and ROM considers her to be safe.

Precentor Eric Goodwin is the commander of Iron Fist III-alpha and a True Believer. Goodwin pilots a rare *Perseus* OmniMech, a gift from Free Worlds League Captain-General and Word of Blake Primus-in-Exile Thomas Marik. The 'Mech was given in gratitude for Goodwin's revealing and stopping a plot by several ComStar agents to sabotage a 'Mech production facility. Spare parts are harder to come by now that Iron Fist has returned from Marik space, however, and Goodwin may be forced to return to piloting his old 'Mech soon.

TACTICS

Tenth Division has yet to develop a tactical bent; troops from so many different backgrounds and training styles take time to lose their old identity and become a true unit. Iron Fist III-alpha is based at the division's headquarters in the Tinogasta, Argentina Castle Brian and mostly practices defensive maneuvers; Dreams of Revenge III-gamma is spread across a large area, helping Sixth Division keep the peace and fight guerrillas, so it lacks any cohesive training regimen.



10th Division (Shooting Stars III-beta)

2 Level IIIs/Veteran/Fanatical

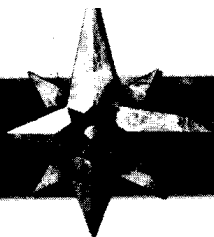
CO/Dreams of Revenge III-alpha:

Precentor XVI Karina Vista

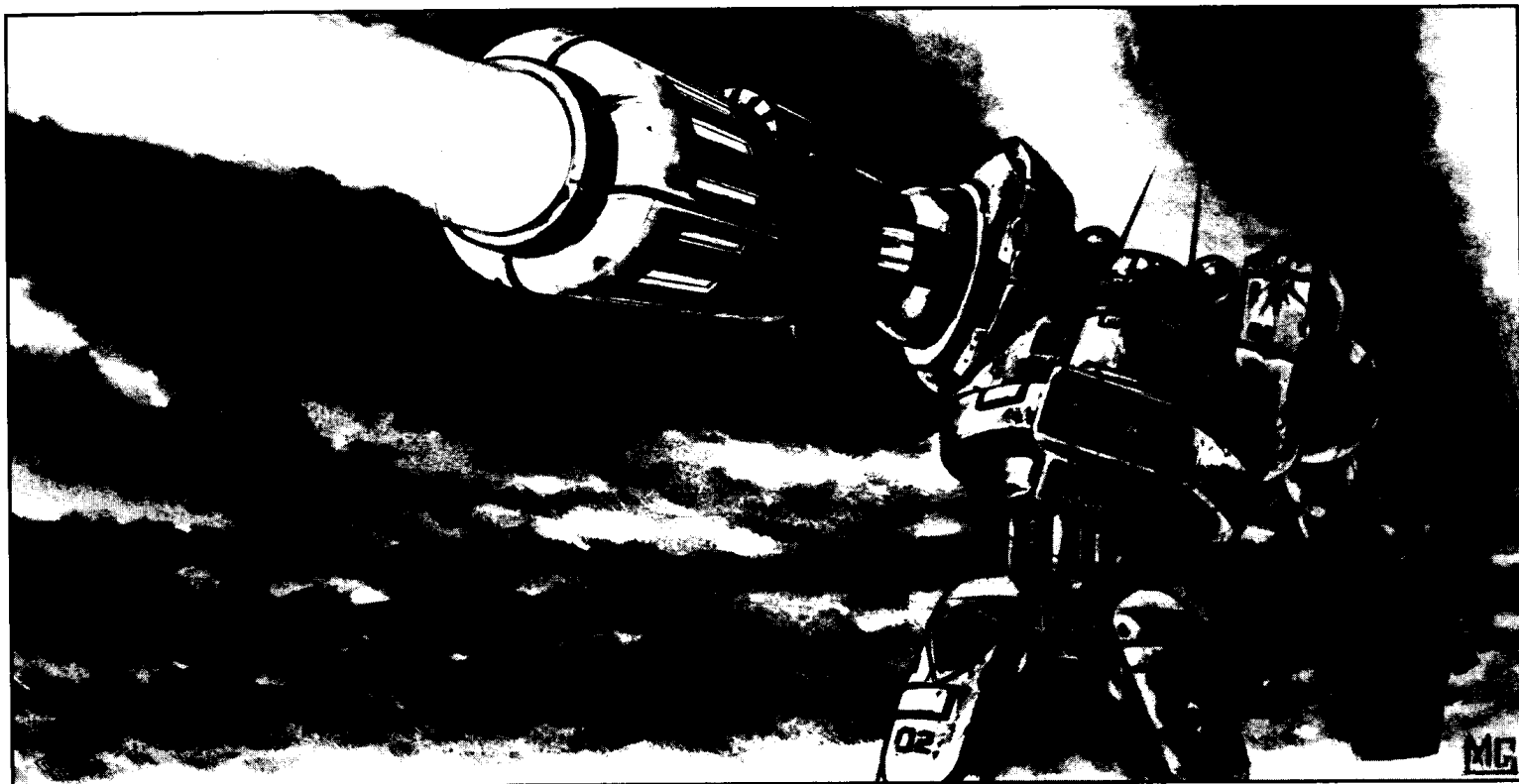
XO: Precentor Christine Galla

Iron Fist III-alpha: Precentor V Eric Goodwin

Shooting Stars is slated to receive a new Level III from academy graduates and Expatriates soon. St. Jamais plans to assign many armor crews to this new Level III, to make up for the division's current lack; those crews will most likely be Green warriors fresh from schooling, as relatively few armor crews defect from ComStar anymore.



FIELD MANUAL: COMSTAR



FREE RASALHAGUE REPUBLIC

*No sweet harp-strumming
gathers the songwords
nor the good falcon
swings through the hall
nor the swift battle-steed
clatters in the yard.
Cold death-wardens
have sent into silence
sons of this land.*

—Author Unknown, “Beowulf”

From its birth following the Fourth Succession War, through the *Ronin Wars* and the Clan invasion, the Free Rasalhague Republic has known few times of real peace. This has only served to strengthen our people, however, and teach us the value of a strong military. As requested, I have contained herein all pertinent information on the Republic’s military arm; ComStar troops are stationed within our borders as well, but I have no doubt that Precentor Martial Davion will provide you with information concerning them.

In the hope of a lasting peace, I remain:

—Christian Månsdotter, *Överbefälhavare* of the Rasalhague KungsArmé, 26 March 3062

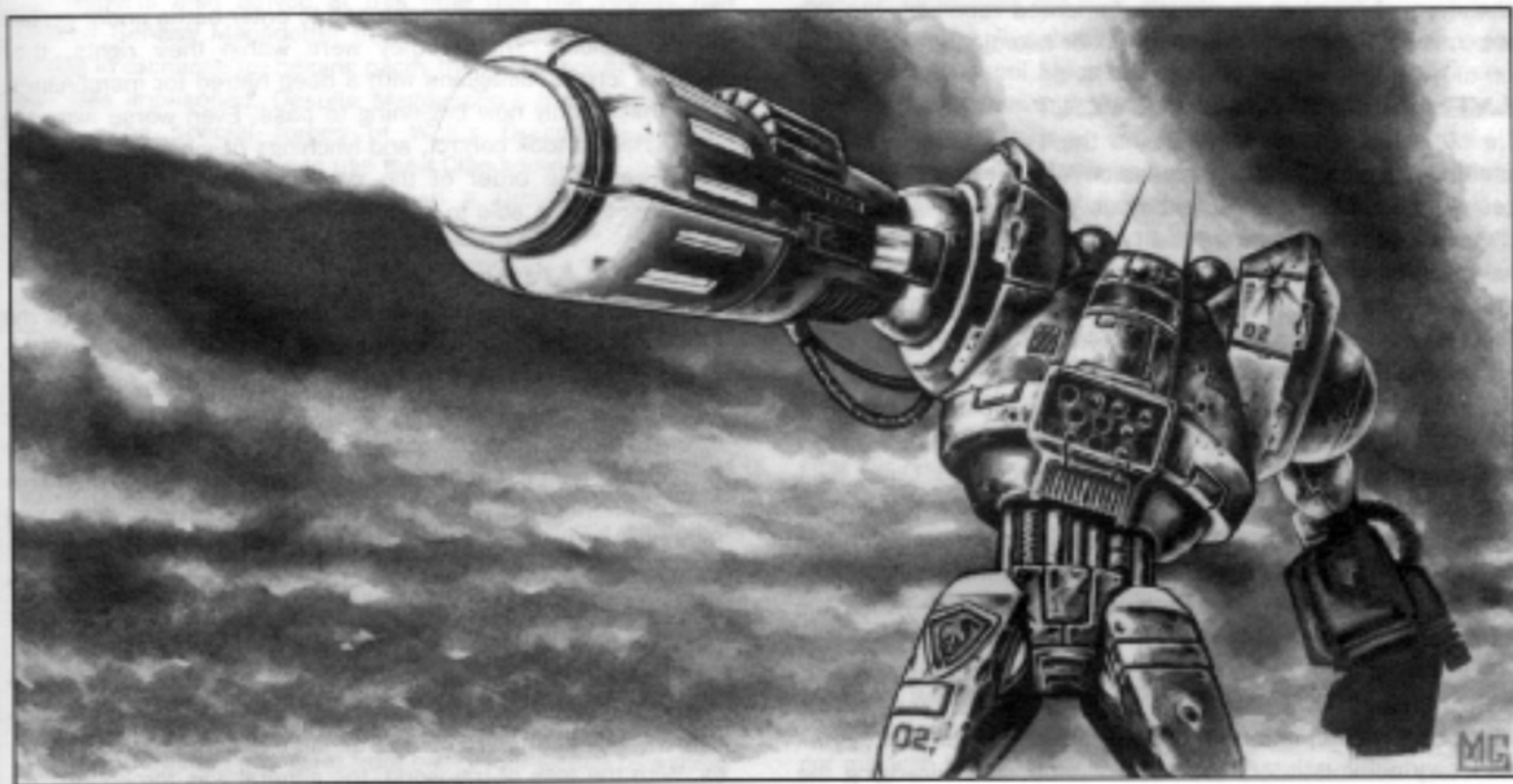
ORIGINS AND HISTORY

Despite being truly in existence for only a short time, the Republic has existed in spirit for several centuries. The effect that hundreds of years of captivity and oppression have had on our people should not be underestimated.

FREEDOM AND LOSS

The beginnings of the Free Rasalhague Republic date back to the mid-23rd century, when interstellar travel was new enough that only the foolish or desperate used it. Many citizens of the Federal Republics of Sweden, Finland, and Norway, tired of paying to rebuild the ruined Soviet States, chose to emigrate to a planet far from the oppression and bureaucracy of Terra. Within sixty years, they had colonized the world of Rasalhague and its eight nearest neighbors, forming the Rasalhague Consortium, a joint government that quickly evolved into the Principality of Rasalhague.

Despite the Principality’s isolationist stance and political neutrality, the growing Draconis Combine attacked and conquered it in 2330, renaming it the Rasalhague Military District. Asians emigrated into the region, but they never outnumbered the Scandinavians. Native customs remained in force, and the vast majority of people chose to speak Swedish instead of the official Kuritan Japanese. Secret societies that remembered



the days of freedom continually fomented rebellion, but they were never successful due to a lack of coordination.

LYRAN AID AND REVOLT

This changed in 3029, when the Lyran Commonwealth, embroiled in the Fourth Succession War, invited Rasalhague resistance leaders—all autonomous members of an independence movement known as the Tyr—to a meeting on the Lyran world of Tamar. There, the leaders discovered that the Lyran government had trained some Rasalhagian exiles and given them assault 'Mechs, forming a unit known as the First Tyr. The secret regiment had covertly aided the Lyrans in their capture of Kirchbach the year before, inciting the people to revolt.

This gave the Tyr the impetus to cooperate, and the leaders began coordinating uprisings with projected Lyran invasions; providing the Lyran military with details on terrain, targets, and the enemy; and undertaking commando missions. In return, Archon Katrina Steiner signed the Intention of the Free Rasalhague Peoples, a document recognizing the Tyr as the official Rasalhague government-in-exile.

Unfortunately, the end of the war did not bring independence. The Lyrans had not captured all of the former Principality worlds, and on those worlds they did capture, Lyran planetary administrators took over without acknowledging the Tyr's right to rule, under orders from Duke Selvin Kelswa. Radical Tyr members responded by bombing government buildings, for which Kelswa arrested and imprisoned many of the Tyr leaders. Though the Archon freed them and apologized as soon as she discovered what Kelswa had done, it was too late—any hope the Lyrans had of absorbing the newly conquered Rasalhague worlds was gone.

INDEPENDENCE AND WAR

On 13 March 3034, a Tyr leader named Haakon Magnusson announced the formation of the Free Rasalhague Republic. The Republic was separate from the Lyran Commonwealth and the Draconis Combine, and Magnusson was its first Elected Prince. Both ComStar and the Draconis Combine immediately recognized the new realm, with the Combine ceding traditional Rasalhague worlds to the new state. The Lyran Commonwealth quickly followed suit, granting to the Republic most of the Rasalhague worlds captured during the Fourth Succession War.

However, most of the Combine units stationed on the ceded worlds refused to leave, disagreeing with their Coordinator's decision. *Gunji-no-Kanrei* Theodore Kurita declared these units *ronin*, Japanese for "wave men," or masterless warriors. With Elected Prince Magnusson's permission, Kurita led loyal Combine soldiers into the Republic, fighting the rebels alongside Rasalhague KungsArmé units in what became known as the *Ronin Wars*.

Though the *ronin* were quickly defeated, the wars left bitter stains upon the Republic. Because of poorly negotiated con-

tracts, some mercenaries refused to enter battle under certain circumstances. Though they were within their rights, their actions left Rasalhagians with a deep hatred for mercenaries, one that is only now beginning to pass. Even worse were the riots. Hatred took control, and lynchings of innocent Asian citizens were the order of the day. Thankfully, Elected Prince Magnusson was able to calm the situation.

THE CLANS ARRIVE

More than a decade of peace followed, enough time for the Elected Prince to get the Republic in order. He delegated command of the KungsArmé to *General* Christian Månsdotter, allowing him to concentrate on politics. He refused to greatly strengthen the military, however, fearing this would arouse our neighbors' anger. This proved to be a grave error in March 3050, when Clans Wolf and Ghost Bear struck at several Republic worlds on the border of the Periphery. Severely outclassed and outnumbered, the brave troops of the KungsArmé could do little to stop the marauding Clans, and world after world fell to them, including the capital world of Rasalhague.

The capture of Rasalhague forced the Elected Prince to flee with only the aerospace wing of the First Drakøns for protection. Månsdotter remained on-planet, coordinating defenses. With the loss of the world, the general was forced into hiding. He was captured by Wolf troops a little more than a year later, but Månsdotter's aide, *General* Nels Rasmussen, took command of his guerrilla forces with scarcely a ripple.

Clan Wolf forces met up with the First Drakøns again at Radstadt, following the loss of that world. The Elected Prince and his escort jumped in-system only to discover Clan WarShips waiting. The Drakøns quickly leapt to the attack, buying time for Magnusson to recharge his jump engines and escape. *Kapten* Tyra Miraborg, daughter of the famous war hero Tor Miraborg, led the final assault. Her *Shilone* fighter badly damaged, Miraborg drove it into the bridge of a WarShip, which we later learned had contained the ilKhan of the Clans. With his death, the Clans stalled their offensive to elect a new leader. One brave woman's final act had bought a year's respite for her people.

PAUSING FOR BREATH

During this year, all the Inner Sphere leaders met on the world of Outreach with the Wolf's Dragoons mercenary unit. There, they learned that the Dragoons had long ago come from the Clans but were now ready to help us fight them. Their training occupied much of the year.

In November 3051, the Wolves renewed their offensive. The Ghost Bears returned a month later, and the slaughter began anew. Devastating news for Magnusson came in January of the following year: his only son, Ragnar, had been captured by the Wolves while defending Satalice. The report rocked the Republic, and for a time, the people lost hope.

Reports also arrived at this time that the Wolves had offered *General* Månsdotter the governorship of all captured worlds in exchange for helping pacify them. Månsdotter refused and was imprisoned. Despite Magnusson's hatred of mercenaries, the special forces of Wolf's Dragoons—Seventh Koomando—volunteered to use their Clàn knowledge to rescue the general. The Dragoons slipped a DropShip past Wolf defenses on Rasalhague, releasing several *Kestrel* VTOLs containing troops and Elementals. They overpowered Månsdotter's Elemental guards and smuggled him off the world. The general soon returned to leading his forces, which were sorely pressed, despite new skills taught by the Dragoons.

ENTER COMSTAR

In February 3052, Primus Myndo Waterly of ComStar approached the Elected Prince and general with a proposition. The Precentor Martial planned to fight a proxy battle with all of the Clans for Terra and wanted to use a Rasalhague planet as the battle site—a quiet, agricultural world called Tukayyid. Magnusson and Månsdotter agreed and immediately began evacuating citizens with ComStar's help. Over the course of that fateful May, the future of Rasalhague was rewritten with the surprising victory of the Com Guards. In less than two years, the Republic had gone from eighty-four worlds to a mere seven, from 206 regiments in the KungsArmé to twenty-six. If he wished to defend what he still had when the Truce of Tukayyid ended, Magnusson had to allow ComStar, which was looking for a base to defend Terra from the Clans, to station its military in the Republic.

Following the loss of Terra to the Word of Blake, ComStar based all its forces out of Free Rasalhague; indeed, Tukayyid is garrisoned entirely by the Com Guards, though this may soon change as more and more Republic citizens return there following the Great Refusal. Some citizens fear that ComStar intends to absorb what remains of the Republic, an idea that has sparked several angry demonstrations and some vandalizing of HPG stations. Though not serious, the problem could get worse if allowed to continue.

The size of the KungsArmé was reduced even more with the invasion of Clan Smoke Jaguar holdings by the new Star League. The Third Drakøns helped reclaim Inner Sphere territory but emerged relatively whole. Not all KungsArmé units were so lucky, however. The Republic sent the Fourth Drakøns to Huntress, where they were so damaged they had to be disbanded.

A NEW LEADER

Immediately following the election of Theodore Kurita to First Lord of the Star League in November 3061, Haakon Magnusson resigned the post of Elected Prince. Magnusson had remained beyond his limit of two ten-year terms due to the Clan threat, but with the Great Refusal he could no longer justify his continued rule. The Republic held new elections immediately, with an amazing result—though he was not nominated,

and technically was not even eligible, an incredible ninety-three percent of the Republic Parliament voted for the captured Ragnar Magnusson! Since his capture, Ragnar had risen to the rank of Star Captain in the Wolf Clan, and had since been taken by Clan Ghost Bear. In an emergency meeting, the Parliament, or *Riksdag*, decided that Ragnar was their duly Elected Prince and that they would hold another election to see who would act as regent until his return—if he ever returned.

The winner of that second election was *General* Månsdotter. The *Riksdag* awarded him the title of Elected Prince Regent, though he much prefers his military rank of *Överbefälhavare*, and gave him all powers of the Elected Prince until Ragnar returns to claim his position. Månsdotter has concentrated on increasing the size of the military and reviving the First Tyr regiment, creating a visible symbol of the Republic's independence. He has also changed the Republic's imports and exports somewhat, dealing more with the Lyran Alliance and less with the Draconis Combine. Politically, however, the *Överbefälhavare*'s most popular move has been the abolition of "mercenary reservations" and an easing of the regulations for dealing with mercenaries. The reservations, instituted in the wake of the *Ronin* Wars, restricted mercenaries to closely guarded sections of each city to ensure the mercenaries did not mix with Republic citizens or cause trouble. Whether this is simply meant to increase Månsdotter's popularity outside the Republic or stems from gratitude to the Wolf's Dragoons who rescued him is hotly debated among political analysts.

OVERALL STRUCTURE

The organization of the Rasalhague KungsArmé is patterned quite heavily on that used by the Lyran Commonwealth Armed Forces when the Republic was formed. This is not surprising, as a large number of LCAF officers acted as advisers in the formation of the new army.

KUNGSARMÉ DEPARTMENTS

The KungsArmé consists of twelve departments, each fulfilling a different, vital function.

Administration

The Administration Department is a large bureaucracy created to handle the paperwork generated by a large military. It is by far the largest of the twelve departments, as it must keep track of every soldier, machine, spare part, and food ration, as well as anything else needed to keep the KungsArmé running. The current head of Administration is *Generalmajor* Sigemund Lewit.

Command Council

The Command Council provides advice and information to the *Överbefälhavare*. It consists of the heads of the other eleven departments, the *Överbefälhavare*, his Chief of Staff *General* Margrethe Minuit, and the commander of Orestes Province *Generalmajor* Beth Foglesong. Though all members

are free to offer plans and advice, the final decision in each case is made by *Överbefälhavare* Månsdotter.

ComStar/Mercenary Relations

Originally just Mercenary Relations, this department expanded following the Battle of Tukayid to include diplomacy and coordination with ComStar. This department has begun to grow recently, reflecting *Överbefälhavare* Månsdotter's friendlier stance toward mercenaries, though it is undergoing an investigation meant to find and replace those with the worst hatred of mercenaries. *General* Nels Rasmussen currently leads the department.

Intelligence

Separate from the intelligence arm of the civilian government, Intelligence is responsible for gathering information about the enemy, from troop strength to personal knowledge of enemy commanders. Most of the department's operatives are active in Clan-occupied space, mainly Wolf and Ghost Bear, though some are also active in the Lyran Alliance and Draconis Combine. *General* Weland Rebsamen, a leader of the original Tyr movement, heads Intelligence.

Justice

This department handles accusations made by civilians against KungsArmé personnel, ensuring that the soldier is fairly represented while administering a fair and unbiased code of laws. Reports of unfair judicial actions have been remarkably few. *Generalmajor* Yrse Richgels is the current commander of Justice.

Medical Corps

The Medical Corps is responsible for providing medical care to KungsArmé soldiers. *Generalmajor* Doctor Bogdan Stepniak heads the department.

Military Education

This department trains all planetary militia trainees in the Republic, from infantry to BattleMech pilots. Military Education is also responsible for maintaining the two major Republic military academies. *Generalmajor* Don Siggurson leads Military Education.

Quartermaster

The vital task of providing the KungsArmé with the proper material and supplies lies with the Quartermaster Department. Quartermaster deals with companies that provide the Republic with BattleMechs, fighters, and vehicles, ensuring a steady supply of new machines for the ever-increasing KungsArmé. The department is headed by *General* Dani Wickell.

Reservist Readiness

Reservist Readiness is in charge of those portions of the military held in reserve, often outdated machines manned by retired soldiers. This department shrank greatly following the Clan invasion, as so many reserve units were destroyed. It now runs on a skeleton crew, led by *Generalmajor* Thomas Lager.

Strategy and Tactics

The think tank of the KungsArmé, Strategy and Tactics uses sophisticated computers to study data gathered by Intelligence and divine an enemy's next move. Strategy and Tactics is commanded by *General* Barrie Cizek.

Transportation

The job of the Transportation Department is to ensure that all soldiers and materials arrive at their correct stations with maximum speed and minimum hassle. This department controls the majority of the non-combat JumpShips in the KungsArmé. *Generalmajor* Robert Hansel heads Transportation.

Warrior's Ombudsmen

Unlike Justice, which deals with civilian/military legal issues, the Warrior's Ombudsmen Department ensures that a soldier who accuses or is accused by another soldier has his rights protected and receives fair treatment. The department was formed so that soldiers would have legal recourse against their superior officers, though it more often deals with minor issues. *Generalmajor* Dolores Olsen commands this department.

CHAIN OF COMMAND

The supreme commander of the KungsArmé is the *Överbefälhavare*, though he may choose to delegate that authority to his chief of staff, as Haakon Magnusson did. The chief of staff in turn relays the *Överbefälhavare*'s orders to the Province commanders. Though the Republic originally consisted of three Provinces, the Clan assault reduced that to one, the former Skandia (now Orestes) Province. Commanders of each KungsArmé BattleMech unit answer to the Province commander, while the heads of support infantry, aerospace, and armor units report to the head of the BattleMech unit they are attached to. Support units are at times given independence of command, but this is rare.

UNIT STRUCTURE

Each unit in the KungsArmé is divided into smaller units. These divisions are listed below.

STANDARD KUNGSARMÉ UNIT ORGANIZATION

BATTLEMECH:

Unit	Component Units	Total Strength
Lance	—	4 BattleMechs
Company	3 Lances	12 BattleMechs
Battalion	3 Companies	36 BattleMechs
Regiment	3 Battalions	108 BattleMechs

AEROSPACE:

Unit	Component Units	Total Strength
Lance	—	2 aerospace fighters
Flight	3 Lances	6 aerospace fighters
Company	2 Flights	12 aerospace fighters
Wing	3 Companies	36 aerospace fighters
Regiment	3 Wings	108 aerospace fighters

ARMOR:

Unit	Component Units	Total Strength
Lance	—	4 vehicles
Company	3 Lances	12 vehicles
Battalion	3 Companies	36 vehicles
Regiment	3 Battalions	108 vehicles

INFANTRY:

Unit	Component Units	Total Strength
Squad	—	7 troops
Platoon	4 Squads	28 troops
Company	3 Platoons	84 troops
Battalion	3 Companies	252 troops
Regiment	3 Battalions	756 troops

RANKS AND RANK INSIGNIA

The ranks of the KungsArmé are roughly equivalent to those used by the old Star League, save that they are in Swedish. English versions of the rank are in parentheses. All officer rank insignias are on a dark green square background, while noncommissioned insignias are on a blue square background.

Överbefälhavare (Commander in Chief)

This is the military rank of the Elected Prince (or, in the current case, Elected Prince Regent). He can choose to assign the duties that go with this rank to his chief of staff, but if he does he is never referred to by this title.

The rank insignia of the *Överbefälhavare* is a silver Roman numeral ten.

General (General)

A KungsArmé *General* heads a large and important section of the military and is not generally a field officer. *Generals* lead the ComStar/Mercenary Relations, Intelligence, Quartermaster, and Strategy and Tactics Departments, and the *Överbefälhavare*'s chief of staff is always a *General*. Commanders of the two lost Provinces were also of this rank.

Generals wear a silver Roman numeral two to denote their rank.

Generalmajor (Major General)

Generalmajors, like *Generals*, head sections of the KungsArmé, though their jobs generally involve smaller or less vital areas. *Generalmajors* head the Administration, Justice, Medical Corps, Military Education, Reservist Readiness, Transportation, and Warrior's Ombudsmen Departments. The highest-ranking field officer of the KungsArmé, the Commander of Orestes Province, is also a *Generalmajor*.

The insignia worn by a *Generalmajor* is a gold Roman numeral two.

Överste (Colonel)

The rank of *Överste* usually denotes command of a regiment of any type. *Överstes* of 'Mech regiments, however, are considered to be of slightly higher rank than *Överstes* of support units attached to them, to maintain the chain of command. An *Överste* will also occasionally act as a *Generalmajor*'s aide.

The rank insignia of an *Överste* is a silver Roman numeral one.

Överste-Löjtnant (Lieutenant Colonel)

A KungsArmé *Överste-Löjtnant* generally commands a battalion of BattleMechs, though they may also lead battalions of armor or infantry, and the rank indicates command of a wing in aerospace forces. The executive officer of a 'Mech regiment is also usually an *Överste-Löjtnant*.

The rank is denoted by an upright silver bar crossed at the top by a smaller silver bar.

Major (Major)

Majors in the ground forces often command a battalion of armor or infantry, though they may also lead a company of BattleMechs or act as the executive officer of a 'Mech battalion. Among aerospace units, a *Major* denotes command of a company.

Majors wear an upright silver bar crossed in the center by a smaller silver bar.

Kapten (Captain)

Kaptens are most often found leading a company of ground forces. Aerospace *Kaptens* command flights.

Kaptens wear an upright silver bar crossed at the bottom by a smaller silver bar.

Löjtnant (Lieutenant)

The lowest officer rank in the KungsArmé, *Löjtnants* command BattleMech, armor, or aerospace lances.

The rank insignia of a *Löjtnant* is an upright golden bar crossed at the bottom by a smaller golden bar.

Fanjunkare (Sergeant Major)

Fanjunkare is the highest noncommissioned rank in the KungsArmé. They are responsible for the conduct and discipline of enlisted men and noncommissioned officers, and there is one in every regiment.

Fanjunkares wear an upright orange tau cross, with a smaller upright orange bar on either side of the base.

Sergeant (Sergeant)

Sergeants in the KungsArmé lead infantry platoons.

The insignia of a *Sergeant* is an orange tau cross tipped on its right side, with two small orange squares on either side of the base.

Korpral/Kavellrist (Corporal)

KungsArmé *Korprals* command infantry squads and may also command a vehicle crew. *Korprals* may also pilot BattleMechs, though in such cases they are known by the rank of *Kavellrist*, Swedish for cavalry soldier. *Korprals* may also pilot aerospace fighters.

Korprals wear an orange cross, with a small orange square in each corner of the cross.

Menig (Private)

The rank of *Menig* denotes a qualified soldier who has graduated from training.

Menigs wear an orange cross, with a small orange square in the lower two corners of the cross.

UNIFORMS AND DECORATIONS

The KungsArmé issues both field and dress uniforms to all of its soldiers, regardless of rank or service branch. The dress uniforms are only for formal occasions; field uniforms are the standard clothing for the Republic's troops.

DRESS UNIFORM

The KungsArmé dress uniform consists of a dark gray jacket with a lighter gray lining and red cuffs on the sleeves, worn over a white collared shirt. Over the jacket is a full-length black cape with red lining and a stiff, high-backed neck. Male soldiers wear dark gray pants with light gray striping and black boots, accented at the hip with a light gray sash. Female troops may replace the pants with a dark gray full-length skirt if they wish.

The symbol of the Republic is worn on the right shoulder. Noncommissioned troops wear their rank insignia as a patch on the left shoulder; officers wear theirs as pins on each lapel of the shirt. Medals and decorations are worn on the left shoulder as well, except for the Miraborg Cross, which is pinned to the neck of the shirt.

MechWarriors

The KungsArmé issues its MechWarriors two different field uniforms. The piloting uniform, for use when actually piloting a 'Mech or when on alert, consists of olive drab shorts and a tank top, a cooling vest, and a neurohelmet. Sidearms are mandatory, though the MechWarrior may choose from a variety of types.

The standard uniform is worn on occasions when neither the dress uniform nor the piloting uniform is appropriate. It is made up of a white high-necked shirt, worn under a camouflage armored jacket with kevlar shoulder pads. Olive drab pants and black boots and belt complete the ensemble. Sidearms are optional, though recommended. Troops may choose from either a dark green beret or an olive drab armored helmet. Rank insignia is a patch on the left shoulder, and the symbol of the Republic appears on the left breast.

Aerospace Pilots

Pilots also have two field uniforms, for the same reasons. The piloting uniform consists of a dark gray pressure suit worn under a heavy G-suit and a helmet that provides oxygen and flight data. The standard uniform is identical to that worn by MechWarriors.

Conventional Forces

Armor crews and infantry have only a standard uniform. It is essentially the same as those worn by MechWarriors and pilots, except that it includes flame-retardant black leather

KUNGSARMÉ RANKS

Commissioned Officers

<i>Överbefälhavare</i>	(Commander in Chief)
<i>General</i>	(General)
<i>Generalmajor</i>	(Major General)
<i>Överste</i>	(Colonel)
<i>Överste-Löjtnant</i>	(Lieutenant Colonel)
<i>Major</i>	(Major)
<i>Kapten</i>	(Captain)
<i>Löjtnant</i>	(Lieutenant)

Noncommissioned Officers

<i>Fanjunkare</i>	(Sergeant Major)
<i>Sergeant</i>	(Sergeant)
<i>Korpral/Kavellrist</i>	(Corporal)
<i>Menig</i>	(Private)

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gloves and a different belt with multiple pouches. A large knife and a sidearm complete the package.

Naval Crews

Naval crews wear dark gray coveralls and a light gray jacket with large pockets. A dark gray beret is required headgear, and rank insignia appears as a patch on the left shoulder of the jacket. Officers wear their rank as a pin on their beret, as well.

KUNGSARMÉ AWARDS

The Republic follows the tradition of its ancient forebears in honoring its soldiers with medals and decorations.

Miraborg Cross

The Miraborg Cross is the KungsArmé's most sought-after decoration for aerospace pilots. Named for *Kapten* Tyra Miraborg, who gave her life for a year of peace, it is only granted to pilots who have five confirmed kills of Clan fighters. Conferred with the Cross is an automatic promotion for the pilot and their standard wingmate, if any. The Cross itself is made of gold, and is in the shape of a square with all four sides extending out and tapering.

White Starburst and Black Starburst of Rasalhague

An award once granted by the Warlord of the Rasalhague Military District and now given by the *Överbefälhavare*, the Starburst goes to Draconis Combine soldiers who save the lives of Rasalhague citizens or otherwise serve the Republic in extraordinary fashion. The White version is given to living recipients, and the Black Starburst is awarded posthumously.

The Starburst resembles a galaxy, with four arms spiraling out from the silver (or black) lightning bolt in the center of the medal. It is customarily worn on a blue-and-white-striped ribbon.

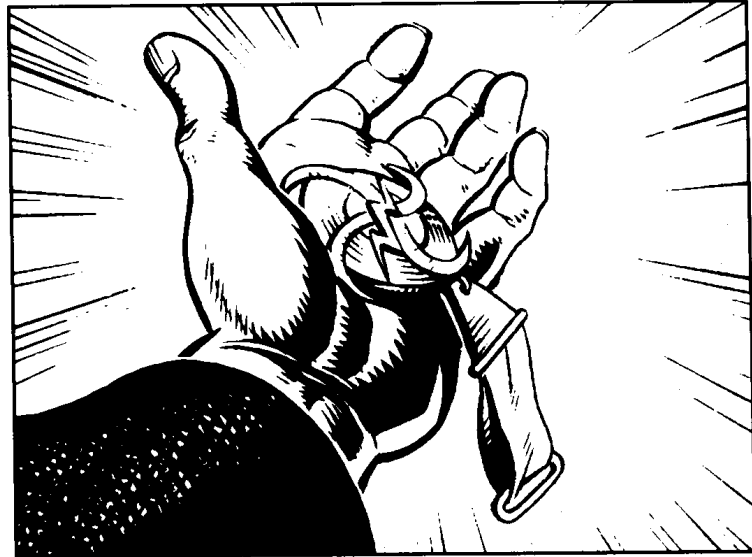
Raiding Ribbons

Raiding ribbons indicate involvement in a successful raid on Clan forces. Brown ribbons indicate raids against the Wolves, green against the Jade Falcons, blue against the Ghost Bears, and (rare) red against the Steel Vipers.

Tyr's Hand

Often awarded posthumously, Tyr's Hand is named for the Norse god who sacrificed one of his hands to trick the wolf Fenrir so the other gods could capture it. This award is given to any soldier who sacrifices (or attempts to sacrifice) himself to save his comrades or civilians. The most notable recipients are the First Drakøns aerospace wing, who threw themselves at a Wolf WarShip to ensure the escape of the Elected Prince.

Tyr's Hand is a golden medal shaped like two crossed arms, the left one lacking a hand. It is worn hanging from a black-and-white ribbon.



COLOR SCHEMES

With the notable exception of the First Tyr Regiment, the KungsArmé has not existed long enough for individual regiments to evolve their own color schemes. For official occasions, vehicles are painted the color scheme of the KungsArmé: a light blue, highlighted with grays and reds. When entering combat—again with the exception of the First Tyr—units use appropriate camouflage.

PREPARING A NEW GENERATION

The demand for new soldiers in the KungsArmé has been incredible since the Clan invasion and has only increased after *Överbefälhavare* Månsdotter instituted programs to eventually increase the Republic's military by almost fifty percent. All of the major training facilities were lost to the Clans, including the premier Radstadt Academy, so in 3054 we allocated funds to open two new ones. The most promising students are admitted to the joint ComStar/Star League-run Focht War College on Tukayyid, though they can refuse if they wish.

TYRA MIRABORG MEMORIAL ACADEMY (TMM)

Located on the Republic capital of Orestes, the Tyra Miraborg Memorial Academy is best-known for its training programs for aerospace pilots and naval crews. A department for training MechWarriors also exists, but it is often eclipsed by the aerospace programs. The TMM opened in 3056 and has had full classes every year since then. The most notable instructor is *General* Tor Miraborg, ex-commander of Radstadt Province and father of the famed pilot. Miraborg's classes are always full, despite his opposition of many of the *Överbefälhavare*'s policies.

The TMM is open to all Republic citizens who can meet its physical and mental entry requirements, but there are always more applicants than available spaces. All TMM cadets spend

three months in a training camp, where they learn military discipline and undergo physical training. The TMM offers several MOS choices, including aerospace pilot, DropShip crew, MechWarrior, and several technician fields.

Cadets in all fields at the TMM show respect to one another because they know that if the Clans come again, their lives will depend on their comrades' skills. This fosters a brotherly feeling, and it is not unknown for cadets who hate each other to band together when outside the Academy. Graduates are assigned to machines and units following a brief leave at the end of their training. The highest-scoring may be admitted to one of several small Officer Candidacy Schools, where they graduate after further instruction as *Löjtnants*.

FRIHET TRAINING FACILITY (FTF)

Much larger than the TMM, the *Frihet* ("Freedom") Training Facility on Grumium trains all of the KungsArmé's infantry and armor crews. Opened in 3055, the FTF has been filled ever since and is playing a massive role in the *Överbefälhavare's* military growth effort. Any Republic citizen who can meet the FTF's entrance requirements is accepted. When all spaces are full, remaining students are placed on a priority list for the next course cycle. The initial three months of training concentrate on discipline and physical fitness. Each cadet is expected to reach certain levels of skill in marksmanship, unarmed combat, and navigation by the end of the training. The FTF offers only three MOS curricula: infantry, cavalry, and reconnaissance. Instructors are pushing for the addition of an armored infantry MOS, but there are so few battle armor suits available that their requests have been denied.

The pressure put on cadets to excel at their chosen field creates a high stress level. Rigid discipline is enforced at all times. Though this causes many cadets to drop out during the training, those who make it are as well-prepared as possible to face the Clans. Though the FTF's motto is "Freedom for All," its unofficial slogan is "Quality over Quantity." Cadets near graduation divide into two armies and hold a mock war. The side that wins attends a graduation ceremony presided over by the *Överbefälhavare* himself; the losers get a slightly smaller ceremony, though the results do not affect their potential for future promotion or their new assignments. The best of either side go on to a private Officer's School and graduate from there as *Löjtnants*.

KUNGSARMÉ NOTABLES

Though the KungsArmé is only effective because of the efforts of all of its soldiers, a few leaders have proved that they deserve to be specially recognized.

ÖVERBEFÄLHAVARE CHRISTIAN MÅNSDOTTER

Though born and raised in the Lyran Commonwealth, Christian Månsdotter has become one of the most ardent patriots of the Republic. Serving in the Lyran Commonwealth Armed

Forces when the original First Tyr formed, Månsdotter volunteered and became the commander of the regiment. He proved his mettle on Kirchbach and offered his loyalty to the Tyr movement at that time. Månsdotter advanced quickly in the esteem of Tyr leaders and was considered the most likely candidate for the first Elected Prince when Haakon Magnusson revealed his treaty with the Draconis Combine that freed many Rasalhague worlds. Magnusson named Månsdotter his chief of staff and turned the military over to him.

Månsdotter led the *Motpart*, a group of ex-Tyr members from the Lyran portion of the Republic who opposed many of Magnusson's policies. After Magnusson's retirement, Månsdotter became the Elected Prince Regent and has since begun reversing those policies he disagrees with, including the official ill-treatment of mercenaries. His most important action so far, however, has been his expansion of the military, something he has espoused for decades.

GENERAL NELS RASMUSSEN

General Rasmussen is a shrewd military leader, but what won him his current position as head of the ComStar/Mercenary Relations Department are his middle-of-the-road political views. He supports neither Månsdotter nor Magnusson fully, and thus is perfect for representing the Republic to outsiders. Rasmussen commanded a lance in the First Tyr on Kirchbach and had risen to the position of aide to Månsdotter when the Clans attacked. He commanded the KungsArmé for about a year while Månsdotter was trapped on Rasalhague, proving his leadership abilities, and achieved his current position following the Battle of Tukayyid.

Rasmussen has been quietly trying to change the Republic's mercenary policies since his appointment, a job made much easier by Månsdotter's ascension to *Överbefälhavare*. These more lenient policies have slowly begun to draw mercenaries back into the employ of the Republic, where they are used to raid Clan worlds.

GENERAL TOR MIRABORG

A stout supporter of Haakon Magnusson's policies, *General* Miraborg became Military Commander of the Radstadt Province when the Republic formed. He was also elected *Varldherre*, or planetary leader, of the world of Gunzburg. Miraborg's hatred of mercenaries is legendary—he lost the use of his legs because his unit was abandoned by mercenaries holding to their contract in the *Ronin Wars*—but even he has begun easing his stance against them.

The Clan invasion took an incredible toll on Miraborg—he lost his daughter, Tyra, when she sacrificed herself to save Elected Prince Magnusson and his homeworld of Gunzburg when he surrendered to the Wolves without a fight in order to save his people. The experience has left him a changed man. Clan Wolf (in Exile) returned him to the Republic following the Refusal War; he has since begun teaching at the Tyra Miraborg Memorial Academy.



3RD DRAKØNS: SAVAGED BY WOLVES

Though the Third Drakøns have existed since the formation of the Republic, the events that shaped them into what they are today took place during the Clan invasion. In the fifth wave of Wolf Clan assaults, the Drakøns, stationed on Memmingen, had yet to face their enemies. Star Colonel Marcos Radick led a small Wolf force against them and ordered two villages razed as an example to the rebellious population. After only a few battles, the Drakøns retreated offworld, fearing their presence would bring more civilian casualties. As they left for Satalice, the Drakøns vowed to make Radick pay. That vow still stands, and the Third Drakøns launch raids into Wolf territory from time to time searching for him. Information provided by ComStar indicates he was killed during the Refusal War, though none of the Drakøns is quite willing to believe it.

On Satalice, the Drakøns ran afoul of the Thirteenth Wolf Guards Cluster and a rising star named Phelan, who would eventually become Khan of his Clan. Phelan captured the Drakøns' greatest prize: the Elected Prince's son, Prince Ragnar Magnusson. The news of Ragnar's capture sent the Drakøns into retreat again, this time to Skandia. The Wolves, wishing to destroy a unit that had twice escaped them, followed, setting two Clusters against the Drakøns. The battles that followed destroyed every 'Mech the Drakøns had, though many of the pilots escaped with help from civilian patriots. Those pilots formed the core of the Drakøns when Elected Prince Magnusson chose to rebuild the unit following Tukayyid.

The Drakøns' insignia is a silver fox with the word "Memmingen" written beneath it, honoring both Haakon Magnusson (whose nickname is the Silver Fox) and the civilians slain on Memmingen.

OFFICERS

Överste Joan Dahlstrom, the commanding officer of the Third Drakøns, is well-liked and respected by her subordinates. She has been with the unit since the *Ronin* Wars and is fiercely loyal to the Republic as a whole. Dahlstrom is also a berserker, a trait ill-suited to a commander. She is often seen leaping into battle in her *Axman*, and as a result her executive officer has become accustomed to coordinating battles while Dahlstrom fights.

TACTICS

The Drakøns have no specific tactical strengths. They are best-known for their headlong rush into battle, Viking war cries blaring from speakers. This assault can be extremely devastating, but enemies prepared for it can easily turn it against the Drakøns.



3rd Drakøns **2 Battalions/Veteran/Fanatical**

CO/First Batt: *Överste* Joan Dahlstrom

XO/Second Batt: *Överste-Löjtnant* Gordon Jorgensson

Many of the 'Mechs in the Drakøns are equipped with hatchets, whether the original design called for it or not. These provide much of their up-close power.



Holy Valkyries **Company/Regular/Fanatical**

Wing Cmdr: *Major* Denise Fanslow

The Holy Valkyries have devoted themselves to the memory of *Kapten* Tyra Miraborg's sacrifice. As a result, all of the Valkyries fly *Shilone* fighters like Miraborg did.



1st Ueda Cavaliers **Battalion/Regular/Reliable**

Armor Cmdr: *Överste-Löjtnant* Dennis Dressel

At least one vehicle in every lance of the Cavaliers has a Beagle Active Probe for use in scouting; such scouts are often paired with units equipped with Guardian ECM suites.



3rd Ueda Infantry **Regiment/Regular/Reliable**

Troop Cmdr: *Överste* Janis Hovi

The Third Ueda have received anti-BattleMech training and are adept at knee-capping bird-legged 'Mechs such as the *Vulture* and *Mad Cat*.

2ND FREEMEN: STRENGTH THROUGH GROWTH



The Second Freeman began the Clan invasion stationed on Hainfeld and first saw action against the Clans when the Wolves attacked there in December 3051. Because the defenders outnumbered the Wolves, the Clan commander chose an unorthodox strategy. Taking advantage of the Freeman's lack of aerospace support, the Wolves performed a night drop into the capital city. Reluctant to harm the city or its inhabitants, the Freeman only skirmished briefly before withdrawing to the world of Carse.

Ashamed of their performance, the Freeman were ready for the Wolves when they attacked Carse early the next year. The constant storms grounded the Wolf aerospace, and the Freeman dealt heavy damage to the attackers in two battles. Despite this, the Freeman knew they were still seriously outmatched and pulled back again to preserve the unit, this time to Ueda.

Thanks to the Truce of Tukayyid, the Clans never made it to Ueda, and the Freeman relocated to Dehgolan to rebuild. Elected Prince Magnusson poured much of the KungsArmé's military resources into expanding the Freeman, putting large amounts of firepower in the hands of men who knew how to fight the Clans. Currently, the Second Freeman and support units form the largest combat team in the KungsArmé.

The insignia of the Freeman is a pair of manacles with their connecting chain broken.

OFFICERS

Överste Rhett Weaver has been the commanding officer of the Freeman since before the Clan invasion and has gained a reputation as an expert on Clan strategy and tactics. He grew up in a household run in the Kuritan manner, and he holds to those traditions despite the prejudice against Kuritan ways so prevalent in the Republic. Weaver was offered the position of commanding officer of the new First Tyr unit, but he turned it down, preferring to remain with the unit he considers to be home.

TACTICS

The Second Freeman have concentrated on those tactics known to hurt the Clans the most. They have developed a system to more efficiently concentrate fire upon individual opponents, and they use ambushes and concentrated artillery fire as well.



2nd Freeman Regiment/Veteran/Fanatical

CO/First Batt: Överste Rhett Weaver
XO/Second Batt: Överste-Löjtnant Hiroshi Hosokawa

Third Batt: Överste-Löjtnant Barbara Drabek

The Freeman have been transferred to the First Tyr and serve as the command lance there. Primarily a medium 'Mech regiment, the Freeman field few assault 'Mechs.



2nd Dehgolan Light Armor Regiment/Regular/Reliable

Armor Cmdr: Överste Philip Jopa

The Second Dehgolan is composed mainly of scout vehicles equipped with a TAG system. The entire Third Battalion, however, is composed of mobile artillery, ranging from Thumpers to Arrow IV batteries.



Headhunters Wing/Veteran/Fanatical

Wing Cmdr: Överste-Löjtnant Pamela Kirch

The Freeman learned their lesson about aerospace support on Hainfeld, and now the Headhunters accompany the Freeman on nearly every mission.



7th Dehgolan Militia Regiment/Regular/Reliable

Troop Cmdr: Överste Pierre Chassin

The troops of the Seventh Dehgolan have been trained in the use of portable TAG systems and spotting techniques and are mainly used in artillery bombardments.



3RD HUSSARS: UNTESTED VETERANS

Of all the 'Mech units active in the KungsArmé, only two have never faced the Clans: the Fourth Kavalleri and the Third Hussars. Even the newly reborn First Tyr fought the Clans during several raids. This has left these two units with the stigma of weakness, despite their skills and combat experience with Inner Sphere foes. The solution was to provide the "untested" units with special training in Clan fighting methods as well as the best available equipment—the Third Hussars field the lion's share of the new *Viking* assault BattleMechs, jointly produced by ComStar and the Free Rasalhague Republic. The *Överbefälhavare* chose not to transfer Clan invasion veterans from other units, however, believing that this would weaken the rest of the KungsArmé.

The effect on the Hussars has been considerable. Once composed mainly of light and medium 'Mechs, the new equipment has left the regiment with a mainly heavy- and assault-class force. Where once *Commandos* and *Panthers* were the norm, now *Zeus* and *Grand Dragons* dominate the Hussars' roster. This has led the Hussars to believe that they are ready to face the Clans in battle, and they have been making increasingly insistent requests for a raiding assignment into Clan-occupied territory. So far, the *Överbefälhavare* has ignored their requests, but he is expected to allow them to raid sometime within the next year.

The insignia of the Third Hussars is a large human eye with eight lightning bolts radiating from it in the eight major directions.

OFFICERS

Överste Hjalmer Olsen is the commanding officer of the Hussars. His ego has been deeply scarred by the supposed weakness of his unit, and he has turned to strong drink for respite. When in his cups, Olsen often begins roaring about how it wasn't his fault the Hussars never fought the Clans. Thus far, his drinking has not impaired his command ability, but he will probably be replaced before a raid on the Clans is allowed. Olsen senses this, and it has driven him deeper into drink.

Överste-Löjtnant Argos Belle is the Hussars' executive officer and commander of the Second Battalion. It is mainly his work that has prepared the regiment to face the Clans, and he is likely to assume command when Olsen is removed.

TACTICS

The Third Hussars have no tactical specialties, though they do tend to value offense over defense.



3rd Hussars

2 Battalions/Veteran/Fanatical

CO/First Batt: *Överste* Hjalmer Olsen

XO/Second Batt: *Överste-Löjtnant* Argos Belle

The Hussars recently received the second shipment of new *Viking* BattleMechs, two of which went to the command lance of each battalion. The next shipment is due soon, and the Hussars expect to have a full company of them in each battalion by 3064.



3rd Hussars Aerospace Wing/Veteran/Reliable

Wing Cmdr: *Överste-Löjtnant* Jordan Galkin

The pilots of the Third Hussars Aerospace are quite adept at bombing runs and often load their fighters with as many bombs as possible unless enemy aircraft are expected.



1st Grumium Armored Militia

2 Battalions/Green/Reliable

Armor Cmdr: *Överste-Löjtnant* Paul Crabbe

The First Grumium was only recently formed from native Grumium recruits. Though equipped with advanced machines, its members are still learning how to use them.



3rd Grumium Mechanized Infantry Regiment/Veteran/Fanatical

Troop Cmdr: *Överste* Diane Garncarz

The troops of the Third Grumium's First Battalion are well-trained in anti-BattleMech warfare. They also all carry vibroblades for use against enemy battle armor.

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2ND KAVALLERI: MASTERS OF STEALTH

The Second Kavalleri met the Clans only once during the invasion, but that engagement was enough to send the Rasalhague troops into retreat in disarray. That fateful battle took place on Lothan, against a Cluster of Wolf Clan 'Mechs. The Kavalleri, a relatively light regiment focused on scouting and mobility, was overrun by the Wolf heavy and assault 'Mechs, many of which were as mobile as the lighter Rasalhague machines. A successful attack by a Wolf headhunter Star, a unit dedicated to killing enemy commanders, compounded the Kavalleri's problems, and they were eventually caught without cover and savaged by the Clan. The survivors, numbering only five companies, retreated to Ueda to recover.

The debacle on Lothan taught the Second Kavalleri one very important lesson: If the enemy can't find you, it's more difficult for him to harm you. The troops of the Kavalleri took this to heart and began intense training in the art of the ambush. Help from ComStar after

the Battle of Tukayyid in the form of advanced technology added a new level to their training, as they began making extensive use of the Guardian Electronic Countermeasures suite. The Second Kavalleri have since trained heavily in the use of the ECM, developing new tactics around its use.

The insignia of the Second Kavalleri is a patch of wispy gray fog with two glowing yellow cat's eyes staring from it.

OFFICERS

Överste Signa Pegrem has commanded the Second Kavalleri since before the Clan invasion. Pegrem was one of very few officers to escape the Wolf headhunters on Lothan, due more to luck than anything else. She claims to be descended from an ancient clan of *ninja*, an unproved lineage that nonetheless bolsters her troops' trust in her.

Överste-Löjtnant Ky Hovi, the unit's executive officer, rotated into that position following Lothan. He has since proved his value in several ways, not the least of which is his technical knowledge of ECM systems. Hovi obtained an advanced electronics degree while training to become an officer, and his skills have proved extremely beneficial to his new unit.

TACTICS

The Second Kavalleri try to avoid a standup fight at all costs, knowing that their small size puts them at a disadvantage. Their hallmark is the ambush, into which they lure opponents with a few units as bait, then emerge viciously from hiding. After a few minutes of combat, they retreat, only to lay another ambush.



2nd Kavalleri Battalion/Veteran/Fanatical

CO/First Batt: *Överste* Signa Pegrem
XO: *Överste-Löjtnant* Ky Hovi

The Second Kavalleri is made up almost exclusively of light- and medium-class 'Mechs. Many of the unit's BattleMechs have been refitted with Guardian ECM suites; there is at least one in every lance.



Delta Darts Company/Regular/Fanatical

Wing Cmdr: *Major* Amy Findlay

The Delta Darts fly combat air patrol for the Kavalleri, ensuring that no unfriendly aerospace fighters spot an ambush before it is sprung.



2nd Karbala Heavy Armor Regiment/Regular/Reliable

Armor Cmdr: *Överste* Alexander Howanski

The Second Karbala provides the power for the Kavalleri with its heavy vehicles, playing a major part in nearly every ambush.



2nd Kavalleri Infantry 2 Regiments/Veteran/Fanatical

Troop Cmdr: *Överste* Jack Koslow

Överste Koslow has repeatedly petitioned the *Överbefälhavare* to purchase Kage battle armor suits from the Draconis Combine. *Månsdotter* is considering the request, though it seems unlikely the Combine will sell any.



4TH KAVALLERI: THEIR OWN WORST ENEMY

Like the Third Hussars, the Fourth Kavalleri have never faced the Clans and are considered weak and unready for battle by the rest of the KungsArmé. Unlike the Hussars, however, the troops of the Fourth Kavalleri believe what is said about them: morale among this unit is the lowest in the KungsArmé. This lack of self-confidence has turned a once-proud reconnaissance and scouting unit into a regiment of dedicated losers. This situation greatly worries the leaders of the KungsArmé, and they have taken several steps to remedy it.

Despite strong requests, the *Överbefälhavare* has refused to authorize transfers to and from the Fourth Kavalleri, fearing that the horrible morale would simply infect strong troops. He has opted instead to assign some of the latest machines to the unit—namely the new *Beowulf* medium 'Mech design, jointly produced by the Republic and ComStar—hoping this will boost their sense of worth, and to begin psychological counseling for each member of the regiment, from the *Överste* on down. This counseling has begun to pay off, and both morale reports and training analysis have shown small improvements. The Fourth Kavalleri should be ready for a raid on the Wolf Clan within the next year, which may also alleviate some of the problem. Until then, however, they are stationed on Al Hillah, away from the Clan front.

The Fourth Kavalleri's insignia is a pair of crossed lightning bolts behind a shield bearing a silver star.

OFFICERS

The Fourth Kavalleri's commanding officer, *Överste* Jeffery Cizek, gained his rank because of his father's position as head of the Strategy and Tactics Department. This has always haunted him, as he wondered whether he was truly good enough. Despite his untested status, KungsArmé analysis has shown that he is indeed competent, and recent psychiatric meetings have begun convincing Cizek of it.

Överste-Löjtnant Jane Maginot is the backbone of the Kavalleri. Her belief in herself and her unit is infectious, and it is the only reason the Fourth Kavalleri has not collapsed entirely. A ray of light in dark times, Maginot is now working feverishly to accelerate her unit's recovery.

TACTICS

The troops of the Fourth Kavalleri are not adept at any one tactic over others, though the small size of many of their BattleMechs tends to push them toward recon and scouting missions.



4th Kavalleri Regiment/Regular/Questionable

CO/First Batt: *Överste* Jeffery Cizek
XO/Second Batt: *Överste-Löjtnant* Jane Maginot

Third Batt: *Överste-Löjtnant* Sung Kim

The Fourth Kavalleri has just received another shipment of the new *Beowulf* BattleMech, which was spread evenly across the regiment. Another is expected within the year.



4th Kavalleri Aerospace Company/Regular/Questionable

Wing Cmdr: *Major* Sara Belkov

The Fourth Aerospace pilots mainly light fighters, with nothing heavier than a *Shilone*.



1st Al Hillah Lancers Regiment/Green/Reliable

Armor Cmdr: *Överste* Marty Vercammen

Though considered Green, the Lancers have shown themselves to be quite skilled on the practice range and during mock battles. They lack only combat experience.



3rd Al Hillah Assault Infantry Regiment/Green/Reliable

Troop Cmdr: *Överste* Jay Sharov

The Third Al Hillah have been training extensively to act as spotters for indirect missile fire and artillery. Despite somewhat poor showing on the rifle ranges, the members of the Third constantly amaze their superiors with their uncanny distance and target judgment when spotting.

FREE RASALHAGUE REPUBLIC

1ST TYR: A PHOENIX EMERGES

The First Tyr is unique among KungsArmé units in that it existed as a fighting force for a free Rasalhague several years before the Free Rasalhague Republic formed. The Tyr underground movement, established to promote an independent Rasalhague, formed the First Tyr with help from the Lyran Commonwealth to add some military strength to their cause. An entire regiment of assault 'Mechs, the First Tyr was kept a secret until the Fourth Succession War, when it helped the Lyrans liberate the Draconis Combine world of Kirchbach. The First Tyr's defeat of a Combine unit there encouraged the people to rise up against the Combine, causing utter chaos and sowing defeat for the other Combine defenders.

Following the Fourth Succession War, the First Tyr again went into hiding, biding its time while politicians worked to secure independence. The First Tyr was reactivated to face the threat of renegade Combine soldiers during the *Ronin Wars* and successfully defended several worlds, including Rasalhague itself. After the *Ronin Wars*, the First Tyr disbanded. Many members of the regiment were promoted to positions within the new government and military, and the First Tyr became a memory. During his expansion of the KungsArmé, however, *Överbefälhavare* Månsdotter chose to re-form the

First Tyr as a symbol of rebirth following the devastation of the Clan invasion. The decision was a popular one, and the First Tyr has quickly become the symbol for Rasalhague's strength once again, even going so far as to strike back at the Clans in several raids.

The insignia for the First Tyr is a gold Viking helm above a silver star, representing the Rasalhague Principality. All Tyr 'Mechs are painted dark blue, regardless of the terrain they fight on.

OFFICERS

The commanding officer of the First Tyr, *Överste-Löjtnant* Hanssen Månsdotter, is the only son of the *Överbefälhavare*. Despite the obvious appearance of nepotism, Månsdotter has proved himself to be quite gifted. He was also the second choice for the position, after the Second Freeman's *Överste* Rhett Weaver, which has been used to counter nepotism charges.

TACTICS

Överste-Löjtnant Månsdotter has trained the First Tyr to defend itself against faster and more mobile opponents by careful placement of units on the flanks and rear. This allows the First Tyr to quickly bring the firepower of several assault 'Mechs against any flanking attacks by larger forces.



1st Tyr Battalion/Elite/Fanatical

CO/First Batt: *Överste-Löjtnant* Hanssen Månsdotter
XO: Major Jeff X. Mink

The command lance of First Company is made up of captured Clan OmniMechs. Though there have been many problems due to the technology differences, they are kept in use as a symbol of strength over the Clans.



1st Orestes Lancers Company/Veteran/Fanatical

Wing Cmdr: Major Susan Plante

The First Lancers are scheduled to receive another company of aerospace fighters within six months and to be a full wing within a year after that.



4th Orestes Armor Company/Regular/Reliable

Armor Cmdr: *Kapten* Patrick Jops

Composed mainly of heavy and assault vehicles, the Fourth Orestes is largely used for static defense, though it also practices combined assaults with the First Tyr.



2nd Orestes Motorized Infantry Battalion/Veteran/Reliable

Troop Cmdr: Major Chris Kotis

The Second Orestes provides the First Tyr with an impressive range of ground troops, as well as many different models of infantry vehicle.



THE STAR LEAGUE DEFENSE FORCE

The Star League Defense Force embodies all that is good in humanity: honor, courage, tenacity, and a willingness to take a stand against tyranny and oppression.

—Aleksandr Kerensky, 6 March 2753

The First Whitting Conference, which re-formed the Star League and instigated the counterattack against the Clans, also called for the re-establishment of the Star League Defense Force (SLDF). The ultimate goal was for the creation of a wholly independent SLDF, but at first it would comprise troops of the League's member states, working under the aegis of the Star League and obeying the rules and regulations of the SLDF. Operations Bulldog and Serpent exemplified this, with allied troops working toward a common purpose and obeying a common command structure.

SLDF CHAIN OF COMMAND

All SLDF troops, be they core units or allied forces seconded to the Star League, obey the dictates of the Council of Lords and the First Lord. The Council's representative is the Commanding General of the SLDF. In the new Star League, the new First Lord appoints this individual after his election, though a two-thirds vote by the Council can override any appointment. The Commanding General is chosen from the leaders of the

Inner Sphere armed forces, the SLDF being too small to produce officers of sufficient rank. However, long-term plans call for the Commanding General to be raised from within the SLDF, though this is not expected until about 3070. To date both Commanding Generals have been the heads of ComStar's armed forces, first Anastasius Focht (3058-61) and Victor Steiner-Davion (3061-present).

A small advisory staff, based on Tukayyid and appointed by the member-state militaries, assists the Commanding General. The First Lord and the Commanding General can veto member-state appointees, but so far both have refrained. These staffers, headed by General Caradoc Travena, former member of the AFFC and LAAF and now a full-time member of the SLDF, advise on tactical and strategic considerations and serve as liaisons to their respective militaries.

The role of these advisers is important, but the degree of respect for the post varies considerably among member states. For example, while he was still ruler of the Federated Commonwealth, Victor Steiner-Davion appointed one of his closest allies, Ardan Sortek, to the AFFC liaison post (which Katherine has yet to repeal), while the current Archon regards the post as an exile for popular but politically dangerous officers. The current LAAF incumbent is Caesar Steiner, a distant cousin of Katherine's and thus a political rival. The remaining

members are Anne-Marie Van Creveld of the Free Worlds League Military, Lukas Kouda of the Draconis Combine Mustered Soldiery, Tung Sing Tang of the Capellan Confederation Armed Forces (who also represents the non-member Taurian Concordat and Magistracy of Canopus), General Margrethe Minuit of the FRR KungsArmé, and Biccon Winters of Clan Nova Cat. The head of the SLDF intelligence agency, Lieutenant General Jerrard Cranston, also sits on the panel, as does Wolf Clan Khan Phelan Kell.

When the SLDF is fully formed, the Commanding General and his staff will issue orders to theater commanders, one for each member state, who in turn will pass them on to army commanders. However, at present neither unit type exists, and thus the Commanding General gives instructions directly to regimental commanders or the heads of ad-hoc task forces.

The Commanding General follows the orders of the First Lord and the Star League Council but is allowed to deploy up to ten regiments of troops on his own authority or that of the First Lord. Larger deployments require the authorization of the Council.

MEMBER-STATE FORCES

With few SLDF units yet formed, the Star League relies heavily on troops supplied by member-state militaries, and a formal system governs the recruitment, utilization, and dismissal of such forces.

The first step is a request from the Commanding General or First Lord via the military liaisons on the general's staff or the SLDF ambassadors on the capital worlds. Normally this is a request for a body of troops, allowing the member state to assign troops without compromising their defenses or operations. However, in some cases the SLDF may request particular units because of force mixes, skills, or other considerations. Member states are not required to comply with requests or to supply named units, though to date no state has refused.

Once under SLDF command, units are bound by the SLDF Articles of War and report through the SLDF command structure. Commanders of such units are expected to follow orders, but political considerations play a major role and the SLDF avoids placing units from antagonistic nations in the same formation. Allied units who feel they have been mistreated by the SLDF or other allied units can lodge a complaint with the SLDF command on Tukayyid.

The members of "badged" units may wear SLDF uniforms, though most retain their home uniforms and merely add the Cameron Star of the SLDF and blue arm bands. In theory, the unit's needs while under SLDF command—wages, transport, supplies, and so forth—are handled by the Star League and paid for by each member state. However, in practice the SLDF's logistics system is minimal, and these duties are handled by the quartermaster corps of member states or by ComStar.

Allied troops are recruited for a fixed period, usually between six and nine months. However, this may be extended

at the request of the Commanding General pending the approval of the member state. The First Lord or the Commanding General may also dismiss units early. The member states may not refuse such dismissals, though they may protest to the Star League if this places unreasonable demands on the units or jeopardizes their safety.

We should note that Victor Steiner-Davion heads both ComStar and the SLDF, although they are distinct entities. A number of people have called for incorporating the Com Guards into the SLDF, a motion supported by the large overlap in the duties and responsibilities of the two groups. However, with ComStar already suffering a number of defections since Precentor Martial Davion's appointment, Davion and Primus Mori have to be careful about further alienating members of the Com Guards, and thus negotiations between the League and ComStar are progressing at a snail's pace. For the foreseeable future, the Com Guards will remain little more than the armed forces of a (nonvoting) member state.

Likewise, the Nova Cats are in a difficult position, being members of the Star League and its command structure yet vassals of the Draconis Combine through their landhold of the Irece Prefecture. Though the Nova Cat Touman are theoretically under the authority of the Commanding General, their agreement with the Draconis Combine requires them to maintain at least a third of their forces available to the DCMS. However, the Nova Cats' naval assets remain outside DCMS control and have forged close links with ComStar's navy.

THE NEW SLDF

The charter of the new SLDF laid down firm guidelines for the organization and composition of the new military. However, with only two SLDF units formed to date, most of these are theoretical. As the new SLDF grows, the old commands (JAG, Quartermaster, Transport, Special Forces, etc.) will grow in line with the combat arms, following the sleek and efficient model of the original SLDF.

SLDF STRUCTURE

Regiments are the principal building block of the SLDF, operating independently or as part of a task force. At present they are dominated by the structure of the originating military, but long-term plans call for a wide range of types grouped into large combat formations. Reconnaissance and rapid-response troops will gather into Regimental Combat Teams, comprising anywhere from two to five regiments. Unlike the AFFC formations of the same name, these RCTs' composition varies to match prevailing conditions or unit specialties. An RCT is as likely to comprise only 'Mech or armor forces as it is to be a combined-arms force.

Brigades are to be roughly analogous to an RCT, containing three regiments. Unlike an RCT, the units of a brigade will be permanently assigned to work together. They consist of three types: BattleMech, Mechanized Infantry, and Light

Infantry brigades. Though there will be no armor brigades, such units may be assigned to BattleMech or Mechanized Infantry brigades. Some brigades will operate independently, but most will join into larger units known as divisions. Each division will comprise three brigades in one of three configurations:

SLDF DIVISION COMPOSITION

Division Type	Composition
BattleMech	Two BattleMech brigades and one mechanized infantry brigade
Mechanized Infantry	Two mechanized infantry brigades and one BattleMech brigade
Infantry	Two infantry brigades and one BattleMech brigade

Larger formations are planned, though none will deploy in the foreseeable future. These will include corps (a collection of five to ten divisions, divided roughly 30:70 between 'Mechs and infantry and intended as garrison forces for up to one hundred member worlds), armies (collections of two to four corps), and army groups (a collection of two to four armies assigned to work alongside a member state's military).

Colors

As with the original Star League Defense Force, the new SLDF does not have an official color scheme for its vehicles. When required to display their vehicles for official ceremonies, they simply paint the vehicles olive drab.

BATTLEMECH ASSETS

Ever since the early *Mackie* designs devastated Kuritan tanks on Styk in 2443, the BattleMech has played a vital role in military operations. They dominated the military formations of the old SLDF and will likely do the same in the modern equivalent. Plans call for the SLDF 'Mech forces to comprise a wide range of designs from each of the member states. However, already politics have hampered the formation of new SLDF units.

Only the Draconis Combine appears committed to supplying the SLDF with material, and thus its designs dominate. The internal problems of the Lyran Alliance and Federated Commonwealth have made acquiring 'Mechs difficult but not impossible. Though the Capellan Confederation acted as a military supplier for the SLDF from 3058 to 3060, Chancellor Sun Tzu—citing his realm's involvement in the Chaos March and St. Ives Compact, as well as their commitment to upgrading their

Periphery allies' militaries—has refused any further sales to the SLDF. In stark contrast, Thomas Marik has actively sought the SLDF's patronage, though delivery is a major problem.

There will be six types of 'Mech units: three comprised solely of 'Mechs and three combined-arms units.

Heavy Assault units will serve as shock troops, containing a mix of heavy and assault BattleMechs supported by artillery. Battle regiments are intended as versatile regiments comprising medium and heavy 'Mechs. Striker regiments, composed of light and medium 'Mechs, are intended as reconnaissance units or exploitation troops.

Dragoon regiments are heavy combined-arms units, comprising heavy and assault 'Mechs and heavy tanks. They occupy a similar niche to Heavy Assault regiments but are designed to operate without outside support. Similarly, Hussar regiments are multipurpose units comparable to Battle regiments but containing medium tanks and mechanized infantry. Lastly, Light Horse units comprise light and medium 'Mechs together with fast vehicles, typically hovercraft.

AEROSPACE ASSETS

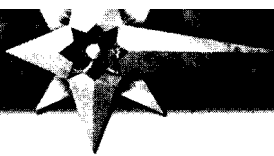
Aerospace units will play a major role in the reborn SLDF, both integrated into line regiments and as independent air wings attached to divisions. Integrated units will contain eighteen aircraft, attached in lance strength to each company. Independent air wings will comprise fifty-four aircraft with integral logistic and engineering support.

ARMOR UNITS

Armor units will serve a supporting role in the SLDF, attached to infantry and 'Mech regiments but rarely operating on their own. They are divided into three distinct groups, each with two battalions of troops and a third of support personnel. Heavy tank regiments will contain wheeled or tracked tanks and are intended as defensive units. Medium regiments are designed for versatility and are capable of offensive and defensive operations. Light tank regiments are intended as reconnaissance units.

STANDARD SLDF BATTLEMECH ORGANIZATION

Unit	Component Units	Total Strength
Lance	—	4 BattleMechs
Company	3 Lances	12 BattleMechs
Battalion	3 Companies	36 BattleMechs
Reinforced Battalion	4 Companies	48 BattleMechs
Regiment	3 Battalions	108 BattleMechs
Reinforced Regiment	4 Battalions	144 BattleMechs



STANDARD SLDF AEROSPACE UNIT ORGANIZATION

Unit Component	Units	Total Strength
Lance	—	2 aerospace fighters
Squadron	3 Lances	6 aerospace fighters
Regiment	3 Squadrons	18 aerospace fighters
Wing	3 Regiments	54 aerospace fighters

STANDARD SLDF ARMOR ORGANIZATION

Unit Component	Units	Total Strength
Platoon	—	4 vehicles
Company	3 Platoons	12 vehicles
Battalion	3 Companies	36 vehicles
Regiment	3 Battalions	108 vehicles

INFANTRY ASSETS

SLDF infantry fall into four distinct groups: mechanized infantry, jump infantry, light infantry, and specialists. Mechanized infantry serve with offensive units, are equipped with APCs or IFVs, and are often supported by light tanks. Jump infantry units are smaller than other units, with only twenty-one troopers per platoon, but are highly mobile thanks to their jump packs. Light infantry, also known as line infantry or "grunts," are intended as defensive troops and lack integral transport assets. Specialists are a catchall group for infantry with advanced training. Some, like engineers or medical corpsmen, form part of regular infantry units, but others, like paratroopers, marines, special forces, and battle armor troops, will form units of their own.

STANDARD SLDF INFANTRY ORGANIZATION

Unit Component	Units	Total Strength
Squad	—	7 troops
Platoon	3-4 Squads	21-28 troops
Company	4 Platoons	84-112 troops
Battalion	4 Companies	336-448 troops
Regiment	4 Battalions	1,344-1,792 troops
Battlesuit Squad	—	4 troops
Battlesuit Platoon	3 Squads	12 troops

RECRUITMENT AND TRAINING

Commanding General Davion hopes the force will reach divisional strength within the next eighteen months and corps level by 3065. Given the cooperation of the Successor States, acquiring military equipment for this ambitious program should not be too much of a problem. However, a lack of personnel poses a greater difficulty.

The SLDF has two options: recruit from existing units or among the dispossessed, or train its own troops. Although, like ComStar, the SLDF has purchased a number of places in member states' military academies (principally NAIS, the Nagelring, and Sun Zhang MechWarrior Academy), the number of graduates has been small, and they have been used to make good losses in the Eridani Light Horse and to bring the First Royal BattleMech Regiment and Black Watch regiments up to strength. The SLDF has also been working with ComStar to build and operate the Focht War College on Tukayyid. However, with the first recruits not graduating until the fall of 3062, this is a long-term proposition.

Recruiting from existing units can produce immediate results, as shown by the First Royal BattleMech Regiment, but most House militaries do not look favorably on the SLDF "poaching" their best warriors, and several have enacted incentive programs designed to prevent defections to the SLDF.

The pool of mercenary warriors has also provided a number of recruits, but again, existing units do not look kindly on the SLDF luring their personnel away. The Eridani Light Horse and the Northwind Highlander's Black Watch chose to join the SLDF en masse, but most of the mercenary warriors who apply are "free agents." Such individuals are free agents for a reason, usually discipline or attitude problems, and thus are generally not suited to life in the SLDF.

The final source of existing warriors is the large numbers who were dispossessed in the Clan invasion. Many have not piloted a 'Mech in ten years, and their skills are questionable. Nonetheless, the SLDF recruiting offices on the House capitals, Outreach, and Tukayyid have received many applications, though delays in establishing the administrative structure of the Star League and the SLDF have slowed induction to a trickle. Full-scale recruiting can hopefully begin within the next year.

THE FOCHT WAR COLLEGE (FWC)

Since the climactic battle that took place there in 3052, ComStar has used Tukayyid as an exercise ground on which to train its troops. Even before the order lost control of Terra in early 3058, plans were under way for the construction of a military academy on the world: the Blakist attack merely hastened preparations. ComStar found financing the project difficult, but, since the newly created SLDF would need a facility to train recruits, the Star League Council agreed to co-finance the FWC. The college, which opened in October 3060, incorporated most of the Eridani Light Horse's training personnel, and their commander, Colonel

STAR LEAGUE DEFENSE FORCE

Scott Hinesick, became commandant of the college. The FWC expects to graduate its first class in the summer of 3062.

Enrollment

Any citizen of a Star League member state may apply for admission to the FWC, though the applicant must commit to at least five years' service (ten for officers and 'Mech pilots) with either the Com Guards or the SLDF (specified at the time of application). Application is done through the Star League embassies on the House capitals and Outreach, the Star League facility on Dieron, or direct to the academy. Applicants for Com Guard service may also apply at any HPG station, and after the spring of 3063, SLDF applicants will be able to do likewise. All candidates undergo a stringent recruitment process, mental as well as physical, to ensure they are up to the FWC's rigorous program.

Basic Training

The first year of all courses at the FWC is concerned with developing basic physical fitness and soldiering skills. Though all cadets undergo the same basic physical training, technical and academic schooling are tailored to individual course needs.

Advanced Individual Training

FWC offers four core courses, each with numerous specialized courses. The basic infantry course lasts one year, but training battle armor troops takes eighteen months, and training specialists—engineers, medical corpsmen, and so forth—takes anywhere from eighteen months to three years.

Courses for armor crews are more standardized, divided into piloting and gunnery courses with specializations in heavy tanks, light cavalry, infantry support, and artillery. All vehicle courses last two years, though vehicle commanders also undergo officer training.

'Mech training takes an additional three years and uses advanced simulator systems. The first year teaches basic piloting skills and theory, while year two puts those skills into practice. The third year teaches pilots to work in units and involves a number of exercises on Tukayyid. This training uses ComStar's advanced training system, also installed at the ComStar proving grounds on the world of Warlock in the St. Ives Compact, to keep track of "battle damage," allowing the recruits to experience a full-scale campaign without risking life and limb. Advanced courses teach specializations such as scouting or the use of advanced electronics, but the most prestigious course—which started in January 3062—is the new Gunslinger program. Open to any member of the SLDF in addition to FWC recruits, this one-year course teaches the advanced one-on-one combat style favored by the Clans.

Officer training forms the fourth stream of the FWC, teaching battlefield command skills as well as strategy and tactics. The officer course also teaches recruits how to handle the administrative duties of command.

Atmosphere

The FWC is still finding its identity, which has not been helped by the division between Com Guard and SLDF recruits. However, in some regards this dichotomy has spurred the recruits to prove their superiority. This rivalry is generally good-natured, though there have been some violent incidents. The FWC allows "honor matches," in effect duels between the dissenting parties, although the format of the challenge can be anything from chess to a boxing match or simulated 'Mech duel.

Graduation

The FWC has yet to graduate troops; the first are expected in the summer of 3062.

RANKS AND INSIGNIA

The new SLDF has adopted the rank structure and uniforms of its historical predecessor, which provides a recognizable system; most military officers were exposed to the Star League system during their education, and its rank structure and organization played a major role in shaping that of the Successor States.

RANK STRUCTURE

The following is the command structure of the reborn Star League Defense Force. Naval equivalents are given in parentheses.

Commanding General (Commanding Admiral)

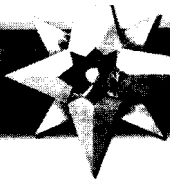
The Commanding General is the supreme military commander of the SLDF. Prior to Anastasius Focht, who never formally accepted the title, the Commanding General of the SLDF was Aleksandr Kerensky. A Commanding General appointed from the army wears four stars on his or her collar, while a Commanding General appointed from the navy, also known as a Commanding Admiral, wears four stripes on the jacket cuff.

General (Admiral)

Generals command armies, army groups, or a service command (BattleMech, Armor, Infantry branch, and so on). The naval rank of admiral is supreme commander of the SLDF navy, denoted by three cuff stripes. Generals wear three stars on their collar.

Major General (Vice Admiral)

Major generals serve as division or corps commanders and thus typically have overall command of battles. The naval equivalent, vice admiral, serves as theater commander for the SLDF navy. Two stars denote the rank of major general while two cuff stripes indicate a vice admiral.



STAR LEAGUE DEFENSE FORCE

Lieutenant General (Rear Admiral)

Lieutenant generals command brigades and RCTs or head up administrative commands (Judge Advocate General, Quartermaster, Communications, Intelligence, etc.). The naval variant, rear admiral, commands major WarShip fleets. A single star denotes the rank of lieutenant general, while rear admirals wear a single cuff stripe.

Colonel (Commodore)

Colonels serve as regimental commanders or as brigade XO's and are the highest rank directly involved in battles. In the SLDF navy a commodore commands a major WarShip or small WarShip flotilla. Both are indicated by a small star.

Major (Captain)

As in most Successor State militaries, majors serve as battalion commanders in the SLDF. In a notable change from the old SLDF, the navy version is a captain, who commands a small WarShip, a transport JumpShip, or an aerospace wing. Both major and captain use two green bars with a silver pip in the center as their rank insignia.

Captain (Commander)

Captains serve as company commanders in the army and act as front-line commanders in battle. The naval rank of commander, again a deviation from the old Star League form, serves as XO on a WarShip or JumpShip, or as commander of a DropShip or an aerospace flight. Their rank is shown by two green bars.

Lieutenant, SG/Lieutenant, JG

Lieutenants serve as platoon or lance commanders in the army or as section heads on a naval vessel. Lieutenant is also the most junior naval rank allowed to command a watch. In the navy a senior lieutenant may also command an aerospace squadron while a junior lieutenant serves as an aerolance commander. Lieutenants wear a single green bar to which senior lieutenants add a silver pip.

Warrant Officer

Warrant officers are specialist enlisted personnel, including senior technicians, programmers, and administrators. Their pay and status are comparable to that of a lieutenant, but they are considered noncombatants. The rank of warrant officer is denoted by a blue bar.

Master Sergeant (Master Chief Petty Officer)

A master sergeant (master chief petty officer in the navy) is the senior NCO in a unit or on a JumpShip or WarShip. They are denoted by a black four-way arrow.

Sergeant (Chief Petty Officer)

Sergeants serve as front-line commanders, either in conjunction with a junior officer or as commanders of an infantry platoon. The unofficial rank of a MechWarrior is in fact sergeant. The naval variant, chief petty officer, heads a work party or serves as senior NCO on a DropShip. The rank of sergeant is shown by a black box divided into three sections.

Corporal (Petty Officer)

Corporals and petty officers are experienced enlisted personnel who serve as squad commanders and work-party heads. Their rank is shown by a box divided into three sections. The central piece is white while the outer bands are black.

Private/Private, 1st Class (Spaceman/Able Spaceman)

Privates and spacemen form the bulk of SLDF personnel. After their first battle they are promoted to private, first class (PFC) or able spaceman with a small pay increase. Their rank is shown by a white box divided into three parts. There is no difference in the insignia of privates and PFCs.

Recruit (Spaceman Recruit)

Cadets undergoing training are known as recruits. In a notable change to the old SLDF, this rank is not used outside training. Recruits are denoted by a solid white box.

SLDF RANK STRUCTURE

Commissioned

Flag Ranks

Commanding General
General
Major General
Lieutenant General

Field Ranks

Colonel
Major

Company Ranks

Captain
Lieutenant, SG
Lieutenant, JG

Noncommissioned

Warrant Officer
Master Sergeant
Sergeant
Corporal
Private, 1st Class
Private
Recruit

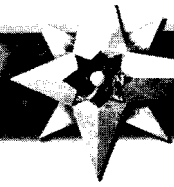
Admiralty Equivalent

Commanding Admiral
Admiral
Vice Admiral
Rear Admiral

Commodore
Captain

Commander
Lieutenant, SG
Lieutenant, JG

Master Chief Petty Officer
Chief Petty Officer
Petty Officer
Able Spaceman
Spaceman
Spaceman Recruit



STAR LEAGUE DEFENSE FORCE

RANK EQUIVALENCY TABLE

ENLISTED

Federated Commonwealth	Lyran Alliance	Draconis Combine	Free Rasalhague Republic	Capellan Confederation	Free Worlds League	Com Guard/Word of Blake Militia	Clans	Star League
Recruit	Recruit	<i>Hojuheï</i>						Recruit
Private	Private	<i>Heishi</i>	<i>Menig</i>	<i>Shia-ben-bing</i>	Private	Acolyte		Private
	Private, 1st Class	<i>Gunjin</i>			Private, 1st Class			Private, 1st Class
Corporal	Corporal	<i>Go-cho</i>	<i>Korpral</i>	<i>San-ben-bing</i>	Corporal			Corporal
	Senior Corporal							Corporal
Sergeant	Sergeant	<i>Gunsho</i>	<i>Sergeant</i>	<i>Si-ben-bing</i>	Sergeant		Warrior	Sergeant
	Staff Sergeant	<i>Shujin</i>			Staff Sergeant			
Sergeant Major	Sergeant Major	<i>Kashira</i>			Master Sergeant			
	Staff Sergeant Major	<i>Sho-ko</i>	<i>Fanjunkare</i>	<i>Yi-si-ben-bing</i>	Sergeant Major		Point Commander	Master Sergeant
	Senior Sergeant							

OFFICERS

	Major							
	Leutnant				Lieutenant, Junior Grade			
Leftenant	First Leutnant	<i>Chu-i</i>	<i>Löjtnant</i>	<i>Sao-wei</i>	Lieutenant	Adept	Star Commander	Lieutenant
Hauptmann	Hauptmann	<i>Tai-i</i>	<i>Kapten</i>	<i>Sang-wei</i>	Captain		Star Captain	Captain
Kommandant	Kommandant	<i>Sho-sa</i>	<i>Major</i>	<i>Sao-shao</i>	Force Commander			Major
	Hauptmann-Kommandant							
	Leutnant-Colonel	<i>Chu-sa</i>	<i>Överste-Löjtnant</i>	<i>Zhong-shao</i>	Lieutenant Colonel	Demi-Precentor	Star Colonel	
Leftenant General	Colonel	<i>Tai-sa</i>	<i>Överste</i>	<i>Sang-shao</i>	Colonel			Colonel
Hauptmann General	Leutnant-General	<i>Sho-sho</i>						
Marshal	Hauptmann-General				General		Galaxy Commander	Lieutenant General
	Kommandant-General	<i>Tai-sho</i>	<i>Generalmajor</i>			Precentor	saKhan	Major General
Field Marshal	General	<i>Tai-shu</i>	<i>General</i>	<i>Jiang-jun</i>	Marshal		Khan	General
Marshal of the Armies	General of the Armies	<i>Gunji-no-Kanrei</i>	<i>Överbefälhavare</i>	<i>Sang-jiang-jun</i>	Captain General	Precentor Martial	ilKhan	Commanding General



AWARDS

The new Star League has resurrected several awards of the former SLDF to foster a sense of continuity with the original institution. They are awarded to SLDF and allied troops alike, helping create a sense of comradeship that binds the nascent military with those of the Successor States.

STAR LEAGUE MEDAL OF HONOR

The medal of honor was the highest awarded by the original Star League, given to those who exhibited extreme courage in upholding the honor and traditions of the SLDF in the face of

overwhelming odds. First Lord Theodore Kurita resurrected the medal and personally awarded it to several individuals who took part in Operations Bulldog and Serpent, most notably posthumously to General Ariana Winston of the Eridani Light Horse. The medal takes the form of the Cameron Star, the emblem of the Star League, made from precious metals and jewels and hung around the neck on a blue, green and white ribbon.

THE MEDAL OF VALOR

The Medal of Valor is another decoration from the original Star League, awarded for conspicuous gallantry and profes-

sionalism. The Commanding General of the SLDF presents the medal, which takes the form of a Cameron Star made of precious metals and worn on a silver and black ribbon. Recipients also receive promotion to the next rank provided they are under the rank of colonel.

MCKENNA WHEEL

The only medal awarded by both the Clans and the SLDF, the McKenna Wheel is given to the best WarShip and crew in SLDF service (SLDF or allied).

CAMPAIGN RIBBONS

Participation in campaigns is denoted by campaign ribbons, each roughly two centimeters long and worn on the left chest of the dress uniform. Each ribbon is uniquely color-coded to a battle, and thus there is already a wide range of ribbons. One exists for each world liberated in Operation Bulldog, each battle site of Operations Serpent and Hunter, and each peace-keeping station in the St. Ives Compact and Chaos March.

UNIFORMS

The new SLDF has adopted the uniforms of the original SLDF with very few changes.

DRESS UNIFORM

The SLDF dress uniform is designed to accentuate service branch rather than rank, and thus the naval and army uniforms differ radically. The army version consists of olive drab pants and half-jacket with black shoulders and a black stripe down each leg. Rank insignia is worn on the right shoulder, while campaign and service ribbons as well as unit insignia appear on the left. A silver Cameron Star appears on the left chest, and a sash, worn right shoulder to left hip, indicates either world of origin or, in the case of officers, which military academy was attended. A green service cap completes the uniform.

The navy dress uniform consists of a knee-length white coat with gold piping over purple trousers and shirt. The Cameron Star appears on both collars in purple. The rank insignia of enlisted personnel and junior officers appears on the left shoulder, while that of senior officers appears as gold cuff stripes. The beret-style naval cap is purple, and the naval equivalent of the World Sash/School Rag takes the form of a cummerbund.

ARMY DUTY UNIFORMS

MechWarriors

The MechWarrior uniform of the new Star League differs considerably from that of the old, with the means to manufacture much of the original equipment lost in the succession wars. Most modern MechWarriors wear a cooling vest and shorts little different from those of the Successor State militaries, though a few use Star League-era full-body suits supplied by ComStar. Similarly, they must rely on bulky modern

neurohelmets, though the size of this equipment has decreased noticeably in the past decade and comparable equipment will hopefully be in use within another decade. Outside their machines, MechWarriors wear a khaki jump suit that bears the rank insignia on the left shoulder.

Aerospace

Fighter pilots wear a bulky suit that serves as a pressure suit, coolant suit, and G-suit. The technology to produce the exoskeleton on the original version has been lost, as has the advanced neurohelmet that fed sensor imagery into the pilot's brain. However, it is hoped that contact with the Clans will allow the recovery of this system, which remains in service with Kerensky's descendents. Rank insignia appears on the left shoulder and the front of the helmet.

Armor Crews

Armor crews wear an olive drab jump suit under a padded kevlar field jacket. Padding on the elbows, knees, and shoulders protects the wearer from injury on rough terrain. A steel-gray helmet, black pouches, and a sidearm complete the outfit. Rank insignia appears on the left shoulder.

Infantry and Support Personnel

Infantry wear olive drab pants and shirt under a sleeveless camouflage jacket that includes kevlar panels to protect against small-arms fire. A rank patch appears on the left shoulder, while unit insignia and the Cameron Star appear on the right. A green, visored helmet and cammo-pattern backpack complete the outfit. The uniform of rear-area support staff is nearly identical to that of the infantry but replaces the armored jacket with a utility smock and adds a green cap in lieu of the helmet.

NAVAL DUTY UNIFORMS

The duty uniforms of enlisted SLDF naval personnel and officers differ slightly. Enlisted personnel wear a sleeveless khaki jump suit over a collarless gray flannel shirt. Purple piping covers the shoulders and runs down the right side of the body to thick purple boots. Rank insignia appears on the right shoulder strap, both front and back. The officer version features a high-collared shirt, has a white stripe down the right-hand side, and bears the Cameron Star on the left shoulder strap. Both enlisted ranks and officers wear a knitted cap, the enlisted version being gray and purple and the officer version white. The officer version also bears rank insignia.

ERIDANI LIGHT HORSE

Tradition. Throughout the ages, this word has evoked reactions ranging from scorn to misunderstanding to insincerity. However, for a select few, the word brings a power greater than any weapon and stronger than any armor. For those few, tradition is existence; without it, there is no purpose to life. For those few, tradition defines where we once were, who we are now, and where we strive to be. The Eridani Light Horse's traditions were born when mankind was at its pinnacle. Man quickly plunged back into the shrouded darkness we have lived in for most of our existence, but the Light Horse know that for a brief span of two centuries, mankind lived in the sun of enlightenment. By our adherence to the traditions born in that light, we strive to bring those around us back to those glorious days.

Just over three years ago, mankind witnessed the rebirth of what all had believed was lost forever: the Star League. That I stand here today, a proud member of the new Star League Defense Force, is a testament to the strength of tradition. The Eridani Light Horse have formed the core of the new SLDF, from which other units will be created and trained. Through the traditions of our ancestors, we will teach the new recruits what it means to be a member of the Star League. That I have this opportunity is the highlight of my career.

The following report provides all information available on the Eridani Light Horse. It includes a complete military dossier on current strength and deployment as well as the most prominent individuals in the ELH. Also provided are the traditions and ceremonies that have been passed down to us from the original SLDF, thus supplying the new SLDF with a rock-solid connection with our past. Finally, for reference, I have included a history of the ELH.

Humbly,

—Colonel Scott Hinesick, Kommandant of the Focht War College of Tukayyid

HISTORY

In 2651, five regiments of the Star League Defense Force were sent to conduct "war games" just beyond the Rim Worlds Republic. Their deplorable combat results, stemming from their lack of coordination and morale, led the military High Command to create a new type of unit. Later known as a Regimental Combat Team (RCT), this new formation contained four combatant regiments and a single support and transportation unit. Commanded by a senior officer, this unit was designed to promote interregimental cooperation, which would allow it to deploy and react in battle with the speed and agility of a single regiment but the strength of four combat regiments. Additionally, unlike most SLDF units, the RCTs were permanently assigned to a district of the Star League. With this last order, the SLDF High Command hoped the units would become familiar with their territory and act as ambassadors to the local populace.

THE HORSEMEN

Consisting of two Striker regiments and two Light Horse regiments, the Third Regimental Combat Team formed in 2702 and was stationed near the Periphery in the Rasalhague Military District of the Draconis Combine. Though no opportunity for battle arose in their early years, the Third RCT trained constantly. Additionally, because the local Rasalhague population accused them of being nothing but an occupation force, the Third's officers became adept at combat diplomacy.

This all exploded in 2749, when terrorists, hired by the Prince of Rasalhague, assassinated the commander of the Third RCT. This mobilized the entire unit, which descended on and occupied the major cities on all ten worlds in their district. For almost a month, the RCT lay waiting for Draconis Combine forces to respond. Eventually, the Prince, tired of waiting for troops from Luthien, dispatched his own troops to the city of Eridani on the world of Trondheim. Having extensively trained for decades, the Third routed the Combine forces. The RCT received its unit nickname of the "Eridani Light Horse" when a sympathetic journalist reported that RCT 'Mechs had scattered the Combine 'Mechs "like spirited Eridani stallions chasing after fat, clumsy Luthien cows." After this humiliation, the Prince had no choice but to arrest and execute the assassins.

THE USURPER AND A HORSE'S DEATH

The bitter memories of their troubles with the Prince of Rasalhague quickly faded when news reached the Horsemen of the First Lord's death. Throughout the next fifteen years, the Light Horse participated in numerous actions, both official and unofficial, against Periphery forces. After the New Vandenberg Campaign in 2766, the Light Horse finally rotated back to its station in the Rasalhague Military District.

Not three months passed before word reached them of Stefan Amaris' treachery and the fall of the Star League into the Usurper's hand. Realizing the Light Horse could not take on Amaris' entire force, Ezra Bradley, commander of the RCT, chose instead to launch lightning hit-and-run attacks against the weaker worlds of the Terran Hegemony. Knowing that General Kerensky would already be mobilizing his forces to retake the Hegemony, Commander Bradley hoped that the RCT's raids would disrupt the Rim Worlds' forces' defensive preparations. Unfortunately, Minoru Kurita, Coordinator of the Draconis Combine, was unwilling to choose sides and forced the Third RCT to leave Combine space.

However, they found refuge on Marik, Steiner, and Davion worlds. Though each government remained officially neutral, they allowed the Light Horse regiments to use their facilities while secretly funneling them intelligence reports, ammunition, and other supplies. The Light Horse battle acumen, combined



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with the support of three Great Houses, allowed the Light Horse to succeed in their assaults on Amaris.

After an initial confrontation with the Free Worlds League, the League allowed the Nineteenth Striker regiment of the Light Horse to use its bases. In March of 2771, the Nineteenth Striker Regiment dropped onto the planet of Amity, with the goal of destroying a major stockpile of arms and armor. Unknown to the Nineteenth, a traitor had infiltrated its regimental command and tipped off Amaris' forces. Instead of the standard border garrison they expected, three heavy regiments struck the Nineteenth as they made planet fall; they were destroyed to a man.

Though sorely tempted to retaliate, Commander Bradley continued his tactics until 2772, when the Light Horse gathered on the Marik/Liao border with SLDF forces of Task Force Confederation as part of the Hegemony campaign that began on 14 July 2772. It was during the long campaign to retake Terra that the Light Horse finally avenged the death of their regiment.

INTO CHAOS

Following the liberation of Terra, as the Council Lords began to vie for control of the Star League, the Eridani Light Horse returned to their posting in the Rasalhague Military District and patiently awaited General Kerensky's call to restore order.

But when the call to Exodus came, almost the entire unit chose to remain, their sense of belonging to the area they defended proving stronger than their loyalty to Kerensky. Commander Bradley sent a regretful communiqué to General Kerensky, expressing the Light Horse's desire to remain and uphold the traditions of the Star League. On the day Kerensky departed the Inner Sphere, the members of the Light Horse assembled and observed a moment of silence. They took down the Star League flag and lowered the standard of the Third RCT to half-mast—a ceremony that would become a tradition.

Though the Light Horse wished to remain aloof from the brewing maelstrom, Coordinator Minoru Kurita threatened to cancel all trade with the unit if a defensive pact was not achieved. After weeks of negotiation, the Light Horse and the Combine signed a mutual defense and nonaggression pact that allowed the Combine to tolerate the Light Horse, provided they defended their worlds from outside aggression.

As the First Succession War erupted and Lyran forces probed Kurita defenses, the Light Horse easily kept their part of the contract. However, the massacre of fifty million civilians on Kentares IV by the psychotic Coordinator Jinjiro Kurita was more than the Light Horse could condone.

By June 2798, all of the Light Horse had lifted off the planet Sendai, except for the dependents of the Eighth Recon and Fiftieth Heavy Cavalry Battalions. Furious with their desertion, the administrator of the planet captured and held those families hostage, demanding that the unit lay down its weapons and turn itself over to him. When the Light Horse refused, he executed all two thousand dependents.

Enraged, the Eighth and Fiftieth Battalions dropped onto the planet to annihilate the local Combine forces. After a week of grim slaughter, the Eridani Light Horse departed for the Free Worlds League.

THE EAGLE AND THE HORSE

Marik immediately granted the unit safe passage and began working on a mercenary contract. Commander Bradley pledged his unit to the Free Worlds League in exchange for a secure world for the unit's families, a steady supply source, and a modest fee. Marik quickly signed the contract, and the world of Bedeque became the permanent residence for the Light Horse dependents.

When the Second Succession War began, the Light Horse figured prominently in Marik offenses, participating in attacks on such Lyran worlds as Ilion and Dieudonne. Additionally, the Light Horse gained much favor with the Eagle when, in 2853, they captured the planets of Irian and Megres and even subdued the Circinus Federation for a time.

When the Inner Sphere plunged into the Third Succession War in 2866, the new commander of the Light Horse renegotiated their contract. Pleased with the unit's performance, the League Parliament considerably sweetened the Light Horse's original contract, giving them titles and free access to League supply centers.

However, this newfound affluence began to threaten the internal stability of the Horsemen, as many soldiers believed they were selling out, making the Eridani Light Horse no better than any other band of mercenaries. Colonel Johnson, commander of the 151st Regiment, became the leader of this internal dissent. However, Commander Bronson ignored the growing discord like he ignored the old Star League traditions.

Colonel Johnson led the 151st out of the Free Worlds League to the Periphery, and the majority of the other two regiments followed him. Left with only his family, a few loyal officers, and a couple of loyal lances, Commander Bronson moved his force to a small but resource-rich world just outside League borders and began to recruit Periphery riffraff into a mercenary force.

DAYS OF DESOLATION

The Light Horse languished in the Periphery, slowly deteriorating as their supplies and morale ran low. For a time they took up farming in an effort to support themselves and their dependents. All that changed, however, when bandits struck the Light Horse's supply center in June of 2871. They quickly rallied, driving the raiders off, but not before the few remaining supplies had been destroyed or carried off.

A quick meeting of officers turned into a days-long debate on how to hold off starvation and disbandment. In the heated arguments that followed, many plans were born and discarded before they reached a compromise. Realizing they had no



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choice but to return to the mercenary life, they vowed they would at least work only for those Houses that attempted to retain the honor and integrity of their beloved Star League. In an effort to reinforce this decision, the Light Horse adopted many of the traditions it still holds, with the hope that the ideals of the Star League would become embedded into every Horseman.

The Light Horse moved quickly, sending Colonel Johnson to negotiate a contract with the Lyran Commonwealth. By January of 2872, the Light Horse held a lucrative contract that included the control of a world for their dependents. The Light Horse began to transfer to the world of New Karlsruh, but tragedy struck as the DropShip carrying Colonel Johnson suffered a hull breach that killed him and seven other Horsemen. His successor, Jennifer Dirkson, formally adopted the rank of brevet general to demonstrate her authority over all three regiments, as well as her willingness to resign if she ever placed mercenary considerations over Eridani traditions.

THE HORSE IN BLUE

Beginning in mid-2872, the Light Horse served the Lyran Commonwealth with distinction, quickly amassing a string of military victories that spread their fame far and wide. In particular, members of the Draconis Combine Mustered Soldiery learned to fear the insignia of the prancing brown horse.

In early March of 2900, the 151st Light Horse Regiment dropped onto the world of Radalah, in the Draconis Combine. Expecting to encounter only a battalion of garrison troops, the unit found itself cut in half and the Fiftieth Heavy Cavalry Battalion under siege by the elite Third Proserpina Hussars. After a week of constant stab-and-feint attacks, the other two battalions of the 151st sapped the strength of the Hussars enough to allow the Fiftieth to launch a breakout attack, and all three battalions quickly lifted offplanet. For its spirited fighting against the heavier regiment, the 151st earned its nickname of "The Dark Horse Regiment."

For the next fifty years, the Light Horse probed, raided, and caused havoc all along the Combine border. In 2926 Brevet General Dirkson retired and was succeeded by Montgomery Wilson, who also took the rank of brevet general. Wilson split the Light Horse into battalions and spread them along the Combine border, to facilitate raids and expand their scope of operation. Launching numerous strikes, the Light Horse hit dozens of worlds in as many years, including Caledonia, Dawn, Wheel, and St. John. During this time, the Light Horse was also instrumental in the defense of Tamar, the capital of the Tamar Pact, when, in March of 2915, House Kurita sent three 'Mech regiments to capture the important planet.

BRONSON'S RETURN

By 2946, the Commonwealth Military High Command realized that the Light Horse had depleted not only their supply reserves and men but also their morale after decades of con-

tinuous fighting. The High Command granted the entire Light Horse leave to rest and resupply on New Karlsruh. Brevet General Wilson used the time to good effect, resting his weary warriors while recruiting men and rebuilding badly damaged units. Wilson, along with several companies of Horsemen, also left New Karlsruh in late 2946 to look for additional talent in mercenary guild halls on several different planets.

At this time, word of their activities reached Commander Russel Bronson, son of the Light Horse commander who deserted in 2869 and leader of the mercenary unit called Bronson's Horde. Having been raised to hate the Light Horse, he launched a hasty attack in November of 2946. Caught by surprise, the Light Horse still rallied and drove the Horde offplanet.

Although they took substantial damage in the fighting, they salvaged enormous quantities of materials from Bronson's Horde, which allowed them to rebuild quickly. By 2949, they were back on the warpath, sweeping League units before them as they raided such worlds as Oliver, Thera, Alula Australis, Corcyra, Nathan, Procyon, and Feng Pau.

During this time, the LCAF honored the Light Horse by choosing the Fifth Striker Battalion of the Twenty-first Striker Regiment to launch a "head-hunter" mission against the commander of the Third Marik Militia. The Militia commander had achieved a tactical miracle by capturing the world of Cavanaugh II in 2952. In a highly dangerous but successful combat drop near the Militia's command base, the Fifth engaged the Militia in a pitched battle, resulting in the Third's defeat and their commander's death. Only later was it revealed that the commander was Mikhail Tetren, a Commonwealth traitor who had eluded the LCAF for more than a decade.

THE FINAL STRAW

The year 2971 saw the beginning of the end of the Light Horse contract with the Commonwealth, though the situation would not come to a head for several more decades. In April of that year, forces from the Free Worlds League attacked and seized the planet of Loric. That loss put other distant worlds such as Poulsbo, Denebola V, Teukros, and Bobruisk at risk from League forces. Unwilling to shift forces away from the Combine border to retake Loric, the Lyran High Command contracted several battalions from the Twelfth Star Guards and the Eridani Light Horse to conduct a guerrilla campaign they hoped would force League units off the planet. The plan was ultimately successful, but not before the Light Horse battalions had taken heavy casualties, and resentment that their supplies had not been delivered as quickly as promised was sparked.

In 2998, this spark grew to a small blaze on the planet of Hesperus II. The LCAF High Command became convinced that no raids against Hesperus II would be forthcoming and used most of the units stationed there to launch a raid against the League world of Kalidassa. However, the Free Worlds League learned that Hesperus II was defended by only the Twenty-First

Striker Regiment and the Fiftieth and Eighty-Second Heavy Cavalry Battalions. They quickly sent several regiments to take the world. Incompetence on the part of the defending garrison commander forced the Light Horse commanders to disobey several direct orders to stem the tide of the invasion and force the attackers offplanet.

In 2999, the Light Horse again successfully defended Hesperus II despite ignorant Lyran commanders. Unwilling to subject themselves to continued military incompetence, Brevet General Kerston approached House Davion for employment. In 3000, the Light Horse signed a contract and moved to the world of Derby in the Crucis March of the Federated Suns.

THE HORSE AND SUN

The High Command of the Armed Forces of the Federated Suns split all three regiments down to battalions and companies for objective raids. As DCMS soldiers had learned to fear and respect them, the prancing horse was placed all along the Davion/Kurita border, and raiding began. The main objective of these raids was to convince the DCMS that full regiments were attacking. In this way, the Horsemen deceived the DCMS High Command into believing that the Davion border was well-defended. Many of these raids were so successful that the Horsemen actually captured the planet they were raiding.

However, this did not stop House Kurita from sending Wolf's Dragoons against the planet Hoff in 3023. Brevet

General Kerston had just relinquished command to Brevet General Armstrong when the attack occurred. The Dragoons' objective was to capture and extract New Avalon Institute of Science personnel and the prototype experiments they were conducting at the recently reopened Friden Aerospace Park. Holding off the furious assault, the Light Horse played cat-and-mouse, keeping the Dragoons off balance until reinforcements arrived to drive them offplanet. Although the research facility was captured during the initial assault, the Horsemen prevented the scientists and prototypes from falling into the attacker's hands.

House Davion gave the Light Horse R&R and time to rebuild from its heavy losses. Impressed by their spectacular performance, Prince Davion also invited select members of the Light Horse to teach combat skills and Star League history at the NAIS.

After two years, the Light Horse once again took the banner of House Davion against the Draconis Combine.

THE FOURTH SUCCESSION WAR

Surprisingly, when the Fourth Succession War exploded in the Inner Sphere, the three elite regiments of the Eridani Light Horse played only minor roles. Only the Twenty-first Striker and Seventy-First Light Horse entered combat. When Prince Hanse Davion struck the planet Algol during the first wave of the Capellan Confederation invasion, only the Seventy-first Light

Horse accompanied the Third Davion Guards onto the planet. Davion held the other two regiments at the jump point in case he needed to rapidly deploy them to another system. As it turned out, the forces that dropped onto Algol were more than enough. The Seventy-First Light Horse and the Third Davion Guards decimated the First and Second Battalions of the First Ariana Fusiliers. Quickly realizing the world was lost, the Third Battalion lifted offplanet.

Davion then pulled all three regiments back to counter any attacks. Only one Capellan counterattack ever materialized; the Capellan Confederation Armed Forces were simply swept aside by the might of House Davion. And even the counterattack was a carefully laid trap, orchestrated by a spy inside the Liao High Command. The Twenty-First Striker Regiment was on Kawich when a motley collection of companies, all survivors from Capellan regiments lost during the first waves of the Davion invasion, were ordered to destroy supply warehouses on the world. Fully prepared for their attack, the Twenty-First quickly surrounded and destroyed every Liao 'Mech onplanet.

YEARS OF QUIET

The years following the Fourth Succession War were quiet. So much devastation had occurred that all the Houses were shocked into nonaggression. Several years would pass before significant military action was again seen in the Inner Sphere.

During this time, the Light Horse taught more often than fought. The Federated Suns had begun to integrate with the Lyran Commonwealth, a union that would eventually lead to the creation of the Federated Commonwealth. The Lyran units' lack of military prowess had become the stuff of legends, and Prince Davion sent the Light Horse to House Steiner to conduct extensive war games with numerous Commonwealth units and aid in the integration of the two militaries.

When the Federated Commonwealth attempted to bring the Draconis Combine to its knees in 3039, it proved devastating to the Light Horse. Under the command of Duke James Sandoval, the 151st, Seventy-first, and Twenty-first regiments drove into the Benjamin District, hitting the planets Fellanin II and Sadalbari. In the second wave of the invasion, the 151st and Twenty-first regiments continued their push into Combine space, attempting to hook up with the Galedon Thrust and isolate the Galtor thumb. The Seventy-first remained on Fellanin II to finish securing the world and prepare for the third wave. As the second wave began, Theodore Kurita struck into the teeth of the advancing armies, using command circuits—consisting of strings of JumpShips along a jump route—to ferry his troops rapidly across the border. One of the first worlds attacked and retaken was Fellanin II. Most of the Seventy-first Light Horse Regiment was readying for transport to the third wave when Kurita forces fell on them. The Seventy-first was virtually wiped out, and the FedCom was cowed into giving up its war.

The Light Horse returned to teaching as they began rebuilding the Seventy-first, punctuated by infrequent raids against

House Kurita. It would take a full decade before the Seventy-First entered the rolls of the FedCom mercenaries again.

THE CLANS

In 3049, the Clans fell like a hammer blow against the worlds of the Inner Sphere, conquering planet after planet. In the first year of the invasion, the Light Horse was kept in the Sarna March to defend against possible Liao aggression. When the Wolf's Dragoons finally revealed that the Clans were actually the descendents of Aleksandr Kerensky and the SLDF, the Horsemen were horrified. For nearly three centuries, the Light Horse had kept alive the honor and traditions of the Star League, with the secret hope that one day the SLDF units that had left would return and a glorious new Star League would be born. What they saw in the Clans revolted them to the core. Brevet General Ariana Winston requested and was granted the right to not face the invaders for at least one year, with the hope that her people would come to grips with the death of their dreams.

By late 3052, Winston informed the FedCom High Command that the Light Horse would gladly face the Clans. Relieved that the Horsemen had solved their internal problems, they quickly deployed the Light Horse to garrison worlds in the Kikuyu Command area of the Tamar March. This put them in a position to repulse any incursions by Clan Jade Falcon. Their resolve to fight the Clans was quickly put to the test when in July of 3053, two full Jade Falcon Clusters landed on the world of Kikuyu, which was garrisoned by the Seventy-first Light Horse Regiment. The ensuing battle proved that even the Light Horse could be outmatched. The remaining Falcon forces, having decimated the Seventy-first, lifted offworld in victory.

The Light Horse began the painful process of once again rebuilding their destroyed sister regiment; the Seventy-first would not be formally reactivated until 3055. Subsequent Falcon raids told a different story, however. Convinced by the Seventy-first's destruction that the Light Horse did not deserve their reputation as elite mercenaries, many Falcon commanders raided the Horsemen's garrisons, only to find themselves repulsed at every turn.

This tenacity in the face of superior Clan technology once again prevailed in 3058. On 30 January 3058, Clan Jade Falcon crossed into the Lyran Alliance through the Coreward Periphery border and drove all the way to the world of Coventry. The Seventy-first Light Horse was included in the Coventry Expeditionary Force, whose goal it was to push the Falcons off the planet. Several weeks of bitter fighting found the Seventy-first under siege in the city of Liertneron. Short on replacement parts, ammunition, armor patches, and combat-capable troops, the Seventy-first, along with the other members of the CEF, nevertheless threw back attack after attack. The defenders suffered heavy casualties, but the Falcons never took Liertneron.



ERIDANI LIGHT HORSE

THE STAR LEAGUE

In 3058, Brevet General Ariana Winston attended the Whitting Conference on Tharkad, where the leaders of all the Great Houses had gathered to attempt the impossible: resurrect the Star League. An incredulous Winston traveled back to her command and announced that the Star League had been reborn and the Light Horse was being asked to join the new Star League Defense Force. As one of the first acts of the Star League, the Houses had decided to eliminate the Clan threat once and for all. The Horsemen were to become part of Task Force Serpent.

The Light Horse used a semi-command circuit of JumpShips, set up by the FedCom, to ferry them to the world of Defiance, where they began training for the historic campaign. Units from every House joined them and sought to mold themselves into a cohesive unit. On 1 May 3059, Task Force Serpent began its thousand-light-year journey to Huntress.

In thirty days of combat, in March 3060, the Light Horse saw almost as much loss of life as in the past three hundred years. The Smoke Jaguars fought with the feral intensity of the doomed, but the prize at the end was worth the loss and the tears and the pain. The Horsemen gave Prince Victor the victory he needed to force the Clans into accepting a Trial of Refusal against the invasion. Without the destruction of the Jaguars' home world, the Clans might not have accepted the challenge. They did, they lost, and the new Star League was given a chance to become what it once was. That the Light Horse was instrumental in this was the completion of a dream that every Horseman has had down through the years. The fact that Brevet General Ariana Winston also lost her life brings only quiet pride. She did her duty.

RENEWAL

Flush with victory, the Light Horse returned to the Inner Sphere. Reduced to less than half their strength, the Horsemen expected a long, hard road ahead of them. Instead, they found themselves inundated with recruits from across the Inner Sphere. With the re-formation of the Star League, the unbelievable success of Task Force Serpent, and the end of the Clan invasion, thousands of young men and women wanted to join the new Star League Defense Force. By late 3061, the Light Horse—including the newly created Nineteenth Cavalry Regiment—had reached operational strength, although the influx of new recruits resulted in a severe drop in combat expertise. The Light Horse's new commander, Lieutenant General Edwin Amis, accepted the invitation by Coordinator Theodore Kurita to take command of the renovated Star League base on Dieron in the Draconis Combine. It is believed that Amis chose this course of action to demonstrate that the Light Horse can put aside past differences with House Kurita to ensure the survival of the Star League. Unfortunately, the Dieron population and many members of the Light Horse are having a difficult time forgiving centuries of blood.

Even more shocking for the Light Horse was their deployment in late 3061 to the worlds of the St. Ives Compact, in an attempt to stop the predations of the Capellan Confederation. The bitter fighting on all sides has many Horsemen wondering whether the SLDF should be involved in this conflict at all.

However, the Light Horse has always survived, and with the rebirth of the long-lost Star League, there is an even greater mission. They are not so completely naive to believe that the only threat to the Star League is the Clans. After all, the original Star League fell from within. Honor demands that history not be allowed to repeat itself.

TRADITIONS

The ELH are known throughout the Inner Sphere as one of the most tradition-bound units in service today. The recent re-formation of the Star League and the creation of the Nineteenth Cavalry Regiment have only slightly changed the way traditions and ceremonies are carried out in the ELH.

BATTLE STANDARD

Each regiment has a battle standard—a silver shield, with the Eridani Light Horse emblazoned on the center. To this standard are attached long, colorful ribbons that celebrate the victories and mourn the defeats of each regiment—bright colors are usually used for victories, while somber colors indicate defeats. The Light Horse began this tradition shortly after the fall of the Star League to shore up the morale of our warriors.

The Seventy-first, 151st, and Twenty-first regiments have so many ribbons added to their battle standards that they have had to “retire” older standards. However, wherever the Light Horse is stationed, you will find all the standards proudly displayed.

Though not officially sanctioned, many battalions and companies have their own battle standards.

19TH STRIKER REGIMENT

For many years, the Light Horse has honored the loss of the Nineteenth Striker Regiment on Amity. Whenever the three regimental commanders meet with the Eridani commander, they set a place at the conference table for the commander of the Nineteenth. During social functions, the host always says a prayer for the members of the lost regiment. Retiring soldiers who served the Light Horse with distinction become official members of the Nineteenth Striker, receiving lapel pins with the Nineteenth's symbol, a rearing bronco.

Even though the ELH has now added a fourth regiment, a chair is still left vacant when the commanding officers meet with the Eridani commander, though they now place it against a wall.

EXODUS DAY

The most solemn day of mourning occurs on the date of General Kerensky's Exodus. All nonessential functions shut down as everyone gathers in a central park. There, an honor



ERIDANI LIGHT HORSE

guard unfurls an ancient Star League standard and runs it up the usually bare flagpole. The base commander then reads Colonel Bradley's communiqué informing General Kerensky of the Third Regimental Combat Team's decision to stay. As the honor guard lowers the Star League standard, the military band softly plays the Star League anthem.

Most people expected this ceremony to be discontinued after the re-formation of the Star League. However, although the Star League has been reborn, it is not Kerensky's Star League. That such high ideals and sacrifices were ultimately twisted into the Clans is reason enough for the Light Horse to mourn. As such, Exodus Day has now evolved into a ceremony mourning the defilement of everything that General Kerensky stood for by his son, Nicholas.

ORGANIZATION

The Third Regimental Combat Team, though a combined-arms unit from its inception, still maintained distinct divisions between each unit type: BattleMech, vehicle, aerospace fighter, and infantry. Though a battalion might have vehicles, infantry, and 'Mechs, each unit was still divided into its own combat unit. Additionally, the ELH initially used mostly light and medium vehicles, as was appropriate for a Light Horse regiment.

However, three centuries of constant warfare have marred the crisp lines, and now you will find a juxtaposition of units and weight classes throughout the Light Horse. For example, the Recon Lance of the Fourteenth Recon Company of the Seventeenth Recon Battalion of the Seventy-first Light Horse Regiment consists of a *Jenner*, two Pegasus Scout hover tanks, and a jump rifle platoon. Though each regiment has attempted to return to the Light Horse's original order of battle by not mixing different unit types in a single lance, they still fall prone to a multiple-unit mix in companies and even some lances. Not even the Com Guard has such a convoluted organizational system. Regardless, the Light Horse make it work and have no plans to change. However, we do concede that the rest of the Star League Defense Force needs to be organized along more traditional lines.

UNIFORM, INSIGNIAS, AND RANKS

The Eridani Light Horse was more than happy to adopt new Star League uniforms and ranking conventions. Before joining the SLDF, most Horsemen displayed their battalion, company, and even lance insignias. However, even the proudest realized that so many insignias would simply appear vain.

The Cameron Star now appears on the left breast of the uniform and the Eridani Light Horse insignia on the left shoulder. Most Horsemen paint all their other insignias—including battalion, company, and lance logos—on their 'Mechs.

The Eridani Light Horse insignia is a prancing brown horse, set against a yellow disk. A black border was added to signify their mourning after the fall of the Star League. Now that the

League has been reborn, the band signifies the loss of so many Horsemen lives on Huntress.

TRAINING

Though the Light Horse long ago established its own academies and training facilities and continues to maintain a small staff at each, most of the command staff have taken positions at the recently opened Focht War College of Tukayyid. In fact, a recent honor for the Eridani Light Horse—and proof of our superior training techniques—was the posting of Colonel Scott Hinesick, originally the commander of the Light Horse Academy, to the command of Focht.

PERSONALITIES

LIEUTENANT GENERAL EDWIN AMIS

Amis was born on the planet Landmark in the Taurian Concordat. He is short and stocky, a common feature on a world with gravity somewhat heavier than Terra's. Amis has been a maverick all his life. Starting out as a pilot with the Thirtieth Lyran Guards RCT, Amis was badly wounded when his fighter was destroyed by An Ting Legion aerospace fighters on the world of New Caledonia, during the Fourth Succession War. Five months after mustering out, he signed on with the Eridani Light Horse.

He was assigned to the Seventy-first Light Horse Regiment, and rose steadily to the rank of colonel. He assumed command of the Twenty-first in 3039 when Colonel Jamal Fallehy, Colonel Winston's successor, was killed. Amis led the Twenty-first until Brevet General Ariana Winston died in the fighting on Huntress, at which time he assumed command of the entire Light Horse.

Amis has always been a friendly, likable sort. He tends to be rather boisterous and lacking in proper military decorum, a source of near-infinite disgust for Colonel Antonescu. The mantle of leadership for all of the Light Horse, however, has tempered his freewheeling attitude as well as his reckless courage. But he still maintains the open personality that has so endeared him to his troops, and he refuses to give up his cigars.

COLONEL SANDRA BARCLAY

Colonel Sandra Barclay is the new kid on the block in the Light Horse. The stepdaughter of Captain "Dashing" John MacAllister, she served two hitches with the elite Seventh Crucis Lancers, following her graduation magna cum laude from the NAIS College of Military Sciences. After that, she suddenly decided to leave the Lancers and applied to the Light Horse. She refuses to say why she turned mercenary after serving with such a prestigious unit. After going through the standard training program, much to her surprise, she was given the task of rebuilding the shattered Seventy-first Regiment following their destruction by the Jade Falcons.

ERIDANI LIGHT HORSE

The heavy losses taken by the Seventy-first on Coventry, after she had just re-formed her regiment, left Colonel Barclay shaken and unwilling to order her people into danger. Though this initially caused problems during the fighting on Huntress, Barclay persevered and has conquered her demons.

COLONEL CHARLES ANTONESCU

Charles Antonescu was born on Bromhead and raised around mercenaries. His father was a liaison officer between Hansen's Rough Riders and the Lyran Commonwealth. Upon his graduation from high school, Antonescu filed applications with several mercenary companies. He was accepted by three: the Rough Riders, the Twelfth Star Guards, and the Eridani Light Horse. After seeking advice from his father and several other LCAF officers, Antonescu shipped out for Colchester, where he began his basic training. Twenty-five years later, he commands the 151st Light Horse Regiment, which he considers to be the best in the Inner Sphere. Antonescu is something of a prig, treating anyone of lesser rank and/or experience as inferior.

Despite any flaws in his people skills, Antonescu is a superior leader and a clever battlefield tactician. He can be stubborn in defense and ruthless in attack when the need arises.

COLONEL EVELINE EICHER

Eveline Eicher is Amis' successor to the command of the Twenty-First Striker Regiment. She is a good commander, lacking only seasoning. She does, however, have one potentially dangerous flaw: she tends to second-guess herself. Thus far, this flaw has not manifested itself on the battlefield; only when the fighting is over does she question her decisions. Now that she is in command of a full regiment, only time will tell if this flaw in her character will manifest itself in battle.

COLONEL PAUL CALVIN

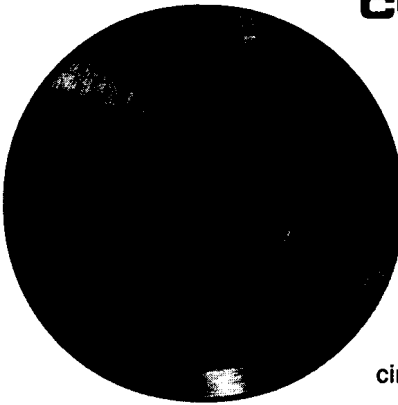
Paul Calvin was "raised in the saddle," an aphorism meaning a second- or third- (or more) generation Light Horseman. His mother, Darlene Olsen, piloted a *Phoenix Hawk* in the First Recon Company of the Fiftieth Heavy Cavalry Battalion. Calvin began military life as an ELH recruit and rapidly worked his way up through the ranks until he was promoted to colonel and given command of the newly formed Nineteenth Cavalry Regiment. Calvin is a good, solid warrior with a firm grasp of light cavalry strategy and tactics. His understanding of combined-arms tactics is remarkable.

Calvin is a quiet man of simple tastes. Unlike many warriors, he neither smokes nor drinks. In some ways, Calvin is having trouble with his promotion. He is terribly proud and honored that his unit thinks so highly of him, but he fears that the promotion will isolate him from his men.



ERIDANI LIGHT HORSE

COMMAND AND TRANSPORT DIVISION



The command company of the Eridani Light Horse, unlike most other command units, sees battle often. Unwilling to sit on the sidelines, the Horseman Generals from the time of Brevet General Jennifer Dirkson have always fought alongside their men. Although this has gotten more than one general killed—the recent death of Brevet General Winston is a prime example—the commanders believe that the boost in morale and the confidence in Horseman leadership more than make up for any risk of the loss of command integrity. Lieutenant General Amis has taken this to heart, and the command company has been active in the fighting in the St. Ives conflict.

The unit insignia of the ELH High Command Company is a silver Eridani Light Horse on a black circle.

OFFICERS

Major Beverly Jana is a recruit from the Sarna Supremacy who has been with the Light Horse for only a year. Tired of the endless threat of imminent invasion by the Capellan Confederation, Jana fled her homeworld to join the Star League Defense Force. Her miraculous skill with a 'Mech earned her a berth with the 151st Light Horse Regiment, where she quickly became a company commander. In early 3062, she came to the attention of General Amis, who has taken her as his protégé. Mild resentment over her rapid advancement has given rise to muttered jokes about what Amis might have really taken her for. However, in the fighting on the St. Ives worlds, she proved herself worthy of her current position.

TACTICS

Composed of two 'Mech lances, a single mixed 'Mech and vehicle lance, and an artillery lance, the High Command is used to reinforce other Light Horse troops in almost any situation.

ELH High Command Company/Elite/Fanatical

CO: Lieutenant General Edwin Amis

XO: Major Beverly Jana

Though the Light Horse has access to a large stockpile of Clan equipment from Huntress, the High Command has not upgraded its equipment.

Transport Division Expanded Regiment/Regular/Fanatical

Fleet Cmdr: Rear Admiral David Natale

Commanding a total fleet of fifteen JumpShips and thirty-one DropShips, David Natale—referred to in the Light Horse simply as “The Captain”—commands one of the largest single-unit fleets in the Inner Sphere. Regardless of where a Light Horse unit may be assigned, all DropShip and JumpShip captains report directly to Natale. He accompanied Task Force Serpent to Huntress, though he did not have much operational authority. He has remarked several times that it is a pity the Light Horse did not capture an intact WarShip.

Pathfinders

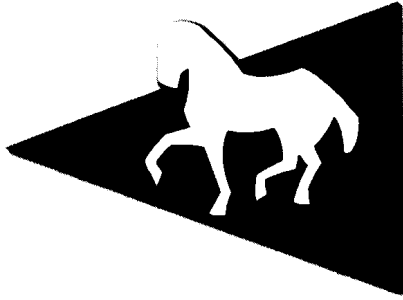
Company/Veteran/Fanatical

Troop Cmdr: Captain William Kyle

The Pathfinders are the newest and most controversial unit of the Eridani Light Horse. Impressed with the usefulness of the Draconis Elite Strike Teams and the Rabid Fox teams during the fighting on Huntress, General Winston sent a coded message from Defiance before leaving the Inner Sphere to Gregory Ostroff and Ephraim Collumna, who jointly head the Light Horse training facility, to build a small unit of special-purpose troops. However, many Horsemen equate such forces with discreet government terrorism and do not believe the Light Horse should train and employ them. In an effort to lessen the tension this unit has caused—the rest of the ELH have started to call them Blackhearts—Lieutenant General Edwin Amis has put them directly under his control and has stated emphatically that they will never be employed against civilians. Only time will tell whether the Pathfinders will survive their comrades' antagonism. The Pathfinders were recently outfitted with Gray Death light scout armor, which they purchased from the Gray Death Legion.

The insignia of the Pathfinders is a birch leaf.

ERIDANI LIGHT HORSE



71ST LIGHT HORSE: WHITE HORSE REGIMENT

The Seventy-first Light Horse has the dubious honor of being one of the few units in the Inner Sphere to be destroyed twice and decimated twice—in just over three decades.

In the war of 3039, the Seventy-first Light Horse was wiped out in the masterful counter-invasion by Combine forces. The rebuilt regiment was destroyed again in 3053 on the planet Kikuyu by Clan Jade Falcon. The Light Horse spent years rebuilding the Seventy-First again, only to see it take heavy casualties as part of the Coventry Expeditionary Force in 3058. Rebuilding yet again, the Seventy-first took horrendous casualties as part of Task Force Serpent in 3060.

Most regiments would have disbanded after the first destruction, but the Eridani Light Horse has never abandoned tradition. Almost back up to strength following the flood of new recruits to the SLDF, the Seventy-first is trying to forge the new members into a cohesive whole. Whether they will be able to do so and finally erase the “curse of the Seventy-first” remains to be seen.

The insignia of the Seventy-first is a white prancing horse set against a blue-over-black cavalry guidon with an orange border.

OFFICERS

Heavy fighting on Coventry crushed Colonel Sandra Barclay’s self-confidence and caused trouble for her all through the Huntress campaign. Only after surviving the bloody fields of that far-off world did she overcome her own curse. She has made it her personal goal to see that the Seventy-first does the same by reminding them of the Seventy-first’s brilliant battlefield history, most notably the supply run through Amaris forces to the world of Carver V, which allowed the surviving contingent of Star League marines to hold out until the world was liberated in 2773.

Captain Telemachus Zeek Jr., commander of the Twelfth Infantry Company (The Kingpins), is a scarred veteran of many battles and was one of the few infantry officers to survive Huntress. Because of his expertise in anti-'Mech tactics, his company is testing two squads of Inner Sphere battle armor to see if the whole Light Horse should rearm their infantry with battle armor.

TACTICS

The main tactic of the Seventy-first is similar to the other Light Horse regiments’—speed. Striking quickly and fading away before becoming heavily engaged, they unsettle their opponents, allowing the Seventy-first to disrupt command and supply lines while sapping enemy morale.



71st Light Horse (White Horse Regiment) Understrength Regiment/Regular/Reliable

CO/Command Com: Colonel Sandra Barclay

XO: Major Ruben Avilla

11th Recon Batt: Major Kathy Lykken

82nd Heavy Cavalry Batt: Major Ron Jenkins

17th Recon Batt: Major James Fossil

As with all the Eridani Light Horse, the Seventy-first is a combined-arms unit that has evolved from the crisp organization of the original Star League to a merging of vehicles, infantry, aerospace fighters, and 'Mechs. However, the use of combined arms, as exemplified by the Com Guard, has been devastatingly effective.

ERIDANI LIGHT HORSE

151ST LIGHT HORSE: DARK HORSE REGIMENT

The 151st Light Horse Regiment is home to the Eighth Recon (Cyclones) and the Fiftieth Heavy Cavalry (The Bloody Half-Hundred) Battalions. Tradition born in 2798 on the then-Combine world of Sendai dictates that these two battalions always safeguard the dependents of all the Eridani Light Horse regiments.

In that year, the Light Horse had left the service of the Draconis Combine. Furious, the administrator of Sendai captured and held the families of these two battalions hostage, demanding that the Eridani Light Horse surrender. When the deadline passed, the administrator summarily executed all two thousand dependents.

In a rage, the Eighth and Fiftieth Battalions dropped on the planet. Only after every political official and Combine 'Mech was hunted down and slaughtered did they lift offplanet. Although the officers of the two units had acted without orders, Colonel Bradley, commander of the Light Horse, refused their resignations. On that day, both battalions received their nicknames.

Though the 151st participated in many pivotal battles during the Succession Wars—one such exploit on the planet Radalah in 2900 earned the regiment the nickname of "The Dark Horse Regiment"—they hold nothing to be of higher honor than protecting the Light Horse's civilian dependents.

Several commanders in the 151st Light Horse have recently expressed grave reservations about Lieutenant General Amis' decision to move to the planet of Dieron in the Draconis Combine. Considering it was on a Combine world that the dependents of the Eighth and Fiftieth Battalions were slaughtered, it is not surprising that several brawls between personnel of the 151st and local DCMS units have occurred. Even more dissatisfaction was shown when the Light Horse dependents were left on Dieron in the protection of the Seventy-first, a role always reserved for the Fiftieth Heavy Cavalry and Eighth Recon Battalions. However, this has not affected their performance in numerous battles in the St. Ives conflict.

The insignia of the 151st is a black prancing horse, set against a red-over-white cavalry guidon, with an orange border.

OFFICERS

Major Kent Fairfax, the commander of the Fiftieth Heavy Cavalry Battalion (Bloody Half-Hundred), is the most vocal in his disgust over the move to Dieron. He hates any snake he sets his eyes on and takes no pains about letting them know it.

Major Gary Ribic, commander of the Eighth Recon Battalion, leans towards Major Fairfax's sentiments but has an easier time of hiding his dislike for the Combine.

Both officers have been reprimanded on several occasions for their lack of discipline.

TACTICS

Because of its role as protector of the Horsemen's dependents, the 151st has developed unusual strategies for defending a static target. One is to secretly move all personnel and valuable materials to another site but maintain all of its forces around the target. Then the 151st allows the attacking unit to break through to the objective as it feigns a retreat. At the same time they send two flanking units that close and surround the attackers. Although several employers have voiced objections over the property damage, the vital material remains intact.

★ 151st Light Horse (Dark Horse Regiment) Understrength Regiment/Veteran/Questionable

CO/Command Com: Colonel Charles Antonescu

XO: Chang Shi Koh

50th Heavy Cavalry Batt: Major Kent Fairfax

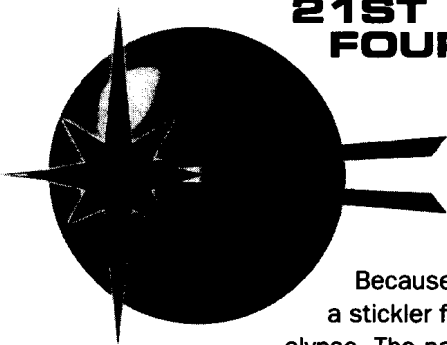
8th Recon Batt: Major Gary Ribic

6th Recon Batt: Major Benedetto Porliss

Because of the small but strong opposition to the move to Dieron, the 151st Light Horse is currently listed as a Questionable unit. Regardless, the 151st is a strong regiment that should be up to full strength within the next six months.

ERIDANI LIGHT HORSE

21ST STRIKER REGIMENT: FOUR HORSEMEN



Although it has fought in countless battles, the Twenty-first Striker Regiment has only recently received its nickname, following two decades of leadership under Edwin Amis. Always one to scoff at military decorum and doctrine, Amis led the Twenty-first from the end of the war of 3039 through the Huntress campaign. So many years under a single, impetuous commander created a unit with little decorum and no stomach for standard tactics.

Because of this "hell-bent" attitude, Colonel Charles Antonescu of the 151st Light Horse Regiment—a stickler for military decorum—nicknamed them the Four Horsemen, for the four horsemen of the apocalypse. The name stuck, and the Twenty-first wears it with pride.

There is no denying their effectiveness. Apart from the fighting on Huntress, the Twenty-first is best remembered for its avenging of the destruction of the Seventy-first Light Horse on Kikuyu by Clan Jade Falcon. Although at a serious technological disadvantage, the Twenty-first raided heavily across the Jade Falcon border from late 3053 to early 3054 before returning to garrison Kikuyu. Though they lost an entire battalion in the process, the Twenty-first proved that unorthodox strategies can win the day against Clan technology.

The insignia of the Twenty-first Striker Regiment is a golden star set on the left side of a blue circle, with the north, west and south points of the star elongated outside the circle and two points from the east shooting across the entire circle.

OFFICERS

Colonel Eveline Eicher is having a difficult time adjusting to her new position. More reserved than her predecessor and more prone to question her actions, she has begun to slowly rein in the Twenty-first. This has sparked resentment in her troops, as they see no reason to change. Only time will tell whether she can curb the exuberance of her regiment or whether she will grow to be as reckless as the Twenty-first wants her to be.

On the other hand, Captain Stacey Vorliss, commander of the Eighty-fifth Company of the Third Striker Battalion, is as reckless as they come. Piloting her STU-5K *Stuka*, she led her company to many astounding victories against Clan OmniFighters on Huntress. She has crashed several times after pushing her *Stuka* too far, but she refuses to give up the fighter she loves. She is a good friend of Colonel Eicher, and many in the regiment hope that the daredevil ace will "talk some sense" into their colonel.

TACTICS

There is no favorite tactic that the Twenty-first relies upon. Instead, their lack of any coherent battle plan often confuses their opponents. Shifting units randomly across the battlefield, attacking and then withdrawing, and sending out a flank attack in strange directions all add to the confusion the Twenty-first purposely creates.

★ **21st Striker Regiment (Four Horsemen)** **Understrength Regiment/Veteran/Reliable**

CO/Command Com: Colonel Eveline Eicher

XO: Major Phil Parks

3rd Striker Batt: Major Rianna Armstrong

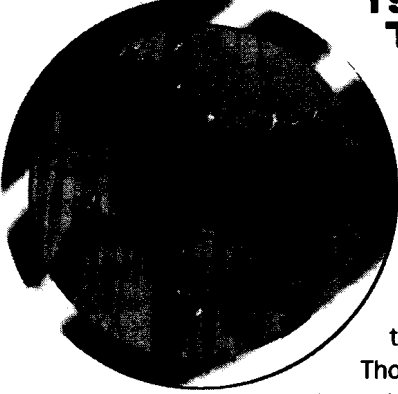
5th Striker Batt: Major Anthony Vitina

7th Striker Batt: Major Jonathon Fields

Although a hodgepodge of aerospace fighters, 'Mechs, vehicles and infantry, the Twenty-First Striker Regiment contains a greater percentage of aerospace fighters than any other Light Horse regiment. This allows the Twenty-First to create additional havoc with continual bombing and strafing runs.

ERIDANI LIGHT HORSE

19TH CAVALRY REGIMENT: THE EQUINE PHOENIX



In March 2771, Stefan Amaris' forces destroyed the Nineteenth Striker Regiment of the Eridani Light Horse on the planet of Amity. With the recapture of Terra, the subsequent bitter struggles of the Houses for control of the Star League Council, the Council's dissolution, and Kerensky's Exodus, there was too much chaos to think about rebuilding a single lost regiment when so many had been destroyed. And once the Light Horse joined the mercenary life, it simply lacked the resources.

In March 3061, Lieutenant General Edwin Amis decided to create a new regiment, bringing the Light Horse up to its original complement of four regiments for the first time in 290 years. Though he had no wish to resurrect the Nineteenth Striker, he felt it was important that the new regiment have ties to its long-dead sister. As such, he dubbed the new unit the Nineteenth Cavalry Regiment and nicknamed them the Equine Phoenix. As the phoenix is born from the ashes of the old, the Nineteenth Cavalry Regiment would honor the traditions of the Nineteenth Striker.

Though less than a year old, the Nineteenth has been training hard. Many Horsemen, although proud of the new regiment, were shocked when General Amis announced his intention to include them in the campaign into the St. Ives Compact. However, as many of the officers in the Nineteenth are actually recruits from battle-hardened units, the Nineteenth has quickly demonstrated that it is a dangerous foe and more than worthy to be numbered among the Horsemen.

The insignia of the Nineteenth Striker Regiment was a rearing bronco. To maintain ties to that logo, the Nineteenth Cavalry's insignia is a flaming bronco set against a yellow disc.

OFFICERS

Major Ty Van Trahn has only recently become a member of the Light Horse, but he constitutes one of the main reasons why the Nineteenth is storming the fields. Originally commander of the Third Battalion of the Twenty-first Centauri Lancers, Major Trahn left over a bitter difference with the commander of that unit, Colonel Evelena Haskell, and made his way to Outreach. The Light Horse liaison on Outreach quickly contacted the ELH High Command when he realized whom he was talking with, and the Horsemen were more than happy to sign on a commander of such a well-respected and honorable unit. He immediately became the commander of the Second Striker Battalion, while also acting as the XO of the Nineteenth, and has become fast friends with Colonel Calvin.

TACTICS

In a unique twist even for a combined-arms unit, the Nineteenth have begun using their 'Mechs to corral their opponents into a well-laid infantry trap. Whether it is swarm or knee-capping attacks, or pits and infernos, the Nineteenth have quickly become notorious for appearing to place their infantry above their 'Mechs.

★ 19th Cavalry Regiment (The Equine Phoenix) 2 Battalions/Regular/Fanatical

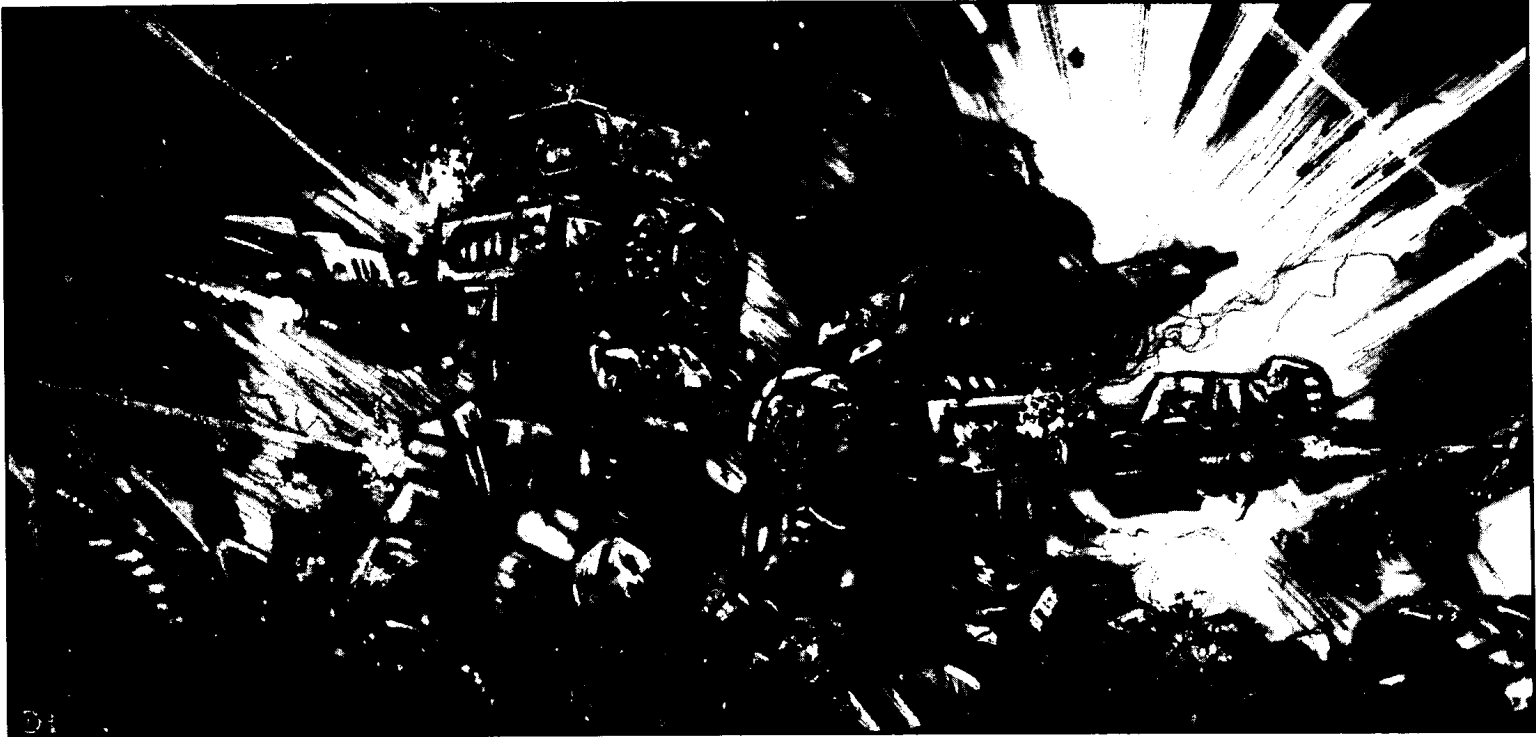
CO/Command Com: Colonel Paul Calvin

XO: Major Ty Van Trahn

2nd Striker Batt: Major Ty Van Trahn

4th Striker Batt: Major Karl Whellington

While still under strength, the Nineteenth Striker Regiment has a heavy concentration of infantry. Although Major Trahn does not have that much experience in combined-arms tactics, he is quickly learning under the careful eye of Colonel Calvin.



ROYAL BLACK WATCH REGIMENT

To: Precentor Martial Victor Steiner-Davion

From: Colonel Neil Campbell, commander of the Royal Black Watch Regiment

More than a thousand years have passed since the first members of the Black Watch walked the Highlands of Scotland on ancient Terra. For most of that millennium, we have fought battles, winning some and losing others. But nothing burns brighter or brings a greater shame than our Failure. When the hated Usurper stole the throne of the Star League and killed the First Lord, he stole our honor. Regardless of the forces arrayed against us, regardless of our actions since that time, every member of the Watch knows that we have not yet erased the stain upon our honor. To this end, every Black Watch member has pledged his very soul to the safeguarding of the First Lord. I wish to speak plainly: we stand apart from the regular Star League Defense Forces. Nothing must stop us from fulfilling our duty. Nothing!

Attached you will find a document describing the history of the Black Watch, along with relevant information about personnel, our current combat readiness, and so on.

Sincerely,

—Colonel Neil Campbell, Royal Black Watch Regiment

HISTORY

After Ian Cameron became First Lord of the Star League, one of his first acts was to create a unit that would, in his words, “embody the traditions, heart, and soul of the ideals of the Star League.” With this in mind, he unveiled the Royal Black Watch Regiment, which he had built around the core of the original Black Watch. For centuries, Lord Cameron’s family had kept the Black Watch alive, attaching Black Watch members to their personal guards. These soldiers’ undying loyalty persuaded Lord Ian to form a new Black Watch regiment.

The announcement of the new unit’s existence startled many in the Inner Sphere, but none more so than the Northwind Highlander regiments. They had kept the traditions of their Scottish past very much alive and remembered the long history their ancestors had shared with the original Royal Black Watch. Many Northwind Scots who joined the SLDF served in the new Black Watch, which was soon to become the most famous of units.

Throughout the Star League era, mutual respect between the Black Watch and the Northwind Highlander regiments grew. Members from all six regiments of the Northwind Highlanders eventually served with the Watch. Stuart’s Highlanders in particular proved to be kindred spirits with the Black Watch, and those two regiments exchanged an unusually large number of warriors.

ROYAL BLACK WATCH REGIMENT

FALL FROM GLORY

On 27 December 2766, Stefan Amaris brutally murdered First Lord Richard Cameron and launched a rebellion within the Terran Hegemony. Caught by surprise, the few remaining SLDF forces fought valiantly to stave off the avalanche. The few units still on Terra included the Star Lord's personal guard, the Royal Black Watch Regiment, of which every member was a graduate of the elite Gunslinger program. Knowing of this unit's reputation, Amaris set a massive ambush to destroy the Black Watch. Nine MechWarriors of the Black Watch survived the trap and made their stand against the Fourth Amaris Dragoons at Gorst Flats. Though hopelessly outnumbered, the Black Watch simply would not die; against all odds, they systematically destroyed wave after wave of enemy forces. Finally, refusing to squander more of his units, Amaris resorted to nuclear weapons to wipe out almost every trace of this proud unit. The Northwind Highlanders display one of the only relics left from that unit: a hand from a *Highlander* BattleMech.

THE PACT

During the First Succession War, when greed and vengeance drove the Great Houses to unparalleled levels of barbarism, a select group of warriors within the Northwind Highlanders formed a pact to embody the high ideals of the vanished Star League. Though all of the Highlanders consider themselves upholders of those ideals, these particular individuals were among the most fanatical devotees. All of them came from Stuart's Highlanders, the regiment that had shared the greatest number of beliefs and practices with the Royal Black Watch Regiment. They formed a secret organization within the Highlanders, considering themselves members of the Black Watch and ready to proclaim themselves as such when the Star League was re-established.

Members of this obsessively secretive group wanted only those with similar beliefs to know of their existence. In accordance with this desire, new members could be inducted only if all the current members agreed to accept that candidate. A chosen candidate came under intense scrutiny to verify that he or she would never betray the trust of the Black Watch. Throughout the centuries, this secret Black Watch never had more than a dozen or so members at any time. Though almost all of the Highlander regiments' senior commanding officers knew about the Watch's existence, only a select few became members.

THE BLACK WATCH REBORN

When word reached the Highlanders that a new Star League had been formed and a new First Lord chosen, the Black Watch at first refused to believe it. Almost as soon as it received confirmation, however, the Watch found itself divided over what course it should take. One faction immediately wanted to present the Watch to First Lord Sun-Tzu Liao as the personal guard of the office. Captain Neil Campbell, the current

leader of the Black Watch, believed that the Watch should prove its worth before asking to resume its historical duties.

Campbell soon persuaded the Black Watch to accept his plan and join MacLeod's Regiment as part of Task Force *Serpent*. Fighting alongside the Highlanders and Kathil Uhlans, the Black Watch acquitted themselves well, at one point holding off the advancing Jaguars until the rest of the units could withdraw into the Dhuan swamps. However, they lost almost the entire company that had journeyed to Huntress.

RIGHTFUL PLACE

Upon returning to the Inner Sphere, the Black Watch slipped away from the rest of the returning forces and quickly made their way to the world of Sian. Having sent an HPG message beforehand, they were met en route by a reinforced company of new recruits from Northwind that helped fill out the Black Watch's number to two companies. Upon reaching Sian, they presented themselves to the First Lord. A shocked Sun-Tzu Liao was nevertheless very pleased to see the Black Watch and gladly accepted them as his personal guards.

Following the election of First Lord Theodore Kurita, the Black Watch took up residence on Luthien.

UNIFORMS AND INSIGNIAS

Parts of the Black Watch's dress uniform have remained unchanged for more than a thousand years. The uniform consists of a forest-green, long-sleeved jacket trimmed in red, cut along the lines of the dress uniform of the SLDF Regular Army, with a high collar and deep hem, open in front to reveal a white shirt trimmed with red. On occasion, laid over this from right shoulder to left waist, is the Black Watch Tartan sash. A kilt in Black Watch Tartan is also worn, including the sporran, with large cream-colored tassels backing four smaller tassels in black. Black dress shoes and white gaiters complement the tam-o'-shanter cap.

The Cameron Star is displayed on the left breast and rank insignias on the right shoulder, while the ancient insignia of the Black Watch Regiment is displayed on the front of the cap.

TRAINING

The Black Watch recruits mainly from other SLDF units, but upon approval of the SLDF commander—currently Precentor Martial Victor Steiner-Davion—they may recruit from any unit in the Inner Sphere, provided the individual in question can pass the necessary battery of entrance exams and tests.

As each member of the Black Watch may be called upon to lay down his life at a moment's notice to protect the First Lord, the rigorous battery of background checks and combat tests given to new recruits can last some time. Because of this lengthy process, the Black Watch is growing slowly, having only reached battalion size.

Nevertheless, the Black Watch represents the finest set of MechWarriors in the Inner Sphere, rivaling such units as the

ROYAL BLACK WATCH REGIMENT

Genyosha, Knights of the Inner Sphere, and Wolf's Dragoons. However, the Black Watch are not content with their current status and have begun to slowly rotate their personnel to the new year-long Gunslinger training program at the Focht War College of Tukayyid.

NOTABLE PERSONALITIES

COLONEL NEIL CAMPBELL

Colonel Neil Campbell is the current commander of the Royal Black Watch Regiment. Raised on tales of the Star League, Campbell became convinced that he had to live by its enduring ideals. As a teenager he made a private vow that even though the rest of the Inner Sphere considered the Star League dead, he would make it live in his own actions.

Upon graduation from the Highlander military academy on Northwind, Campbell was assigned to the First Kearny Highlanders. In his first two years of service, he proved a competent MechWarrior and an exceptional leader. His trustworthiness quickly brought him to the attention of Colonel Senn, who promoted him to the rank of major and gave him command of the Third Battalion. At the same time, a small group of Highlanders who had noticed his devotion to Star League ideals taught him about the Black Watch and soon initiated him as a member. His leadership skills and devotion to Star League ways quickly made him the leader of the resurrected Black Watch, and he was more than willing to accept a demotion to captain's rank to take that honored position.

Having led them on Huntress, Campbell presented his unit before the First Lord and took the rank of colonel, to signify that the Black Watch's goal is to return to their original size of a regiment.

With the permission of First Lord Theodore Kurita, Colonel Campbell began a year's hiatus from the Black Watch on 1 January 3062 to attend the Gunslinger program at the Focht War College. Colonel Campbell was the first applicant to be accepted.

Slightly shorter than average, Captain Campbell's red hair and powerful physique testify to his Scottish heritage.

MAJOR ANNETTE MCHENRY

Major Annette McHenry is one of only three Watch members who returned from Huntress and has taken command of the Watch until Colonel Campbell's return.

Although the daughter of a member of the Second Kearny Highlanders, McHenry expressed little interest in military life in her early years. Instead, she ran away and began a vagabond life, wandering from world to world.

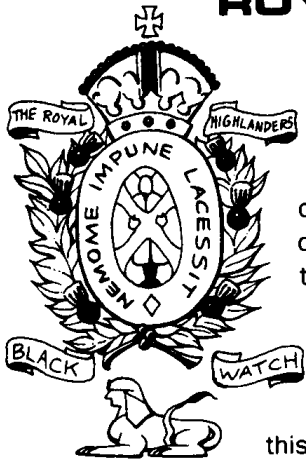
When the Fourth Succession War exploded, McHenry had already been world-hopping for two years. Shocked to hear that the Northwind Highlanders had returned home, she wondered if it might not be time to return herself. Upon arriving on Northwind, she fell in love with the world that had so enchant-

ed the original settlers from the Highlands of Scotland. Even more shocking was being welcomed back into the Highlanders like a prodigal daughter.

Completely changed, she entered the Northwind Military Academy and became a member of the Second Kearny Highlanders like her father. Almost two decades later, a young Neil Campbell inducted her into the Black Watch.



ROYAL BLACK WATCH REGIMENT



Though the current Black Watch Regiment has only been in service for a handful of years, it has a history unparalleled in the Inner Sphere. The Watch is respected throughout all House and mercenary regiments, but it was inevitable that tension would exist between the Black Watch and House leaders' personal guards—as was the case with Chancellor Liao's Death Commandos. It finally took a knife contest between Colonel Campbell and *Sang-shao* Hyung-Tsei of the Commandos—in which they both drew blood simultaneously—to relieve the tension. A similar situation is already brewing with the Otomo, the personal guard of Coordinator Theodore Kurita. To date, no duels have been issued or accepted, but it seems inevitable. To add fuel to the fire, once the graduates of the Gunslinger program return to the Watch, there is a chance of another Hidden War, regardless of whether First Lord Theodore Kurita approves of it or not.

The Clans consider the Black Watch Regiment the highest mockery of the true Star League. Because of this, most Clansmen who meet the Watch in battle fall into a berserker rage. This occurred every time the Black Watch faced Smoke Jaguar warriors on Huntress.

The insignia of the Black Watch has gone unchanged for more than a millennium. The Black Watch usually paints its 'Mechs green, with bands of the Black Watch Tartan randomly encircling the 'Mech. Additionally, all 'Mechs have the Black Watch insignia molded into the armor of the right arm shoulder assembly.

OFFICERS

Captain Takashi Inega only recently came to command the Third Company of the Black Watch. Inega personally contacted First Lord Theodore Kurita to ask for a release from his military service as part of the Second Legion of Vega so that he could join the Black Watch. Though taken aback, Kurita granted him his wish, hoping that it would help lessen the tension between DCMS units on Luthien—most notably the Otomo—and the Black Watch. Inega had to pass all the tests, just like any other recruit. However, Major Annette McHenry was so impressed with his performance and personality that she assigned him to command of Third Company.

TACTICS

The Black Watch Regiment relies on the fact that it has some of the best MechWarriors in the Inner Sphere. Using superior piloting and gunnery skills, the Watch simply outmaneuvers and outshoots its opponents.



Royal Black Watch Regiment Battalion/Elite/Fanatical

CO: Colonel Neil Campbell

XO: Major Annette McHenry (Acting Commander)

XO: Captain Jeffrey Morgan (Acting XO)

In what some would call sheer bravado, the Black Watch does not have a single piece of Clan equipment on any of its 'Mechs. They consider the Clans anathema to what the Black Watch represents and believe their superior abilities can make up for any difference in technology, which tends to be the case. However, they do have the finest Inner Sphere 'Mechs available, with a warrior able to choose whatever design he wants—the SLDF can purchase almost any 'Mech made in the Inner Sphere or Periphery.

Additionally, though the rest of the Black Watch has yet to go along, Captain Takashi Inega has convinced his company of the usefulness of the C³ computer system produced by the Draconis Combine. The entire Third Company has been outfitted with the C³ command system—those 'Mechs not previously equipped with C³ slave units have been customized.

1ST ROYAL BATTLEMECH REGIMENT (MORGAN'S LIONS)

To: Precentor Martial Victor Steiner-Davion

From: Colonel Andrew Redburn, commander of the First Royal BattleMech Regiment (Morgan's Lions)

Hello, Victor,

I apologize for not returning your personal calls. I have had so much to do in the past few months that I hardly sleep and I eat only when my XO forces me to. The new regiment, which I named the First Royal BattleMech Regiment (Morgan's Lions)—in the tradition of the Star League and in memory of the man who shaped Task Force Serpent—is finally training as it should. In a recent war game against ComStar's Invader Galaxy, we handed them their heads. We know not to be too proud, as they handily beat us twice before. But it is progress.

Attached is the information on our combat readiness that you requested. I only ask that you do not change the name of my unit to the First Royal BattleMech Division any time soon.

Finally, it was an agonizing decision to choose Morgan over General Winston for the name of this unit, but I felt strongly that without his charismatic leadership at the beginning, we would never have survived our training, much less the thousand-light-year journey and subsequent fighting on Huntress. However, I humbly submit that the next SLDF regiment formed should bear Ariana Winston's name, to honor her brilliant leadership and ultimate sacrifice to defeat the Smoke Jaguars.

In closing, I promise not to miss your next dinner invitation.
Sincerely,

—Colonel Andrew Redburn, First Royal BattleMech
Regiment

HISTORY

The history of the Royal BattleMech Regiment is a short if colorful one. Although the largest portion of our warriors came from the disbanded First Kathil Uhlans, the First Royal BattleMech Regiment claims ties to almost every unit that fought on Huntress: Eleventh Lyran Guards, Fourth Drakøns, Kingston's Legionnaires—we even had two MechWarriors of McLeod's Regiment and one MechWarrior from the Knights of the Inner Sphere join our ranks. Only the Com Guard Second Division, the Eridani Light Horse, and the special forces teams have not contributed to our unit.

With such units for progenitors, this report could dedicate a ream of paper to past exploits. However, it is just that—past. For the past six months, all the regiment's members have striven diligently to become a unit unto ourselves. With our recent training victory against the Invader Galaxy, we have taken that first step. I believe that within another six months, we will be ready to take on any challenge.

TRAINING

The training of the First Royal BattleMech Regiment has been brutal. To be the first "new" SLDF regiment commissioned in almost three centuries has given every member of this unit a need to make the new Star League proud by demonstrating they are the finest unit in the Inner Sphere.

They have therefore been training against the best units at their disposal: the Eridani Light Horse and several divisions of the Com Guard as well as several Clusters of Nova Cats—they specifically trained with the Cats' Tau Galaxy before their assignment to the St. Ives Compact. The First has even taken the field against the Izanagi Warriors and the First Genyosha. Though they lost to both Combine units, this only spurred them on and is directly responsible for the First's recent victory against the Invader Galaxy.

Though the First has sought permission to engage in war games with units from every House, so far this request has been denied.

RECRUITMENT

Though the surviving members of Task Force Serpent make up the lion's share of the First, the unit has accepted some recruits, usually graduates from SLDF-approved academies.

When asked to create the First Royal BattleMech Regiment, Colonel Redburn spent long hours poring over old Star League documents on training and recruiting. When recruitment began, he instituted a program that the SLDF had long used: those few allowed to join have been given the rank of sergeant. Though starting academy graduates at this rank is unusual, it is a reflection of the old SLDF's policy of making a cadet earn his commission. This will also generate a mystique for the SLDF by having a normally green lieutenant fighting like a veteran.

TRADITIONS

Though it is unusual for so young a unit, Colonel Redburn felt it was important that the First have its own traditions to help unify the disparate members. Having come to respect the Tau Galaxy of Clan Nova Cat, the First has slowly begun to evolve a ceremony loosely based on the Chronicle of Battles practiced by the Nova Cats. Though much less informal than the Chronicle, members of the First gather once a month to remember their lost comrades on Huntress and to brag about their "training" exploits. This tradition has gone a long way toward molding the First into a unified force.

1ST ROYAL BATTLEMECH REGIMENT



PERSONALITIES

COLONEL ANDREW REDBURN

Colonel Andrew Redburn graduated from the Warrior's Hall on New Syrtis in the Capellan March in 3024 and was immediately assigned to a training cadre, the pet project of Prince Hanse Davion. The training cadres were formed from and staffed by MechWarriors who had received their training on the remaining frontiers of the Federated Suns. As the Fourth Succession War began, Redburn took command of the Delta Company training cadre. Though the regular army units openly disparaged the cadres, that attitude soon changed as Redburn led the Delta Company to victory after victory against seemingly impossible odds. In one of the final battles of that war, he was promoted to major. His company then merged with other, similar units to form the First Kathil Uhlans, under the command of Morgan Hasek-Davion.

When Morgan was promoted to Marshal of the Armies of the Federated Commonwealth, Redburn was promoted to lieutenant-general and given command of the First Kathil Uhlans. He was instrumental in planning their many successful operations during the Clan invasion.

On Huntress, Redburn's battle acumen and force of will kept several regiments from collapsing. Additionally, he traveled to Strana Mechty and commanded a lance of the First Kathil Uhlans that fought alongside the Tenth Lyran Guards and Victor Steiner-Davion against the Smoke Jaguars in the Great Refusal.

Upon returning to the Inner Sphere, Redburn could not serve under Katherine and mustered out of the AFFC. He accepted the task of creating a new unit for the SLDF—along with the reduction in rank this entailed—and was shocked and humbled when most of the surviving members of the Kathil Uhlans followed him, as well as many members from other units that had survived the cauldron of Huntress.

1ST ROYAL BATTLEMECH REGIMENT

1ST ROYAL BATTLEMECH REGIMENT (MORGAN'S LIONS)



In February of this year, the First Royal BattleMech Regiment took to the field for the third time against the Com Guard's Invader Galaxy. Former Precentor Martial Anastasius Focht created the Invader Galaxy to mimic the Clan battle formations, in the hopes of teaching Inner Sphere troops to deal with the Clans. Though the Invader Galaxy employs almost no Clan 'Mechs, it constitutes one of the finest units in the Com Guard. With such a resource at hand, Colonel Redburn wasted little time in setting up a series of war games to test the mettle of his new unit against the Invader Galaxy. Having lost twice in 3061, the

First met other units in the field in the hopes of increasing their combat effectiveness. Confident that they could finally beat the Com Guard unit, the First again took to the field against the Galaxy.

As if to mock the First, the Invader Galaxy initially traded long-range shots with their opponents but then retreated into the Devil's Bath, a hellhole of jagged granite canyons and steaming mud pits. It appeared that the Invader Galaxy was attempting to re-create the success of the Sixth Division against the First Viper Guards of Clan Steel Viper during the climactic battle of Tukayyid.

However, Colonel Redburn, along with the rest of the First, had spent the past six months studying Tukayyid and knew all of the pathways that would see them safely through the Devil's Bath. Though twelve hellish hours would pass before the war game was complete, the First emerged with a victory.

The insignia of Task Force Serpent was officially adopted as the insignia of the First Royal BattleMech Regiment: a black serpent, its fanged jaws open and ready to strike, coiled around the Cameron Star.

OFFICERS

Major Carl Sleipness, originally *Överste* of the Fourth Drakøns, is commander of the Second Battalion. Although Anastasius Focht offered to rebuild the Fourth Drakøns following their destruction on Huntress, the remaining warriors declined the offer. A shrewd tactician, his skills as a diplomat are currently employed in an effort to stem the anti-ComStar tide that has been rising in the Free Rasalhague Republic.

Major Annalise Proctor was originally a member of the First Knights of the Inner Sphere and shocked her commander and Colonel Redburn when she resigned her commission with the FWLM and signed up to become a member of the new SLDF regiment. She has said nothing about her reasons, but her ability to mediate among the disparate members of the newly formed regiment quickly put her in command of the Third Battalion.

TACTICS

The tactics of the First Royal BattleMech Regiment center on merging the fighting style of most Inner Sphere units—that of concentrated fire—with the technologically superior Clan 'Mechs. With vastly increased ranges, Morgan's Lions concentrates a lance or more of 'Mechs on a single target while slowly withdrawing, in an effort to keep the opponent's weapons out of range while keeping their own weapons systems in range.



1st Royal BattleMech Regiment (Morgan's Lions) Regiment/Elite/Fanatical

CO/1st Batt: Colonel Andrew Redburn

XO: Captain Peter Kocol

2nd Batt: Major Carl Sleipness

3rd Batt: Major Annalise Proctor

Because of the salvage taken from Huntress, the First Royal BattleMech Regiment is composed entirely of Clan 'Mechs. However, less than 20 percent of those are actual OmniMechs, and all of those have been assigned to the command companies of each battalion.

CLAN NOVA CAT

EXCLUSIVE NOVA CAT BLOODNAMES

General

Deleportas
Devalis

MechWarriors

Nostra
Lossey
Drummond
Rosse

Elementals

Winters
West
Lenardon

Pilots

Leroux
Bavros

*And in her vision the wolf howled,
But the nova cat paced steadily on,
Undisturbed by the petty battles
Others fought, trying to cage it within the bars of
Thoughtless sameness. The nova cat gazed
Straight ahead, its heart and mind devoted to
The Ways of Seeing, devoted to a more perfect life*
—The Remembrance (Clan Nova Cat), Passage 50, Verse 5, Lines 26-32

*A pouncing cat stalks the hunting cat
roar the two engage in a death's embrace
the coiled serpent crushes both
A pouncing cat stalks the hunting cat
with care, the pouncing cat watches
the coiled serpent crushes the hunting cat
a new star is born*
—The Remembrance (Clan Nova Cat), Passage 374, Verse 3, Lines 17-24

The path that has led us to this point in our journey has been a curving arc of shadows, fire, and smoke, broken by moments of stark light that never revealed more than a small hint of what was to come. When our founders set us on this path, did they know the end? Did our most beloved Khan Sandra Rosse understand

the significance of her actions or the events that would unfold? One cannot help but ponder these questions.

Regardless, we Nova Cats have always relied on visions and portents to guide us through the murky depths of the future. The fact that out of the twenty Clans created by the Founder, three have been absorbed, two annihilated, and one sundered shows the dangers that come as the waves of time wash past. Yet here we stand, members of a new Star League. Does this not prove our feet trod the correct path? Our lost brethren have named us traitors and cast us out. Yet I say again, we are members of the Star League, and we will marshal all our forces to help it survive and grow.

To aid in this task, with the blessing of Khan Santin West, I have compiled a complete report of our combat readiness and a force roster describing our military assets. Additionally, to aid in the integration of our Clan with the Inner Sphere, I have compiled a history of Clan Nova Cat. For how can you understand what we are now if you do not know the ways that we have passed?

I have informed my Khan that this will be my last official act as Oathmaster, and he has already punished me for my audacity in retiring by appointing me to a new office. As a courtesy, I am also relaying this information to you, though, considering my new post, you may already be aware of this. Though the path behind me is strewn with errors, I hold my head high, knowing that I played some small part in the Nova Cat finding its current way. But my time is done, and another will soon come to lead us into the future.

—Biccon Winters, Oathmaster, Clan Nova Cat, 18 March 3062

THE FOUNDERS

Although our birth resembled that of most Clans, one of our contributing founders was not a member of the Star League Defense Force, a fact that has made us the object of derision for centuries. That same founder joined our Merchant Caste. For some, these are events that cannot be overlooked.

The manner in which the Nova Cat walks as an adult was set down by Phillip Drummond and Anna Rosse. Though some in our Clan belittle Anna and heap praise on her daughter Sandra, one must remember that, unlike modern-day sibkos, a mother still had the upbringing of a daughter in those early years. Without Anna's guidance, Sandra would not have become our most beloved Khan.

PHILLIP DRUMMOND

When Stefan Amaris executed the First Lord and destroyed the Star League, Phillip Drummond felt bitterly betrayed. He had taken great pride in the fact that his nation had stood by the Star League while the rest of the Periphery rebelled. When the true extent of Amaris' plot came to light, Drummond, like many men and women of the Rim Worlds Republic military, fell into despair. In a single moment of clarity, Drummond's loyalty was shattered beyond redemption, and he eagerly transferred his loyalty to Aleksandr

Kerensky, convinced that Kerensky was the one man in whom he still might believe.

Drummond demonstrated his resourcefulness, as well as his determination to punish the Usurper, by penetrating the security cordon around Kerensky's headquarters. Just as Drummond was about to be summarily executed as a suspected assassin, the general interceded, and Drummond offered to join the SLDF and share his knowledge of the Rim Worlds Republic's military defenses. Kerensky instinctively recognized his sincerity and accepted him as a newly commissioned lieutenant.

Drummond, however, was denied an opportunity to fight and landed a permanent assignment with the Intelligence Command. The SLDF warriors around him all believed him to be a spy or traitor. Only years of faithful service, along with providing unfailingly accurate information, grudgingly earned him the respect of his peers.

When the call to Exodus came, Drummond accepted without a thought. That he would depart the Inner Sphere with nothing but the clothes on his back has always been proof enough for the Nova Cats that he was eminently worthy of founding our Clan.

ANNA ROSSE

Life for Anna Rosse was brutal and uncompromising from the time she was very young. When the hated Usurper invaded Terra, Rosse was only nine years old. Captured, she was being led to an internment camp when a resistance cell rescued her.

An all-women resistance cell in Greece took her in after two years on the run. This deeply spiritual group helped heal Rosse of her emotional scars, and she repaid them with sensible and intelligent suggestions on improving their communications networks and their methods of acquiring and distributing supplies. The leaders of her cell quickly realized her value and began to pass her on to other cells to aid in their effectiveness. As she grew older, her methods became common practice among most of the resistance cells in Europe and Asia. By the time of the Liberation of Terra by Kerensky's troops, she was stationed in Moscow.

Quietly hailed as a hero of the resistance, Anna Rosse met Captain Peter Karpov of the SLDF at one of the initial meetings between the resistance leaders and the liberators. The two were married within a year, and both joined the Exodus. They departed the Inner Sphere aboard the *Prinz Eugen*.

All know of the history of that traitorous ship and crew. Defying the Great Father himself, the *Prinz Eugen* and eight other ships decided to return to the Inner Sphere. Only one solution was possible: Kerensky captured the nine ships and executed their officers—including Karpov.

All Clans realize that this act saved us from destruction—look at what happened when the Inner Sphere finally did locate us. However, Karpov's death worsened Rosse's emotional problems, and she could not even find solace in Aleksandr

Kerensky's General Order 137. When the SLDF finally arrived at five marginally inhabitable worlds—later dubbed the Pentagon worlds—she made her new home on the planet Circe. Living with two of her husband's cousins, she tried to start a new life. Remembering the spiritual strength of the resistance cell, she began her own healing process through a set of private rituals. What began as a mental technique to help her come to grips with everything she had lost blossomed into a way in which to view life. She came to understand the power of ritual and began to accept the truth of visions. It was during this time that she met Phillip Drummond.

Drummond had tested out of the SLDF during the controlled demobilization that followed the arrival on the Pentagon worlds and became a scientist. Rosse became a successful merchant, and in those first few peaceful years of colonization, they joined to create a family and gave birth to three children.

DEATH OF EDEN

The peaceful years did not last. Sedition, hatred, and old loyalties quickly found a place in the hearts of those who had traveled so far. Both scarred by the Amaris Civil War, Drummond and Rosse were horrified when rioting finally exploded and fled with other families into the wilds of Circe. However, their small community was attacked and two of their three children were killed. Though racked with grief, they both joined the forces that supported the planetary government.

The savagery of the fighting sickened them both, and they, along with their surviving daughter Sandra, readily followed Nicholas Kerensky's call for a second Exodus to the world of Strana Mechty.

Drummond easily tested out in the ranks of the warriors of one of the new Clans Nicholas created, having polished his unused combat skills in the recent fighting on Circe. When Nicholas announced that each Clan would be led by two Khans chosen from among their ranks, Drummond rose to command of the new Nova Cat Clan. Our Remembrance hints that Nicholas influenced this to reward Drummond for his years of faithful service to his father and to reinforce the fact that, in the Clans, no previous loyalties mattered. If a man was worthy, he could rise to the highest levels in our society. This was echoed when Phelan Kell was captured during Operation Revival and rose to the Khanship in Clan Wolf. Almost unanimously, our fellow Clans despised Clan Wolf for this action, but we Nova Cats have always believed that the Founder would have been pleased. Had not Phelan proved his worth as a warrior?

As the Clans continued to cement themselves and training began for their eventual return to the Pentagon worlds, Anna Rosse fell into the Merchant Caste. Though strictures against intercaste relationships were beginning to take shape, Drummond and Rosse continued their relationship in secret. For, like the founders of Clan Ghost Bear, they had a family that would eventually define us.



When the order finally came to return to the Pentagon worlds, Clan Nova Cat joined Clans Mongoose, Snow Raven, and the Not-Named in retaking Circe. Though Operation Klondike would take a year to complete, the Clans finally conquered the Pentagon worlds. Our warriors' uncanny ability to consistently target the weakest spot on an enemy unit's armor earned them almost legendary status.

ENTER SANDRA ROSSE

Following the Pentagon campaign, Khan Drummond realized he was losing his edge. A degenerative disease was slowly killing him, and Drummond despaired when he realized that he would soon lose his position. However, hope blossomed when he learned that his daughter, Sandra, had tested out in a Trial of Position as a Star captain.

Sandra was a gifted warrior who had inherited the best of both worlds from her parents. A natural leader, with a conviction that many answers lay hidden in shrouds of mysticism, Sandra was on the verge of greatness. When Drummond confided his condition to her, she retreated to her private sanctuary in her mother's home. After three days of fast and meditation, she emerged with the answer burning in her mind. She had decided to replace her father as Khan.

Although she was already in a command position, she knew she needed a Bloodname. In honor of her mother, she chose to compete for the Rosse Bloodname. Though the same name, this Bloodname actually belonged to a second cousin of

Anna's, Jason Rosse (Sandra's mother had never been a member of the warrior caste, so her surname was not enshrined as part of the eight hundred). Though irregular, the formal paths of the Trial of Bloodright had not yet been cemented, and a plea to the Grand Council granted her the right to compete for that name.

She won her Trial of Bloodright and became Sandra Rosse. Within a few months, having gained a following, she challenged Khan Drummond to a Trial of Grievance, charging he was no longer fit to be Khan. In the Circle of Equals, she then broke tradition and offered him the opportunity to voluntarily step down. For the second time in his life, Phillip Drummond walked away from everything he had known.

However, many Nova Cat warriors were outraged by what they saw as sentimentality and immediately challenged Sandra to a Trial of Grievance. She won every contest and so impressed the rest of our Clan with her combat skill and audacity that they accepted her as Khan.

THE NOVA CAT REBORN

Upon her assumption of the Khanship, Khan Rosse retreated to her sanctuary once again. Five days later, she emerged convinced that her visions had shown her a way that would lead the Nova Cats to a perfect society, beyond that designed by the Founder. Though many were perturbed when Khan Rosse announced that she was basing these decisions on visions,

none challenged her right to do so. With her recent triumphs in the Trials of Grievance still fresh in our Clan's mind, her warriors reserved judgment.

She immediately began to enact sweeping changes. One of the farthest-reaching was to allow the Merchant Caste to fulfill their responsibilities as they saw fit. As the Clans moved into the Golden Century, this would provide ample dividends. However, her greatest contribution was to provide a more spiritual way of life. Her guidance opened our eyes to the fact that life is a path of choices and that every action we take can have consequences that may not appear for centuries. Our ability to see the long road is why we now walk the path of the Star League.

Convinced by her upbringing of the need for self-discipline, Khan Rosse created the office of Oathmaster to aid the Clan's spiritual strength and well-being, naming Lui Cheng to the position as one of her first official acts. Though we have seen several Khans during our history who have not had the strength of vision to properly lead our Clan down the correct path—leaving this powerful role to the Oathmaster instead—it is a testament to the strength of our way that no Oathmaster has ever attempted to wrest the Khanship away from a standing Khan.

Nicholas Kerensky condemned her appointment of a warrior to this position before the Grand Council, and Clan Wolf won the right to defend the Trial of Refusal the Founder called against Khan Rosse. The Trial was won, and a series of Trials of Position ensued for the Oathmaster position. Lucie Morris became the first official Oathmaster. Khan Rosse did not resent the Founder for his actions, believing they simply emphasized the importance of this new position.

Though other Clans soon adopted versions of the Oathmaster post, it eventually evolved into an honor-guard position for any official Clan ceremony, administering all oaths.

WAYS OF SEEING

Following these events, Khan Rosse wrote *Ways of Seeing*, a volume that contained her mother's and her own visions. Most of the rituals we practice today are directly connected to this volume, and it—along with her personal journal, in which she continued to record her visions—has become the cornerstone for the Forum of Law in the Oathmaster Grand Melee.

Though several Khans from other Clans objected to Khan Rosse's bizarre innovations, she simply pointed out the Founder's edicts against interfering with the spiritual life of any people. With no documented cases of outright un-Clanlike behavior, the Khans bided their time, convinced that the Nova Cats would stumble.

However, that day never arrived. Far from hobbling our Clan, Khan Rosse gave us a mental and emotional focus for our energy, which allowed us to keep pace with or surpass the achievements of the other Clans.

THE JAGUAR CONFLICT

As the Clans grew, many bitter feuds were born. However, the cause for the feud between the Nova Cats and the Smoke

Jaguars—which would eventually lead to the destruction of the Smoke Jaguars—had a most unusual beginning. Shortly after becoming Khan, Sandra realized that she was attracted to Liam Ismiril, saKhan of Clan Smoke Jaguar—and that saKhan Ismiril shared her attraction. Though they enjoyed each other's company for some time, Khan Rosse eventually realized that she simply could not ignore the drastic differences in their philosophies.

After retreating to her sanctuary, she had a vision that convinced her that if she continued her relationship, it would lead to the destruction of her Clan. She immediately broke off contact with saKhan Ismiril, but a dead nova cat found in our breeding program's iron wombs let her know that she had earned the enmity of Clan Smoke Jaguar.

DRUMMOND RETURNS

Without a doubt, Khan Rosse's vision set us on the path to our current place in history. However, some of her decisions proved disastrous. When the Not-Named Clan claimed sole possession of their disputed Brian Cache, Khan Rosse supported them in the Grand Council. Following the Not-Named Clan's refusal to accept the results of their Trial of Refusal and their subsequent annihilation, Khan Winson of Clan Wolf personally challenged the Khans of each Clan that had supported the Not-Named Clan to a Trial of Grievance. Though Khan Rosse fought well, she was killed in the trial.

Upon hearing of Khan Rosse's death, a cured Phillip Drummond realized that he was the only one who could continue to foster the Nova Cats' newfound spirituality. Emerging victorious from a grueling series of Trials of Position, he spoke in front of the Clan Council. So eloquent were his words that the Council accepted him as Khan and he led Clan Nova Cat into the Golden Century, surviving to the age of 112. Even among the Nova Cats, who allow their warriors to remain in active service much longer than other Clans, this is an unprecedented record.

THE GOLDEN CENTURY

The Golden Century proved very good for the Nova Cats. Driven by our Scientist and Merchant Castes, which had been given free rein, we quickly moved into a leading spot among the Clans. As other Clans created the OmniMechs and Elementals and perfected the iron womb technology, our scientists perfected extended-range lasers. Our Merchant Caste contacted Clan Sea Fox (later Diamond Shark), one of the Clans most actively exploiting the Kerensky Cluster around Strana Mechty, and proposed to fund and supply the Fox's exploration in return for a share in any resources found. This provided an endless flow of new resources and revenue. The Nova Cat and Sea Fox Merchant Castes continued their partnership all through the Golden Century and beyond. Even our Abjurement has only limited, not ended, that relationship.

Though Clans Widowmaker and Mongoose were absorbed during this time, our Clan continued on our path. Individual Galaxies formed animosity toward other Clans—notably the

Cloud Cobras and Jade Falcons—but the Clan as a whole held only to our feud with the Jaguars. But as the Golden Century came to a close, a desire by some to return to the Inner Sphere polarized the Clans into the Warden—those who wanted to protect the Inner Sphere from outside aggression—and Crusader—those who wanted to conquer the Inner Sphere and re-establish the Star League—factions.

OPERATION REVIVAL

Though Clan Jade Falcon initially called for invasion in 2980, the Warden Clans managed to stall the return to the Inner Sphere for another sixty-eight years. But the appearance of the ComStar JumpShip *Outbound Light* dissolved all remaining resistance, and the return began.

As Oathmaster, I tried desperately to warn my Khans of the impending danger I had seen in a vision. Though Khans Severen Leroux and Lucian Carns were perennial Nova Cat warriors and more than worthy to hold their positions, the glory of returning to our lost paradise blinded their eyes, and we joined the rest of the Clans in the fighting to find a place in the invasion. Though the Nova Cats were denied a place in the initial invasion, we fought well enough to be placed alongside the Steel Vipers as next in line and even participated in limiter early actions.

However, the Keshik of the Nova Cat Clan served as the escort to Precentor Martial Anastasius Focht as he traveled to the *Dire Wolf*, the flagship of Clan Wolf. As soon as I saw the Precentor Martial, I realized I was witnessing my vision in the flesh and pinned him to the ground. I attempted to convey to our Clan that we were taking our destruction unto our bosom, but my Khan would not listen. I even challenged saKhan Carns to a Trial of Grievance but lost, and so I was forced to sit by and watch my vision become reality.

When ilKhan Leo Showers was killed and Ulric Kerensky of Clan Wolf was elected as ilKhan, he activated our Clan. However, we paid a price for joining the invasion by having to share the invasion corridor with the hated Smoke Jaguars. Though we invaded sixteen worlds between November of 3051 until March of 3052—Tarnby, Bjarred, Sawyer, Chupadero, Jeanette, Courchevel, Irece, Avon, Luthien, Itabaiana, Juazeiro, Mualang, Teniente, Caripare, Cyrenaica and Kanowit—it was on Luthien that we received our most humiliating defeat. With the Smoke Jaguars, we deployed Alpha and Delta Galaxies to take the world. However, with sixteen elite line regiments massed against us, we were brutally attacked and forced to retreat.

Of course, that paled in comparison with the proxy battle for Terra on the world of Tukayyid. Though the Nova Cats managed to inflict the severest damage on the Com Guard of any Clan, it was a Pyrrhic victory, as our forces ultimately lifted off-world in defeat.

FUTURE PATHS

Rightly ashamed of their blindness and arrogance, the Nova Cat Khans turned to me following Tukayyid for a vision of the path that would lead us back to glory. I spent long days in ritual and fast and returned to inform the Clans that we should attempt to open talks with the Draconis Combine. Though my Khans were shocked, the proof of the truth of my visions lying in shattered Nova Cat 'Mechs on Tukayyid weighed heavily, and they listened to my words.

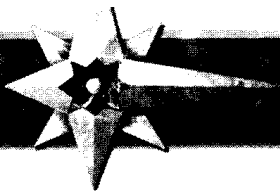
Although we occasionally raided against the hated Jaguars, our Clan concentrated on rebuilding its shattered Touman, establishing a rapport with the populations on our Inner Sphere worlds, and continuing a dialogue with the Draconis Combine. When Operation Bulldog began in 3058, several of our Clusters became abtakha to the invading forces—adopted as warriors—after which they fought as members of the SLDF against the Jaguars.

When Prince Victor Steiner-Davion challenged the Crusader Clans to a Trial of Refusal against the invasion, our Khans sided with the Star League, fighting against Clan Ice Hellion on Strana Mechty. We even took MechWarrior Trent as a bondsman—he who had betrayed the Jaguars and given the coordinates for the Exodus Road to the Inner Sphere. In what has become known as the Great Refusal, both Severen Leroux and Lucian Carns died so that the Star League would triumph. Trent's 'Mech was destroyed, but his body was not found.

As we have known for centuries, the worthiest path is always fraught with peril, and our return to the Star League has had grave consequences. Within a week of the Great Refusal we were Abjured, and the other Clans fell on us. Though our warriors fought valiantly, we could not hold against their combined might. Only through the supreme heroism of the warriors from Upsilon, Rho, and Kappa Galaxies, along with the surprising aid of Clans Diamond Shark and Snow Raven, were we able to relocate the few survivors of our Civilian Caste to the Inner Sphere. Less than three full Clusters of our Clan Space warriors joined us in the Inner Sphere.

And our path is not yet done. Though we understand that most Combine citizens still view us as the enemy, our actions demonstrate our fidelity toward the new Star League. Did not both our Khans sacrifice their lives and our Clan accept Abjurement by our brethren to come back to the Star League? If that is not enough, the clashes between our forces and that of the DCMS show that we were the aggressors in only one battle. Our restraint in the face of such provocation should cement what is already before your eyes. Though we find the situation lamentable, we recognize the wisdom in Coordinator Theodore Kurita in his formation of the Irece Prefecture several months past. Though it is our hope that this separation of Nova Cat and DCMS units will give them time to accept us, it is a firm reminder that we have a long road ahead of us. Even more disturbing is that among our own ranks, there are those who cannot clearly see the way and may yet cause dissension.

But my visions are strong, and as always, the Nova Cat will survive.



CLAN NOVA CAT

THE CAT'S CLAWS

During Operation Bulldog, when several of our Clusters were taken as abtakha they were given new unit designations. When the Nova Cat Clan officially joined the Star League, the Clan Council debated whether to re-designate all of our forces. Though the final decision was no, we did reorganize our forces to better reflect our new situation.

UNIT STRUCTURE

Our Clan unit structure is unique to the Inner Sphere. It is important that you understand the composition of our forces, which will not only allow us to better integrate with the SLDF but will also aid in defending the Inner Sphere against the predations of the rest of the Clans.

Our Clan Touman does not vary much from those of most other Clans, as we have always believed in the traditions set down by the Founder. Though at one time the eight different Cluster types within our Touman were organized and used along specific lines, that is no longer the case. You will find all types of OmniMechs, BattleMechs, aerospace fighters, infantry, and vehicles scattered throughout the Clusters. Too many losses and too much time have passed since our origins for us to have kept the Clusters pure.

'MECH ASSETS

Like the majority of the Clans, Clan Nova Cat considers the OmniMech to be the pinnacle of military technology, and we field more of this unit than any other type. Though some Clans have diverged onto different paths, such as the Hell's Horses with their love of vehicles and the Snow Ravens with their obsession with naval assets, our Touman is firmly supported by 'Mech assets—most OmniMechs are deployed in our front-line Galaxies, while our Provisional Galaxies normally deploy second-line BattleMechs.

AEROSPACE ASSETS

As with most Clans, we most often use our fighter craft for space warfare or upper-atmosphere operations such as flying cover for DropShip insertions. However, unlike most Clans, which bid away the majority of their aerospace support before their 'Mechs, our warriors appreciate the strength and versatility of the aerospace fighter—especially in support of our favored hover-drop maneuver—and most commanders will bid away 'Mech and naval units in equal measure.

STANDARD CLAN AEROSPACE ORGANIZATION

Unit	Component Units	Total Strength	Naval Equivalents
Point	—	2 fighters	1 vessel*
Star	5 Points	10 fighters	5-6 vessels**
Binary	2 Stars	20 fighters	10-12 vessels
Trinary	3 Stars	30 fighters	15-18 vessels
Cluster	3-5 Trinaries/Binaries	60-150 fighters	—

*DropShip, JumpShip, or WarShip

**JumpShip and WarShip Stars often include an additional command vessel.

WarShips are a source of pride for the Clans. Nowhere else is so much raw military might concentrated in a single engine of warfare. For the Nova Cats, this is especially true, as we currently field the fourth-largest fleet in known space.

ARMOR ASSETS

With the notable exception of Clans Hell's Horses and Blood Spirit, the Clans typically deploy armored vehicles in solahma units, where aging warriors serve out their final days. The Nova Cats are no exception; we deploy our few armored vehicles in our Provisional Galaxies, where they can be used not only for solahma units but also as convenient crowd-control units, when the need arises.

STANDARD CLAN 'MECH ORGANIZATION

Unit	Component Units	Total Strength
Point	—	1 'Mech
Star	5 Points	5 'Mechs
Binary	2 Stars	10 'Mechs
Trinary	3 Stars	15 'Mechs
Cluster	3-5 Trinaries/Binaries	30-75 'Mechs

STANDARD CLAN ARMOR ORGANIZATION

Unit	Component Units	Total Strength
Point	—	2 vehicles
Star	5 Points	10 vehicles
Binary	2 Stars	20 vehicles
Trinary	3 Stars	30 vehicles
Cluster	3-5 Trinaries/Binaries	60-150 vehicles

INFANTRY ASSETS

As in most Clans, the Elemental has replaced Nova Cat conventional infantry on the battlefield. Their greater lethality and flexibility have consigned our conventional infantry to the lowest of duties, usually centered on crowd control and back-water garrison duty. However, this does not mean that we lack in this area. As with vehicles, we have long recognized that conventional infantry hold their place in any military, and we have maintained a large infantry force.

Additionally, though we have not had a large percentage of Elementals in the past in comparison to some Clans, that has slowly begun to change in the past few years. Whether that is because the Clan is recognizing the full utility of these units or because Khan Santin West is an Elemental himself is not known.

STANDARD CLAN ELEMENTAL/INFANTRY ORGANIZATION

Unit	Component Units	Total Strength
Squad	—	5 infantry
Point	5 Squads	5 Elementals or 25 infantry
Star	5 Points	25 Elementals or 125 infantry
Binary	2 Stars	50 Elementals or 250 infantry
Trinary	3 Stars	75 Elementals or 375 infantry
Cluster	2-5 Trinaries/ Binaries	100-380 Elementals

NAVAL ASSETS

The Nova Cats have always supported a strong fleet of WarShips. Though we have never fielded any of the behemoths that most other Clans can claim, the sheer size of our fleet—the third-largest among the Clans—has given us many advantages through the years. The fact that we lost no ships in our enforced exodus from Clan Space demonstrates the acumen of our WarShip crews.

Following our relocation to the Inner Sphere, our naval reserve, like the rest of the Clan Touman, underwent several changes. Currently, the Nova Cat's WarShips are split into three Naval Stars, each with a command vessel attached. The Vision Naval Star consists of a command vessel, the *Congress-class* SLS *True Vision*, as well as the *Lola III-class* SLS *Faithful*, the *Fredasa-class* SLS *Spirit Sight*, the *Carrack-class* SLS *True Path*, and the *Aegis-class* SLS *Blood Oath*, SLS *Bond*, and SLS *Promise*. The Transcendent Naval Star consists of the command vessel *York-class* SLS *Anna Rosse*, the *Fredasa-class* SLS *Future Triumph*, the *Carrack-class* SLS *Perilous Vision*, the *Vincent Mk 42-class* SLS *Righteous Return*, and the *Aegis-class* SLS *Blade*.

SLS *Path of Honor*, and SLS *Vision Quest*. The Mystic Naval Star command vessel was destroyed while battling the Smoke Jaguar *Essex-class* *Dark Claw* WarShip at Wayside V on 8 August 3058. The rest of the Naval Star consists of the *Vincent Mk 42-class* SLS *Far Vision* and SLS *Spirit Vision*, the *Carrack-class* SLS *Void*, and the *Aegis-class* SLS *Principle*, SLS *Chronicle*, and SLS *Remembrance*. Finally, for more than a century the Nova Cat flagship was the *Congress-class* *True Vision*. However, Khan West recently made the *Black Lion-class* *Thunderbolt* the Clan flagship and officially changed its name to *Severen Leroux*, in honor of the leadership and ultimate sacrifice that Khan Leroux made to ensure our return to the Star League. The *Black Lion-class* SLS *Severen Leroux* is permanently attached to the NovaStar Keshik. Because of the tension that currently exists between the Nova Cats and the Combine, at least one WarShip is assigned to every world in the Irece Prefecture.

COMMAND STRUCTURE

Clan Nova Cat follows the standard command structure used by most Clans. As our forces are already deployed together, it is imperative that ComStar and the SLDF understand our chain of command. The outcome of the St. Ives Compact assignment could depend on it.

KHAN

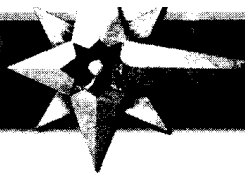
The Nova Cat Khan is our single most important warrior, having proved himself or herself without peer in combat and also possessing political savvy. Elected by a majority vote of our Bloodnamed warriors, our Khan was at one time a member of the Clans' Grand Council. However, with our Abjurement, this part of our Khan's responsibilities has obviously ended.

In the past, our Khan commanded the Nova Cat Keshik, which stood apart from other Galaxies, allowing the Khan to assume command of any Galaxy when necessary. With the reorganization of our Touman, the Nova Cat Keshik—now the NovaStar Keshik—was integrated with Alpha Galaxy.

Our saKhan aids the Khan in whatever way the Khan deems necessary. If the senior Khan is killed or steps down, the saKhan traditionally ascends to that position. Though the saKhan originally commanded the Keshik of Alpha Galaxy, he now commands the Keshik of the second most powerful Galaxy in our Touman—currently Delta Galaxy.

GALAXY COMMANDER/ STAR ADMIRAL

In Clan Nova Cat, Galaxy commanders, or Star admirals in the case of naval forces, are powerful and influential warriors, frequently with one eye on the Khanship. Winning command of a Galaxy or Star of WarShips requires a warrior to excel at politics as well as warfare and inspire the troops under his or her command. Galaxy commanders and Star admirals are directly accountable to our Khan, though we tend to be more lenient than most Clans concerning failures.



CLAN NOVA CAT

STAR COLONEL/STAR COMMODORE

Star colonels command a Cluster made up of several Binaries and/or Trinaries. Though the Nova Cats do deploy a few "pure" Clusters, ours tend to be a mix of 'Mech, aerospace, and Elementals. A Star commodore commands a single WarShip or a Star of DropShips or JumpShips.

STAR CAPTAIN

In command of either a Binary or a Trinary, including Supernova formations, a Nova Cat Star captain enjoys a great deal of authority and responsibility. Many of our Binaries and Trinaries contain mixed forces, so most Nova Cat Star captains have combined-arms expertise. An aerospace Star captain commands a Trinary or Binary of fighters. A naval Star captain serves on a WarShip as a senior officer, such as first officer or chief engineer, or commands a single JumpShip or DropShip.

Though we use the term Nova captain to designate a commander of a Supernova formation, we have never formally adopted it into our ranking conventions.

STAR COMMANDER

Warriors of this rank command a single Star; MechWarriors command five 'Mechs, aerospace pilots ten fighter craft, and Elementals twenty-five men. On naval vessels, Star commanders serve as department heads.

Though we use the term Nova commander to designate a commander of a Nova formation, we have never formally adopted it into our ranking conventions.

POINT COMMANDER

Aerospace pilots, Elementals, and vehicle commanders whose Points consist of more than one warrior fill this command position.

WARRIOR

The lowest official rank in the Nova Cat military is the warrior: MechWarrior, aerospace pilot, or Elemental. Those who test out of our sibkos, meeting the minimum qualifications for combat, are referred to by this title until they earn higher rank in a Trial of Position.

MILITARY PRACTICES

In many ways, our Clan is a study in dichotomies. In our organization and deployment of units, we are as traditional as any Falconer, adhering strictly to the words of Kerensky. However, we have always been flexible in how we view battle. As the nova cat is a careful, thoughtful hunter, so is a Nova Cat warrior. Always ready to watch and learn, we adopt strategies and tactics we see around us. It was this doctrine that aided us in Operation Revival: having seen the success of Clan Wolf and the failure of Clans Jade Falcon, Smoke Jaguar, and Ghost Bear, it was simple for our warriors to see how we should conduct our battles.

CLAN COMMAND STRUCTURE

Clan Warrior Rank	Equivalent Star League Rank
iiKhan	Commanding General
Khan	General
saKhan	Major General
Galaxy Commander	Lieutenant General
Star Colonel	Colonel/Major
Star Captain	Captain
Star Commander	Lieutenant
Point Commander	Master Sergeant*
Warrior	Sergeant*

*Star League equivalency begins to break down at this point because of the Point commander rank, which does not apply to Clan MechWarriors.

We excel at one particular tactic: the hover-drop maneuver, which places combat DropShips in the lower atmosphere and allows OmniMechs and Elementals to make a short drop without the confining, heat-dissipating pods used for higher-atmosphere drops. Although other Clans and some Inner Sphere units use this tactic, our affinity for energy weapons and thorough training in marksmanship allow our units to engage targets on the ground while we are still dropping—a feat most other units cannot claim.

Now that we have joined the Star League, it is likely we will face more and more dezgra tactics, both from the Inner Sphere and from the Clans. Our warriors will always attempt to enact the ritual of zellbrigen, giving the enemy a chance to gain honor by dueling our warriors. However, if our opponents abandon zellbrigen, so will we. To gain the future, one must sometimes sacrifice the past.

TRAINING

Clan Nova Cat training is typical of most Clans. Each sibko consists of approximately one hundred warriors, and we graduate roughly a half dozen at a time. Our training has emphasized the use of energy-based weapons since our Scientist Caste developed the extended-range lasers that have become a staple of Clan warfare. Although we do not go to the extreme of Goliath Scorpion warriors, who at times will sacrifice victory if it means a perfect shot at an opponent, our warriors tend to pick apart a unit with well-placed shots.

After joining the Star League, and following our abjurement, our Clan set up three primary training facilities and several secondary facilities. All primary facilities are on Irece, although we plan to construct a fourth site on Teniente. The rest of the secondary facilities are located on worlds throughout the Irece Prefecture.

We have also built a primary genetic repository on Irece, and our sibko program has been re-established, though it will

be some time before we see a steady flow of graduates again. The Abjurement proved most devastating to our sibkos.

Finally, like the Wolves (in Exile), we have defied our Abjurement and retain all of our Bloodnames. However, we plan only to use the genetic material we hold exclusively. As the Clans have also Abjured those Bloodnames, this should not produce additional friction.

UNIFORMS AND INSIGNIAS

The following section details our old and new uniforms, as well as the insignia and ranking conventions by which our Touman operates.

FIELD AND DRESS UNIFORMS

From our inception, the field uniform of Clan Nova Cat consisted of a charcoal-gray, full-length body suit with banded collar and thin shoulder pads in the pattern of the glossy black hair of a nova cat. A thin black stripe ran down the left arm and body of the suit. A moccasin-like black boot finished the ensemble. The dress uniform simply added a menacing cowl and cape to the standard field uniform.

However, all that changed when we joined the Star League Defense Force, and for the first time in 250 years, the Nova Cats proudly donned the uniform of the SLDF. The new uniform keeps the unique Nova Cat pattern, melding it with the style and color scheme of the SLDF. As before, the dress uniform adds only a cowl and cape.

CEREMONIAL UNIFORM

Though we proudly wear the SLDF uniform, we retain our unique ceremonial uniform—which is perhaps the most unusual among the Clans and has even been called irreverent by more traditional Clans. All the pieces of the uniform—a vest and shorts with a studded color and finger-gloves—are made of supple black leather. Footwear is optional, with many warriors choosing to forgo boots. Laced leggings are worn when footwear is needed. Finally, each warrior wears the pouch of vineers at the waist.

The ceremonial uniform is worn at Clan Council meetings and most of our rituals, including the Chronicle of Battles. The intricate headpiece—the stylized head of a nova cat—is worn only when called for by the Oathmaster or when the Khans attended the Grand Council. As a concession to our more traditional brethren, when the Khans attended a Grand Council, the vest and shorts were replaced by a full-length, black-leather suit in the same style. Obviously, this is no longer necessary.

INSIGNIA

As in all Clans, colored dagger stars denote a warrior's status: red for MechWarriors, blue for aerospace, green for Elemental, and black for DropShip/JumpShip. A small white star denotes the technician caste. These dagger stars are worn as pins on the right side of the banded collar of the SLDF uni-

form. Also, warriors wear a pin insignia of a blue moon on the left side of the banded collar, which denotes their Star position: Point one, full; Point two, gibbous; Point three, quarter; Point four, crescent; Point five, new.

RANK INSIGNIA

Nova Cat rank insignia were derived from our original Clan insignia. A warrior does not have a specific rank insignia, the dagger star being sufficient for identifying them. Point commanders wear a red circle and Star commanders a yellow circle. A Star captain wears a red sunburst set against a blue circle, a Star colonel a yellow sunburst set against a blue circle, and a Galaxy commander a yellow-and-red sunburst. The Khan used to wear a yellow-and-red sunburst set against a blue circle. Following Santin West's assumption of the Khanship, he designated the original Khan insignia as the saKhan insignia, and the Clan Council formally adopted a new Khan rank insignia, which consists of the original Khan rank with an eight-pointed white star inset.

The rank insignia of a Clan Nova Cat warrior is displayed as a patch on the right shoulder.

CLAN AND UNIT INSIGNIA

The insignia of Clan Nova Cat is worn on the left breast of the new Nova Cat uniform. Originally, the Clan Nova Cat insignia showed a nova cat head, teeth bared in a ferocious snarl, laid against a gold-and-yellow sunburst and surrounded by a blue circle. The new Clan Nova Cat symbol lays the head of a nova cat across a Cameron Star.

Galaxy and Cluster insignia are worn on the left shoulder. Though many Trinaries have their own insignia, these are only displayed on a unit's 'Mechs, Elementals, aerospace fighters, and so on. Galaxies and Keshiks each have their own unique designation. Of the eight different types of Clusters deployed by the Nova Cats, each type displays the same insignia, emblazoned with the specific number designator of each Cluster. Guard Clusters display an armored knight. Assault Clusters use a stylized *Highlander*, standing on a starburst. The Cavaliers display a scimitar, set against an octagonal shield. Striker Clusters show a stylized, Star League-era *Striker* filled with stars. Lancer Clusters display a pole-arm, tipped with a blue-striped pennant. Battle Clusters use a flaming battering ram on wheels. Regular Clusters simply display the Nova Cat insignia. Garrison Clusters originally depicted our capital world of Barcella but now display the world of Irece.

DECORATIONS

The Nova Cats have never created any awards or decorations for service. It has always been our belief that a warrior's vineers are all the awards he needs, and we wear them as proudly as any other Clan wears its gaudy trappings and baubles.

COLOR SCHEMES

With the notable exception of the Xi Provisional Galaxy, the Nova Cats tend to paint their 'Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter.

CLAN CUSTOMS AND RITUALS

The following are the customs, rituals, and celebrations unique to Clan Nova Cat.

VINEERS

A vineer is a memento from a past battle. Normally only brought out for ceremonies, these keepsakes mark a warrior's personal triumphs and defeats. Anything can be a vineer if the warrior deems it so: a piece of armor, a captured enemy patch, a torn piece of clothing. Though other Clans sometimes practice this custom, only in the Nova Cats does every warrior carry a leather pouch of vineers. Additionally, only in the Nova Cats are vineers held to be spiritual focuses and cherished alongside a warrior's codex.

RITE OF THE VISION

The Rite of the Vision is the most honored and mysterious ceremony performed by Nova Cat warriors. In the ceremony, a warrior attempts to gain a vision of the future that will lead him and his Clan to glory. After a period of fasting and sleep deprivation—each warrior decides how long this lasts—he sits in front of a bonfire and lays out his vineers in front of him. Then, as he contemplates his past and the future, he stares into the fire and slowly feeds the flames with his vineers. The Oathmaster is present for this part of the ceremony. If the warrior believes he has seen a vision, the Oathmaster aids in its interpretation.

Because of the near sacredness of this rite, no one has ever been known to lie about the results. There is no shame attached to not receiving a vision—the act of sacrificing one's vineers bestows glory on each warrior. Though a warrior is not barred from multiple attempts, the fact that one must sacrifice vineers places a practical limit on this. The most any warrior has ever attempted a Rite of Vision was five times. On the fourth attempt, then-Star Colonel Santin West saw a vision that aided in the destruction of the Smoke Jaguar's Tau Galaxy. Not content, he once again sought a vision. Though many called him arrogant beyond all reason, he felt that a time of trial was upon the Nova Cats and that a vision was needed to guide us on that path. Our current path demonstrates he was correct.

OATHMASTER GRAND MELEE

Performed once a year—originally on the longest day of the year on Barcella but now on the longest day on Irece—the Oathmaster Grand Melee offers every member of the Clan the opportunity to become Oathmaster. The Grand Melee provides two arenas in which the candidates must prove their worthi-

ness—a massive Circle of Equals and the Forum of Law. On that day, every member of the Clan, regardless of caste, may enter the Circle of Equals unaugmented. The winner of that contest must then prove, to the satisfaction of the Khans and his opponents from the Circle of Equals, his or her knowledge of the Nova Cat version of the Remembrance, Clan law, Nova Cat tradition, and the many exceptions made to the law and tradition. If the victor from the Circle of Equals fails this test, the final opponent he defeated enters the Forum of Law. If that opponent also fails, the current Oathmaster keeps his or her position for another year.

CHRONICLE OF BATTLES

Once a month, the warriors of Clan Nova Cat gather at a designated location at midnight, outdoors if possible, and perform the Chronicle of Battles. Wearing their ceremonial leathers, the warriors gather around a large bonfire with a raised platform above it. The ritual begins with a drum sounding out twenty beats—one for each of the twenty Clans created by the Founder. Then the highest-ranked warriors ascend the platform and begin a ritualistic retelling of past battles and victories of Nova Cat warriors, inspiring the current warriors to strive for similar greatness. It also helps to bind each warrior to his Cluster, his Galaxy, and his Clan.

It would be difficult, if not dangerous, for the entire Touman to participate in this rite at once. As such, it is customary for each Cluster to meet at different times according to the command of their Star Colonel, though larger gatherings do occur. Only four times in the history of Clan Nova Cat has the entire Clan Touman participated in this ritual at the same time. The last time this occurred was on 1 May 3061—in conjunction with Homecoming Day—following the arrival of the final Nova Cat warriors and civilians from Clan space. This was done to celebrate their arrival and glorify the Nova Cats' return to the Star League.

RITUAL OF BATTLE

The Nova Cats have evolved a variation on the Chronicle of Battles that they perform each time they go into battle. In some instances, the two rituals are combined.

Whenever Nova Cat warriors are about to enter battle, if possible, they meet around a roaring bonfire to tell of past glories and the glory and honor soon to be won. Most warriors spend several days fasting before the ceremony, in the hopes of seeing visions in the flames. This variation adds a bandstand, on which men and women dressed in white, loose-fitting clothes—usually bondsmen—play various instruments, creating a terrible noise that acts as a counterpoint to the syncopated rhythm of drums. A nova cat is let loose in a circle consisting of warriors, 'Mechs, and Elementals. The circle then begins a stately, intricate dance. This ceremony can go on for hours, as the warriors strive to become one with the nova cat and one another in hope of ensuring victory.

Though numerous nova cats were brought from Dagda during our Abjurement and appear to be thriving on Irece, their inclusion in this ritual has been temporarily suspended until their numbers grow sufficiently.

HOMEcomings DAY

A new holiday that first took place on 1 May 3060, Homecoming Day celebrates our return to the Inner Sphere and the Star League. It is a time of reflection to honor those who sacrificed themselves for our return.



NOTABLE WARRIORS

KHAN SANTIN WEST

Santin West became Khan of Clan Nova Cat in early 3060, after the previous Khans died in the Great Refusal. Though on the short side for an Elemental, Santin's stature has never proved a handicap in battle. He attained the rank of Star captain in his first Trial of Position, winning out over a fellow Elemental with considerably greater height and reach. He later

won the Bloodname of West and the rank of Star colonel under similar circumstances.

During the Inner Sphere invasion, Santin West fought in many battles, including Luthien and Tukayyid. The battle that made his name known throughout the Nova Cats was his fighting against the Northwind Highlanders as they masqueraded as a Smoke Jaguar unit, as well as the complete destruction of the Jaguars' Tau Galaxy.

Driven by visions, he is determined to lead the Nova Cats in support of the Star League.

SAKHAN KARL DEVALIS

Though Khan West is supremely confident in himself, his choice of saKhan demonstrates his political acumen. Regardless of the support Khan West has accrued because of his visions, less than two years ago, he was only a Star colonel. Knowing he needed the support of the Clan Council and the rest of the Touman, Khan West selected Karl Devalis.

Galaxy commander of the prestigious Delta Galaxy for more than a decade, Karl Devalis is a supreme commander and a perfect foil for Khan West. Grounded in the realities of surviving the integration with the Inner Sphere, Devalis has been instrumental in keeping the charismatic West's visions from running away with him.

BONDSMAN MINORU

Minoru was taken as bondsman by Khan West in early 3062. Though most bondsmen sever their connections with their past, that is impossible in this case: Minoru Kurita is the youngest child of the Coordinator of the Draconis Combine. Without Minoru acting as a liaison between the Combine's government and our Clan Council, I suspect the DCMS would have launched an attack to rid their realm of us.

That Minoru is as much a mystic as we are—if in different ways—has gone far to cement his position with us. Additionally, that the Coordinator would allow his son to become a bondsman to our Khan has done much to demonstrate his faith in us.

I have already announced that I will retire once I have finished this report. I have spent the better part of three years getting to know Minoru, and I believe he must be given the chance to participate in the Oathmaster Grand Melee in the coming year. Already he has proved to me that he is a master of study and has learned our traditions and Remembrance better than any other warrior I have known. Though it does not show, he also has supreme strength in body and force of will and is exceptionally adept in hand-to-hand combat.

My Khan, it is my final act to officially support Minoru for the office of Oathmaster. I know that he must pass the Grand Melee on his own merits. But I believe he will also need my support if he is to weather the storm ahead. Heed my words my Khan, and discount them at your peril: If the Nova Cats are to survive the looming clouds on the horizon, Minoru must aid us as Oathmaster.

ALPHA GALAXY: VICTORY OVER DELUSION



Alpha Galaxy was formed after the Pentagon campaign, incorporating the remaining warriors of the original forty that participated as well as bringing in new warriors who were taken captive during the operation. As with almost every Clan, Alpha Galaxy has been the backbone of the Nova Cat Touman for more than two centuries and has fought in innumerable battles, stretching from Clan space to the Inner Sphere.

Though Alpha Galaxy enjoyed many victories throughout Operation Revival, their defeats on Luthien and Tukayyid were a crushing blow to their morale. The fact that the Nova Cats inflicted the most severe damage to the Com Guards than any other Clan on Tukayyid did not absolve them of their failure. Only now does Alpha Galaxy stand proud, knowing their defeat was foreordained so that the Nova Cats could wear the Cameron Star once more.

The insignia of Alpha Galaxy was recently changed to a mosaic showing a nova cat and a dragon coiled

around a Cameron Star.

OFFICERS

Star Colonel Leon Rosse has had to fight three Trials of Grievance against his own troops to remain in command of the 449th. His actions against the DCMS troops—and his inability to integrate himself into the Nova Cats' new role—have galled his troops, and it seems only a matter of time before he is bested and reassigned to Zeta Galaxy.

TACTICS

All Alpha Galaxy warriors excel at defeating their opponents with well-placed shots. In the previous century, many warriors from Alpha Galaxy challenged warriors from Clan Goliath Scorpion to see who had the best marksmanship.

NovaStar Keshik **1 Trinary/Elite/Fanatical**

CO: Khan Santin West

Aide: Star Colonel Lois Drummond

The NovaStar Keshik, originally the Nova Cat Keshik, has the distinction of being the first Nova Cat unit to see action against the Inner Sphere, on the Periphery world of Drask's Den. As a proviso of the terms of the Trial of Refusal that put Clan Nova Cat next in line to invade the Inner Sphere, the Nova Cats won the right to participate in minor actions.

The NovaStar Keshik simply displays the new Nova Cat emblem.

1st Nova Cat Guards (Hand of Fate) **5 Trinaries/Elite/Fanatical**

CO: Star Colonel Calvin Rosse

Following the clash with the deceptive tactics of the Inner Sphere, saKhan Lucian Carns demonstrated he was not above using such tactics himself if it brought greater glory to Clan Nova Cat. On several occasions, he assigned the First Nova Cat Guards to masquerade as other units when attacking Inner Sphere worlds.

In an effort to stop what he considered dishonorable tactics, Star Captain Calvin Rosse challenged and won a Trial of Grievance against Star Colonel Kothinur Gritas, just in time to fight in Operation Bulldog on the world of Avon.



449th Assault Cluster (Joys and Sorrows) **4 Trinaries/Veteran/Reliable**

CO: Star Colonel Leon Rosse

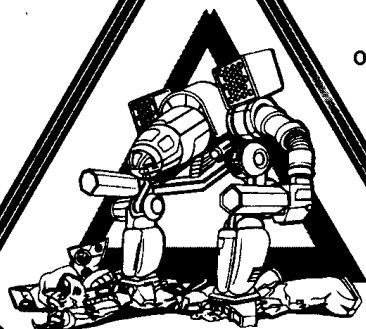
The 449th is currently under reprimand by Khan West. Having fought against the Third and Eleventh Pesht Regulars on Teniente in January 3052, the unit lost great honor when Hohiro Kurita, heir to the throne of the Draconis Combine and leader of the defenders, escaped offplanet. In August 3061, while garrisoning Avon alongside the Fourth Pesht Regulars, Star Colonel Rosse challenged the Fourth to a series of duels, which caused several DCMS and Nova Cat units to clash and led to the creation of the Irece Prefecture.

489th Assault Cluster (The Third Eye) **4 Trinaries/Veteran/Reliable**

CO: Star Colonel Evelyn Morris

Though the 489th Assault Cluster was involved in the fighting on Teniente, it has shown great restraint in the face of having to garrison worlds with units they had previously fought against.

DELTA GALAXY: WAYS OF SEEING



Although Delta Galaxy was formed after Beta Galaxy, it quickly made a name for itself throughout Clan space, though in a way that most warriors from Delta Galaxy found shameful. In 2868, a Star of light 'Mechs from Delta Galaxy challenged Clan Wolf to a Trial of Possession. Clan Wolf fielded their brand-new Elemental battle armor, and, much to the shock of all the Clans, two Stars of this new infantry armor defeated the Nova Cat 'Mechs, firmly establishing the Elemental as the premier infantry fighting unit for the Clans.

Many decades later, Delta Galaxy finally erased the stain of losing to "infantry" through a string of strong victories.

Delta Galaxy's insignia is an Elemental being crushed by a *Timber Wolf*.

TACTICS

Unsurprisingly, Delta Galaxy trains exhaustively in anti-infantry tactics.



Shiva Keshik **1 Trinary/Elite/Fanatical**

CO: saKhan Karl Devalis
Aide: Oathmaster Biccon Winters

When Galaxy Commander Karl Devalis became saKhan, he requested and was granted the right to keep the Shiva Keshik as part of Delta Galaxy. The Oathmaster always holds the position of XO.

The insignia of the Shiva Keshik is a stylized version of Shiva, the Hindu god of destruction and regeneration.



4th Nova Cat Guards (The Oracles) **4 Trinaries/Veteran/Fanatical**

CO: Star Colonel Wecken Rosse

Following the end of Operation Bulldog, the Eleventh Alshain Avengers joined the Fourth in garrisoning the world of Port Arthur. The Avengers had trained for a decade to fight the Clans and could not see past their own hatred to the new path the Nova Cats had taken. When the Eleventh heard about the 489th's attacks against the Fourth Pesht Regulars, they immediately attacked the Fourth Guards. Only the Nova Cats' fanatical devotion to the new Star League enabled them to ignore this breach of honor, giving Coordinator Kurita the time he needed to create the Irece Prefecture.



44th Nova Cat Cavaliers (The Five Actions) **4 Trinaries/Veteran/Reliable**

CO: Star Colonel Cassin Drummond

Startlingly reminiscent of the football game played between the Sheliak Professional Football League and the Seventy-Eighth Support Binary of the Ghost Bear's Delta Galaxy for control of the world of Sheliak in 3051, the Fifth Sun Zhang Cadre challenged the Forty-Fourth Cavaliers to a game of soccer when they landed on the world of Itabaiana during the second wave of Operation Bulldog. Though the Nova Cats are more partial to lacrosse, we agreed to the game. It was a hard-fought contest, but led by their star player *Sho-sa* Matthew Dillahunty, the Fifth triumphed 5-3 after penalties.



46th Nova Cat Cavaliers (Fateful June) **4 Trinaries/Elite/Fanatical**

CO: Star Colonel Mill Watson

The Forty-Sixth, along with the Fourteenth Garrison Cluster of Omega Galaxy, were defending the planet of Courchevel when the Ryuken-roku Regiment of the DCMS landed in late June, during the second wave of Operation Bulldog. Having begun his career in Alpha Galaxy, Star Colonel Watson still carried on the strong tradition of high marksmanship with his *Nova Cat* and challenged *Tai-sa* Alexis Vanharobik to a set of shooting duels. *Tai-sa* Vanharobik, in his red-accented *Gunslinger*, proved every bit as good as Watson; the Forty-Sixth joined the new Star League.

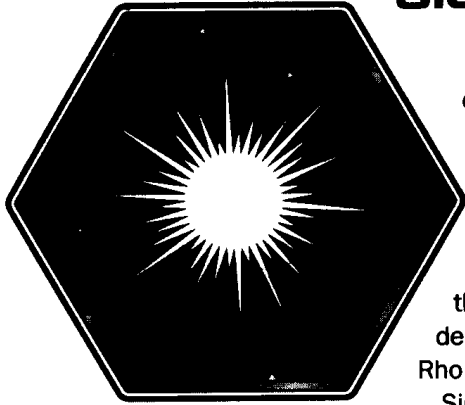


119th Striker Cluster (Self Harmony) **4 Trinaries/Veteran/Reliable**

CO: Star Colonel Gwenneth Carns

In the only fighting between the Nova Cats and the DCMS in the second wave of Operation Bulldog, the 119th Striker Cluster clashed with the First Proserpina Hussars on the world of Mualang. However, as *Tai-sa* Alexander Minowa demonstrated to the Ninth Nova Cat Regulars, the First was up to the task and handily defeated the 119th.

SIGMA GALAXY: SPIRITUAL VISION



The fourth Galaxy created by Clan Nova Cat, Sigma Galaxy has never had the renown of Alpha, Beta, or Delta but nevertheless has proved worthy of a front-line Clan unit. As with Beta Galaxy, Sigma was used extensively during the Golden Century to help expand the boundaries of Nova Cat holdings. This forced them to clash with most of the other Clans.

A particularly brutal clash against Delta Galaxy of Clan Hell's Horses in 2888 left the rival clan with a need for revenge. Following our Abjuration, Clan Hell's Horses moved Delta Galaxy to secure parts of Bearclaw as part of their ongoing feud with the Ghost Bears. A three-way fight exploded among the Snow Ravens, Hell's Horses, and our Rho Galaxy, which desperately sought to disengage. The Horses finally received their revenge: only a handful of Rho Galaxy warriors survived.

Sigma Galaxy's insignia is a star going supernova.

TACTICS

As Sigma Galaxy spent so many years fighting other Clans, they have become masters of adapting their tactics to suit their foe.



Lachesis Keshik **1 Trinary/Elite/Fanatical**

CO: Galaxy Commander Kelly Hardo
Aide: Star Colonel Sheila Rosse

Galaxy Commander Hardo took command of the Lachesis Keshik and Sigma Galaxy after she proved her worth raiding Smoke Jaguar worlds at the head of the Fourth Nova Cat Guards.

The insignia of the Lachesis Keshik is a broken legal scale.



Nova Cat Lancers (The Path of Right) **5 Trinaries/Elite/Fanatical**

CO: Star Colonel Jokew Devalis

During Operation Bulldog, the Lancers were one of the first Nova Cat units to become abtakha—by the Second Dieron Regulars on the world of Jeanette. As members of the new Star League, they moved against the world of Kabah during the fourth wave of Operation Bulldog. The combined might of the invading force made quick work of the defending Smoke Jaguar Seventh Garrison Cluster (Psi Galaxy), though the 333rd Striker Trinary of the Seventh chose not to fight to the bitter end and were taken as bondsmen by the Lancers. Three short years later, the 333rd have become surprisingly staunch in their support of the Star League.



179th Striker Cluster (Circle of Power) **4 Trinaries/Elite/Fanatical**

CO: Star Colonel Jill Lenardon

Though the 179th has had many victories in the past, its most stunning victory, along with the 246th Battle Cluster, was the destruction of the Smoke Jaguars' Tau Galaxy on Wayside V on 8 August 3058. Led by then-Star Colonel Santin West, the 179th and 246th destroyed the Tau Galaxy to a man, along with their WarShip, and then retreated, leaving the world in the hands of the Northwind Highlanders, who were under contract to the Draconis Combine.



246th Battle Cluster (Truth of Ages) **4 Trinaries/Veteran/Reliable**

CO: Star Colonel Jos Keating

The 246th was under the command of Star Colonel Santin West when they destroyed the Smoke Jaguars' Tau Galaxy. Though Star Colonel Jos Keating does not share Star Colonel Lenardon's fanatical devotion to our current path, he and his unit are still rightfully proud of that tremendous victory.



189th Striker Cluster (Hold to the Path) **4 Trinaries/Veteran/Fanatical**

CO: Star Colonel Olivia Drummond

The 189th was conquered on the world of Bjarred on 1 July 3059 by the Sixth Ghost Regiment as part of Operation Bulldog. Star Colonel Olivia Drummond met *Tai-sa* Katherine Oltion in person and decided the battle with a coin toss. The devious Star Colonel Drummond shocked the *Tai-sa* by choosing the edge of the coin when it was heaved into the air. The 189th gladly became members of the new Star League when the gold coin landed "tail" up, displaying the emblem of the Star League Defense Force.

TAU GALAXY: A NEW PATH

In an effort to shrink the size of each front-line Galaxy—which would make assigning entire Galaxies to SLDF operations logistically feasible—Khan Santin West created Tau and stripped units from several Galaxies to fill in the ranks. Khan West deliberately named the new Galaxy after the Smoke Jaguar Galaxy he had destroyed as a show of victory and a warning of the price of arrogance.

When Commanding General Victor Steiner-Davion of the SLDF called upon the Nova Cats to provide forces for a Star League operation in the St. Ives Compact in 3061, Khan Santin West chose the Tau Galaxy as a test to prove their worth. The Galaxy is still assigned to that operation.

The insignia of Tau Galaxy shows a dead smoke jaguar at the feet of a nova cat, with the nova cat wearily peering into the distance.

OFFICERS

Originally Star colonel of the 100th Striker Cluster, Galaxy Commander Ajax Drummond received the support of Khan Santin West in his bid to command the new Tau Galaxy. It is rumored that Ajax Drummond was one of the first to support then-Star Colonel West in his vision to destroy the Smoke Jaguar Tau Galaxy.

TACTICS

Though they retain strong ties to the Clans' ritual of zellbrigen, warriors of Tau Galaxy have actively trained in Inner Sphere tactics. They fought several training battles against the 1st Royal BattleMech Regiment, which gives them an edge over most Nova Cat Galaxies when they meet Inner Sphere forces in the field.

Vision Keshik

1 Trinary/Elite/Fanatical

CO: Galaxy Commander Ajax Drummond

Aide: Star Colonel Swayne Devalis

Originally the command Keshik of Alpha Galaxy, the Vision Keshik moved to Tau Galaxy when the unit was created.

The insignia of the Vision Keshik shows a cat's eye, set against a dagger star.

9th Nova Cat Regulars (Perilous Quest)

4 Trinaries/Veteran/Fanatical

CO: Star Colonel Pol Henderson

The Ninth participated in one of the larger battles between the new Star League and the Nova Cats. Stationed on Kanowit when Operation Bulldog began, honor demanded that Star Colonel Henderson fight a tough battle. Only by defeating them would the invading forces prove worthy of their respect and support. The First Proserpina Hussars, led by *Tai-sa* Minowa—holder of the Katana Cluster for his impressive tally of OmniMech kills against the Smoke Jaguars—was up to the task.

12th Nova Cat Regulars (Hammer of Right)

3 Trinaries/Veteran/Reliable

CO: Star Colonel Bel

The Twelfth Regulars did not participate in Operation Revival and had only sporadic contact with Inner Sphere forces that raided across the Nova Cat/Smoke Jaguar occupation border. They maintained their Veteran status by continually raiding

the Smoke Jaguars. Though they trained with other units from Tau Galaxy in Inner Sphere tactics, nothing could prepare them for actual contact with Inner Sphere units. In several raids they have made against Capellan forces on Compact worlds they have lost a full Trinary. Star Colonel Bel is desperately attempting to rectify that situation.

100th Striker Cluster (Terrible Vision)

3 Trinaries/Regular/Reliable

CO: Star Colonel Otis

The 100th is one of the units that fought the Northwind Highlanders' Stirling's Fusiliers as they masqueraded as Smoke Jaguars. Then-Star Commander Otis engaged two Highlander 'Mechs in his *Executioner* Prime, with a single Point of Elementals for support, outside the Cat's Eye 009 Recharge Station.

274th Battle Cluster (Vigilance of the Cat)

4 Trinaries/Veteran/Fanatical

CO: Star Colonel Jullamon Lossey

Originally a part of Delta Galaxy, Star Colonel Lossey requested her Cluster's transfer to Tau Galaxy. She had to fight a Trial of Grievance and almost lost to Star Captain Ester Gritas of First Battle Trinary. However, she triumphed and remains firmly in command.

CLAN NOVA CAT

XI PROVISIONAL GALAXY



In 2977, a Nova Cat Cluster from Beta Galaxy fought a Trial of Possession against the Beta Galaxy of Clan Cloud Cobra. The Cobras had recently conquered the Tanite civilization, and the Galaxy commander of Beta wished to see if they had stretched themselves too thin. This was not the case, and several Nova Cat warriors were taken as bondsmen.

In 3050, Galaxy Commander Nostra of Xi decided to attack the Cloud Cobras' Delta Galaxy. Though the battle did not go well, they did lift offworld with several bondsmen, one of whom was Jal Steiner. Though Jal showed himself an able warrior, it was his familiarity with Nova Cat rituals that stunned Xi Galaxy. Only upon questioning did it become apparent that one of the Cloud Cobras' Cloisters, the Rossei, was based heavily on the Nova Cats' mysticism. Our Clan concluded that the loss of a Nova Cat warrior in 2977 to the Cobras had injected the Nova Cats' mysticism into the Cobras' unique Cloister system. Xi Galaxy has since fully embraced this mys-

ticism and formed a "mini" Cloister. Though the Abjurement has made it difficult, this Cloister still attempts to keep in contact with the Rossei Cloister members in Clan Cloud Cobra.

The insignia of Xi Galaxy recently changed, resulting in several Trials of Grievance from other Galaxies. It shows a cloud cobra coiled protectively around the world of avony with the greek letter Xi in the foreground.

OFFICERS

Jal Steiner recently won a Trial of Position as Star captain in the First Garrison Cluster. He is the driving force behind the Rossei Cloister among Xi Galaxy, and though he eschews the title as inappropriate, some Nova Cat warriors have taken to calling him eckKhan.

TACTICS

Unlike the rest of the Nova Cats, which paint their units in appropriate camouflage colors, the warriors of Xi paint their 'Mechs in neon colors and ancient glyph symbols that can be very distracting to enemy warriors.



1st Garrison Cluster (Mystic Light) **6 Binaries/Veteran/Fanatical**

CO: Galaxy Commander Elianna Deleportis

The First Garrison Cluster was among the first Nova Cat units to meet SLDF forces in battle. To reduce collateral damage, Star Colonel Kalvin of the First Guards decided on a series of Trials of Possession, with DCMS warriors fighting against Nova Cat warriors. Whoever won would retain the world of Avon. The First Garrison Cluster met warriors from the Second and Third Battalions of the Fourth Pesht Regulars. Though they fought well, they were ultimately defeated, made abtakha, and went on to fight alongside those SLDF forces against the First Jaguar Guards of the Smoke Jaguars' Beta Galaxy.



3rd Garrison Cluster (Far and Near) **4 Trinarles/Veteran/Fanatical**

CO: Star Colonel Brent Lossey

Like the First, the Third fought on Avon against DCMS units but were ultimately defeated and made abtakha. While the First fought the Jaguar Guards, the Third participated with the First Nova Cat Guards in an assault on the Galaxy Command of the Jaguars' Beta Galaxy. Though the Jaguars ultimately escaped, the Third acquitted itself well.



5th Garrison Cluster (Follow with Faith) **4 Binarles/Regular/Reliable**

CO: Star Colonel Len Barros

Pilot Sola has become a celebrity among the warriors of Xi Galaxy. One of the most bizarre incidents during Operation Bulldog occurred when the Second An Ting Legion landed on Irece and challenged the Fifth Garrison Cluster to a drinking contest. Infantryman Ewan Paltrow, a legendary drinker of the Second An Ting, pitted himself against Pilot Sola and drank her under the table. Though the Fifth lost, Pilot Sola gained the admiration of the entire Xi Galaxy.



OMICRON PROVISIONAL GALAXY

Omicron Galaxy, though reliable, has never had the sterling record claimed by other Galaxies. Their one bright spark on an otherwise dreary service record came in 2913, when the Command Trinary of the Ninth Nova Cat Garrison Cluster, led by Omicron Galaxy Commander Tevor Devalis, attacked the Fifth Cobra Coil of the Cloud Cobra's new Delta Galaxy on the world of Brim. With no 'Mech support and inclement weather grounding the aerospace fighters, Delta had only conventional forces to defend with. It was a glorious slaughter, and in the end the Nova Cats departed with more than fifty captured fighters, which they used to recommission the Sixth Nova Cat Regulars. Though the Cloud Cobras retaliated by destroying the Ninth Garrison Cluster a year later, that battle remains the highlight of Omicron's history.

The Omicron Galaxy insignia was changed following their spectacular defeat of the Cloud Cobra's Delta Galaxy. It shows a giant nova cat astride a mountain peak rising above a

cloud layer, highlighted by lightning strikes.

TACTICS

Omicron continually practices the hover-drop maneuver favored by most Nova Cat warriors, making them better than most at this difficult maneuver.



6th Garrison Cluster (Trust Visions) 5 Trinaries/Veteran/Fanatical

CO: Galaxy Commander Carl Lenardon

When the Izanagi Warriors descended on the world of Teniente during the first wave of Operation Bulldog, they found the Sixth Cluster waiting for them. Having heard the stories sung in the Clan Remembrance of the exploits of *Tai-sa* Shin Yodama, Galaxy Commander Carl Lenardon and the entire Sixth Garrison Cluster considered it a high honor to accept defeat at the elite DCMS regiment's hands.



4th Nova Cat Regulars (Without Faltering) 3 Trinaries/Regular/Reliable

CO: Star Colonel Sal

The Fourth were quickly made abtakha by the First Shin Legion on the world of Cyrenaica during the first wave of Operation Bulldog. This should have set the stage for amicable relations between the two units, but it was not to be. Following the end of Operation Bulldog, the First Shin returned to garrison Cyrenaica alongside the Fourth Regulars. Remembering their defeat by the 179th Striker Cluster in February 3052, the First was spoiling for a fight. Tensions exploded in mid-3061, when the First Legion attacked the Fourth Regulars. After several days of vicious fighting, both sides withdrew, the Fourth having lost two Trinaries. Though it was clear the Fourth was not to blame for the incident, Khan West moved them to Tarazed in hopes of easing growing tensions between the Nova Cats and the DCMS.



5th Nova Cat Regulars (Circle of Right) 3 Trinaries/Regular/Fanatical

CO: Star Colonel James Bedford

One of only a few Nova Cat Clusters to actively participate in Operation Bulldog, the Fifth was defeated by the First Shin Legion on Caripare after a straight-up fight. As new warriors of the SLDF, the Fifth then moved against the Second Jaguar Guards, along with two Trinaries of the First Star League Nova Cat Guards, the Second An Ting Legion, the Seventy-Ninth Division, the First Fusiliers of the Oriente, and the First St. Ives Lancers. Even with such overwhelming forces, the Jaguar Guards managed to retreat offworld with more than a Trinary.

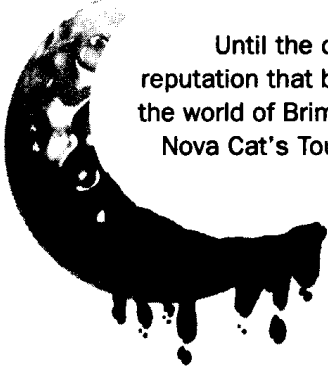


6th Nova Cat Regulars (Light Burns Night) 6 Binaries/Veteran/Reliable

CO: Star Colonel Bil Leroux

A simulator fight between the Command Supernova Binary of the Sixth Regulars and the Command Company of the Izanagi Warriors decided the fate of the world of Juazeiro, during the second wave of Operation Bulldog. The battle ended quickly when *Tai-sa* Shin Yodama in his *Dragon Fire*, decapitated Star Colonel Bil Leroux's *Hellbringer* with a well-placed autocannon shot.

CHI PROVISIONAL GALAXY



Until the creation of Zeta Galaxy, Chi Galaxy held the reputation for being the worst Galaxy in the Clan Touman, a reputation that began in 2947 when Clan Star Adder defeated them in a Trial of Possession for a BattleMech factory on the world of Brim. Inevitably, every Clan has a Galaxy to which they assign their least desirable warriors. However, in the Nova Cat's Touman, it appeared those undesirables "chose" to assign themselves, through Trials of Position, to Chi.

Most were happy to see them go. With the recent rise of Angelique West to command of Chi, the Galaxy has begun to shed this reputation, mainly by fighting "mock" battles against the Com Guards' Twelfth Division.

The insignia of Chi Provisional Galaxy is a crescent moon, dripping blood.

OFFICERS

Galaxy Commander Angelique West only recently obtained her Bloodname and her new position. Nominated by Khan West himself for the West Bloodname, Angelique justified her Khan's support by winning handily. Less than six months later, she demanded a Trial of Grievance against the previous Galaxy Commander, citing gross negligence, and bested him. Previously commander of the 153rd Garrison Cluster, Angelique was one of Khan West's first supporters, giving rise to rumors that that lies behind his nomination of her. If that is the case, she is quickly repaying the Khan by remolding her entire Galaxy.

TACTICS

Though Chi Galaxy is improving, it is still terrible at large-scale engagements, which means that Galaxy Commander West usually deploys at Trinary level.



10th Garrison Cluster (Onward) **3 Trinarles/Veteran/Fanatical**

CO: Galaxy Commander Angelique West

The Tenth Garrison Cluster recently clashed with the Seventh Bear Regulars of the Ghost Bear's Sigma Galaxy, which raided across the DCMS border to test the resolve of the Nova Cats. Though the Tenth proved superior in ability, the Seventh's numbers turned the tide of the battle. In the end, Star Colonel Yasmine of the Regulars lifted offworld, having won their Trial of Possession: a new *Nova Cat* OmniMech.

Bloodname House of which he is a member. If these turn out to be true, it is likely Todd will have to participate in a Grand Melee if he wishes to obtain a Bloodname.



153rd Garrison Cluster (Eternal Power) **3 Trinarles/Regular/Questionable**

CO: Star Colonel Larry Writh

While the First Battalion of the Sixth Ghost Regiment was contending for the world of Bjarred during the second wave of Operation Bulldog, the Second and Third Battalions were assigned to the world of Tarnby, which was defended by the 153rd Garrison Cluster. When the Sixth arrived onplanet, Star Colonel Writh challenged them to a race up Mount Neyzari. *Chu-sa* Meito Makura was pleased to accept, as his second company commander, *Tai-i* Jason Nakamura, was a passionate mountain-climbing hobbyist. After a grueling week, *Tai-i* Nakamura planted the flag of the Draconis Combine on the summit of Mount Neyzari.



11th Garrison Cluster (No Misstep) **3 Binarles/Regular/Reliable**

CO: Star Colonel Philip Sumner

Galaxy Commander Angelique West, an Elemental herself, has concentrated all her Elemental forces into a single unit, the Eleventh Garrison Cluster. Whether this is in imitation of the Ghost Bear's new Zeta Galaxy or her own initiative is unclear. She has yet to deploy the "new" Eleventh in combat.



12th Garrison Cluster (Integral Truth) **4 Trinarles/Regular/Reliable**

CO: Star Colonel Todd

Star Colonel Todd has yet to live down the fact that his unit, along with the world of Sawyer, was captured by the Third Night Stalkers during the first wave of Operation Bulldog, after the Third's wing commander, *Chu-i* Kimmochi Okinora, defeated him in an aerospace simulator. Rumors are floating that no one will sponsor him for the Bavros Bloodname—the

OMEGA PROVISIONAL GALAXY



Though Omega Galaxy has officially been stationed in the Inner Sphere since 3054, many of its Clusters were still rotating back to Clan space until 3057. Several feuds between Clusters and Galaxies of our Touman and other Clans have arisen. For the Clusters of Omega Galaxy, this feud is with the warriors of the Jade Falcons' Zeta Galaxy. Garrisoning the world of Gatekeeper along with the Fifty-third Battle Cluster and 109th Striker Cluster of Zeta Galaxy, several Nova Cat Clusters of Omega have clashed in numerous skirmishes in the past several decades.

In 3057, all of the Clusters of Omega Galaxy moved to the Inner Sphere, with Clusters from Upsilon Galaxy taking their place. When the Nova Cats were Abjured, the Falcon warriors of Zeta Galaxy wasted no time in assaulting Upsilon Galaxy. The defending Nova Cats were annihilated as they fought to give their civilians a chance to flee. When the warriors of Omega Galaxy heard, they vowed vengeance against Clan Jade Falcon.

Omega Galaxy recently changed its insignia to that of a nova cat clutching a dead jade falcon in its jaws.

TACTICS

The warriors of Omega Galaxy are an atypical defensive unit, deploying 'Mechs and vehicles that use long-range weaponry in an effort to bring down an opponent before they close.



13th Garrison Cluster (Reflections)

3 Trinaries/Regular/Reliable

CO: Galaxy Commander Roj Deleportas

The Thirteenth Garrison Cluster is especially vindictive toward the Jade Falcons. Before rotating back to the Inner Sphere, the Thirteenth had a particularly bloody clash with the Fifty-Third Battle Cluster. They lost a Trinary due to inclement weather and failed communication and had to suffer the verbal abuse of Star Colonel Fyona Koga as they withdrew. Though they know it is highly unlikely, the Thirteenth dreams of the day they will meet the Fifty-Third in battle again.



14th Garrison Cluster (A Thousand Years)

4 Trinaries/Regular/Reliable

CO: Star Colonel Sara DeMarque

Star Colonel DeMarque could do nothing while she watched Star Colonel Watson of the Forty-sixth Cavaliers lose a dueling match to the Ryuken-roku commander during Operation Bulldog. When Star Colonel Watson lost, Star Colonel DeMarque immediately challenged him to a Trial of Grievance, which she lost.



15th Garrison Cluster (Freedom of Right)

4 Trinaries/Veteran/Fanatical

CO: Star Colonel Tara Attwater

In one of the only major aerospace conflicts between the Nova Cats and the DCMS during Operation Bulldog, the aerospace fighter Star of the Fifteenth Garrison Cluster clashed with aerospace fighters from the Forty-Second Galedon Regulars over the world of Chupadero. At one point in the battle, after Star Captain Joliet shot down *Chu-sa* Don Magnusson's fighter, it looked as if the Fifteenth might win. However, the rest of the wing rallied around their lost commander and drove the remaining OmniFighters from the sky.



115th Garrison Cluster


(Nothing Else Matters)

5 Binaries/Veteran/Reliable

CO: Star Colonel Phred Nostra

The 115th is the only all-vehicle Cluster in the Nova Cat Touman and contains most of the Clan's advanced vehicles. Respecting the Hell's Horses for their acumen with vehicles, Star Colonel Phred Nostra has spent long hours studying the battle tactics of the Hell's Horses and has been known to praise them on occasion. This recently led to a Trial of Grievance between Star Colonel Nostra and Star Captain Jonas from the Thirty-seventh Garrison Cluster, whose Cluster despises the Hell's Horses. Though Star Captain Jonas lost, if Star Colonel Nostra continues with his praise, there is no doubt that other challenges will be forthcoming from the Thirty-seventh.

ZETA PROVISIONAL GALAXY



Zeta Galaxy was created in July 3061, with warriors from three Galaxies that were all effectively destroyed in Clan space following our Abjurement: Rho, Upsilon, and Kappa. Because of their grievous losses, there has been considerable dissatisfaction with the course our previous Khans set for us. As Khan Santin West fully supports our joining the Star League, this has left the Zeta Galaxy with a questionable loyalty to our Clan.

Though this Galaxy is under-strength, to date Khan West has shown no inclination to shore it up with additional forces. This has, of course, only added to the morale problem.

In hopes of appeasing this Galaxy, Khan West allowed them to choose their own Cluster names and insignia. The insignia of Zeta Galaxy is the world of Barcella, the previous Nova Cat capital, sun-dered by a dagger star.

OFFICERS

Galaxy Commander Tirant Higall, originally the commander of the Lachesis Keshik of Sigma Galaxy, has taken command of Zeta Galaxy. A staunch supporter of the new Star League and Khan Santin West, Higall hopes to persuade the warriors of Zeta Galaxy that they are on a better road now. As there have already been five Trials of Grievance against Higall, only time will tell if this tack will succeed.



37th Garrison Cluster (Lost Ones) 3 Trinaries/Veteran/Questionable

CO: Galaxy Commander Tirant Higall

This Cluster was created from the remains of the destroyed Rho Galaxy, which was stationed on Barcella, Bearclaw, and Brim. Though the units on Brim and Barcella withdrew after taking heavy casualties, less than a Binary survived the three-way fighting on Bearclaw between Rho Galaxy, the Snow Raven's Beta Galaxy, and the Hell's Horses' Delta Galaxy. With the arrival of Hell's Horses' Gamma Galaxy into the Wolf Occupation Zone in late 3061, the Thirty-seventh has petitioned Galaxy Commander Higall to make a deep strike through the Ghost Bear Dominion against the Horseman Galaxy.



44th Garrison Cluster (The Fallen) 2 Trinaries/Regular/Questionable

CO: Star Colonel Del Jarrel

Though bitter toward most of the other Clans, the Forty-fourth Cluster has sent an official document of gratitude to Clan Snow Raven, for the efforts of that Clan's Kappa Galaxy in extricating the former warriors of the Nova Cat's Kappa Galaxy from Circe. The rest of Kappa Galaxy died fighting on Hoard against an avalanche of Clans: Ice Hellion, Star Adder, Wolf, and Hell's Horses.



67th Garrison Cluster (Heretics) 2 Trinaries/Regular/Questionable

CO: Star Colonel Joe Barros

Created from the remains of Upsilon Galaxy, the warriors that now make up the Sixty-seventh Garrison Cluster were stationed on Delios, and their survival is due only to the accommodation reached with Clan Diamond Shark for their withdrawal. Unfortunately, the rest of the Galaxy was not so lucky, with the Jade Falcons annihilating the Nova Cat units on Gatekeeper. Though Galaxy Commander Roj Deleportes and the Omega Galaxy, with their shared hatred of the Jade Falcons, have tried to reach out to the Sixty-seventh, Star Colonel Barros has rebuffed those attempts.



167th Garrison Cluster (Long Road) 2 Trinaries/Regular/Questionable

CO: Star Colonel Teng

The 167th is the only complete Cluster assigned to Zeta—they protected the Nova Cats' Deep Periphery supply lines—as well as being one of the units to fight the Northwind Highlanders' Stirling's Fusiliers as they masqueraded as Smoke Jaguars. The command Star of the 167th met the Highlanders at System EC-EY-4189, a Deep Periphery supply world, but were defeated.

TABLE OF ORGANIZATION AND EQUIPMENT

(Deployment as of 1 March 3062)

COM GUARDS

Commander: Precentor Martial Victor Steiner-Davion

Aide: Anastasius Focht

Strength: 50 Divisions

1ST ARMY V-KAPPA (THE BEAR MAULERS)

CO: Precentor XVII Katrina Troth

Aide: Precentor III Marcus Butler

Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
91st Division	Elite	Fan	Dieron
211th Division	Vet	Rel	Benjamin
308th Division	Reg	Rel	Pesht
103rd Division	Reg	Rel	Dover

2ND ARMY V-MU (THE IRON WARRIORS)

CO: Precentor XIX Alexander Crocus

Aide: Precentor XV Vincent Wollam

Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
81st Division	Vet	Rel	Formalhaut
301st Division	Vet	Fan	An Ting
82nd Division	Elite	Ques	Halstead Station
77th Division	Reg	Rel	Prosperina

3RD ARMY V-LAMBDA (THE EMERALD FALCONEERS)

CO: Precentor XII Alexander Durbin

Aide: Precentor II Stephanie Lavelle

Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
11th Division	Elite	Fan	Caph
2nd Division	Elite	Fan	Epsilon Indi
323rd Division	Reg	Rel	Mermentau
299th Division	Reg	Ques	New Avalon



ORGANIZATION AND EQUIPMENT

4TH ARMY V-IOTA (THE DEFENDERS OF HONOR)

CO: Precentor X Oscar Wetzel
Aide: Demi-Precentor VI Chen Qing
Strength: 6 Divisions

Unit Name	Exp	Loyalty	Homeworld
83rd Division	Reg	Rel	Bryant
87th Division	Reg	Rel	St. Ives
79th Division	Elite	Rel	St. Andre
166th Division	Grn	Rel	Terra Firma
403rd Division	Elite	Fan	Nashuar
321st Division	Elite	Fan	Warlock

5TH ARMY V-OMICRON (THE MOUNTAINEERS)

CO: Precentor IX Harris Harvison
Aide: Precentor II Hastings Nkomo
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
394th Division	Elite	Rel	Hall
76th Division	Reg	Rel	Sian
467th Division	Reg	Rel	Menke
379th Division	Vet	Rel	Carver V

6TH ARMY V-KAPPA (GRIM DEFIANCE)

CO: Precentor XII Daniel Mueller
Aide: Precentor XII Anh Pigneau
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
31st Division	Elite	Rel	Chandler
12th Division	Elite	Rel	Mualang
102nd Division	Reg	Rel	Luzerne
1st Division	Reg	Rel	Rockland

7TH ARMY V-IOTA (THE DARK WAVE)

CO: Precentor XI Yusuf ibn Ayyub
Aide: Precentor X David Balfour
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
9th Division	Elite	Ques	Pasig
244th Division	Grn	Fan	Mogyod
222nd Division	Reg	Ques	Kowloon
214th Division	Reg	Ques	Engadine

8TH ARMY V-PI (STERN DEFIANCE)

CO: Precentor XI Beesor Yakel
Aide: Precentor I Giuseppe Calhoun
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
182nd Division	Reg	Rel	Cavanaugh II
85th Division	Elite	Rel	Aberystwyth
56th Division	Reg	Rel	Solaris
167th Division	Grn	Rel	Loric

9TH ARMY V-LAMBDA (THE RAG TAGS)

CO: Precentor XIII Sonic Owens
Aide: Demi-Precentor XII Chretien von York
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
34th Division	Elite	Ques	New Earth
366th Division	Grn	Rel	Trent
143rd Division	Reg	Rel	Lipton
207th Division	Grn	Ques	Virtue

10TH ARMY V-NU (THE RED LEGION)

CO: Precentor XVIII Cynthia Byrd
Aide: Precentor VIII Samantha Colvere
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
283rd Division	Reg	Ques	Rigel Kent
66th Division	Grn	Ques	Tharkad
198th Division	Elite	Rel	Great X
208th Division	Elite	Rel	Hamilton

11TH ARMY V-ETA (THE HONORABLE)

CO: Precentor XI George Wagoner
Aide: Precentor V Gia Burr
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
48th Division	Reg	Fan	Fort Loudon
388th Division	Reg	Rel	Graceland
39th Division	Elite	Fan	Borghese
312th Division	Grn	Rel	A Place

ORGANIZATION AND EQUIPMENT

12TH ARMY V-BETA (THE BROADSWORD AND SHIELD)

CO: Precentor XI Allian Higham
Aide: Precentor XI Claudette Chauchin
Strength: 4 Divisions

Unit Name	Exp	Loyalty	Homeworld
278th Division	Elite	Fan	Tukayyid
116th Division	Reg	Rel	Karbala
104th Division	Reg	Fan	Orestes
472nd Division	Elite	Fan	Tukayyid

WORD OF BLAKE MILITIA

(Unless otherwise noted, all units are stationed on Terra.)

Commander: Precentor Martial Cameron St. Jamais
Aide: Precentor Naval Gregory Zwick
Strength: 10 Divisions

Unit Name	Exp	Loyalty	Homeworld
1st Division	Elite	Fan	Salina, Kansas
2nd Division	Reg	Rel	Sandhurst, British Isles
3rd Division	Vet	Rel	Magadi, Kenya
4th Division	Vet	Fan	Sian, China
5th Division	Vet	Rel	Glen Valley, Australia
6th Division	Elite	Fan	Manaus, Amazonia
7th Division	Reg	Rel	Koryo, Chryse Planetia, Mars
8th Division	Reg	Fan	Cairo, Egypt
9th Division	Vet	Rel	Gunnison, Colorado
10th Division	Vet	Fan	Tinogasta, Argentina

KUNGSARMÉ

Commander: *Överbefälhavare* Christian Månsdotter
Aide: *General* Margrethe Minuit
Strength: 4 Regiments

Unit Name	Exp	Loyalty	Homeworld
3rd Drakøns	Vet	Fan	Ueda
2nd Freemen	Vet	Fan	Dehgolan
3rd Hussars	Vet	Fan	Grumium
2nd Kavalleri	Vet	Fan	Karbala
4th Kavalleri	Reg	Ques	Al Hillah
1st Tyr	Elite	Fan	Orestes

STAR LEAGUE DEFENSE FORCE

Commander: Commanding General Victor Steiner-Davion
Aide: General Caradoc Travena
Strength: Approximately 5 Regiments and 9 Galaxies (35 Clusters)

ERIDANI LIGHT HORSE

Commander: Lieutenant General Edwin Amis
Aide: Major Beverly Jana
Strength: 4 Regiments

Unit Name	Exp	Loyalty	Homeworld
ELH High Command	Elite	Fan	Kittery
71st Light Horse	Reg	Rel	Dieron
151st Light Horse	Vet	Ques	Kittery
21st Striker Regiment	Vet	Rel	Kittery
19th Cavalry Regiment	Reg	Fan	Kittery

ROYAL BLACK WATCH REGIMENT

Commander: Colonel Neil Campbell
Aide: Major Annette McHenry
Strength: 1 Battalion

Unit Name	Exp	Loyalty	Homeworld
Royal Black Watch Regiment	Elite	Fan	Luthien

1ST ROYAL BATTLEMECH REGIMENT (MORGAN'S LIONS)

Commander: Colonel Andrew Redburn
Aide: Captain Peter Kocol
Strength: 1 Regiment

Unit Name	Exp	Loyalty	Homeworld
1st Royal BattleMech Regiment	Elite	Fan	Tukayyid

CLAN NOVA CAT

Commander: Khan Santin West
Aide: saKahn Karl Devalis
Strength: 9 Galaxies (35 Clusters)

ALPHA GALAXY: VICTORY OVER DELUSION

Commander: Galaxy Commander Khan Santin West
Aide: Star Colonel Lois Drummond
Strength: 3 Clusters, 1 Trinary

Unit Name	Exp	Loyalty	Homeworld
NovaStar Keshik	Elite	Fan	Irece

ORGANIZATION AND EQUIPMENT

Unit Name	Exp	Loyalty	Homeworld
1st Nova Cat Guards	Elite	Fan	Irece
449th Assault Cluster	Vet	Rel	Irece
489th Assault Cluster	Vet	Rel	Irece

DELTA GALAXY: WAYS OF SEEING

Commander: Galaxy Commander saKhan Karl Devalis

Aide: Oathmaster Biccon Winters

Strength: 4 Clusters, 1 Trinary

Unit Name	Exp	Loyalty	Homeworld
Shiva Keshik	Elite	Fan	Itabaiana
4th Nova Cat Guards	Vet	Fan	Itabaiana
44th Nova Cat Cavaliers	Vet	Rel	Itabaiana
46th Nova Cat Cavaliers	Elite	Fan	Labrea
119th Striker Cluster	Vet	Rel	Labrea

SIGMA GALAXY: SPIRITUAL VISION

Commander: Galaxy Commander Kelly Hardo

Aide: Star Colonel Sheila Rosse

Strength: 4 Clusters, 1 Trinary

Unit Name	Exp	Loyalty	Homeworld
Lachesis Keshik	Elite	Fan	Teniente
Nova Cat Lancers	Elite	Fan	Teniente
179th Striker Cluster	Elite	Fan	Cyrenaica
246th Battle Cluster	Vet	Rel	Juazeiro
189th Striker Cluster	Vet	Fan	Cyrenaica

TAU GALAXY: A NEW PATH

Commander: Galaxy Commander Ajax Drummond

Aide: Star Colonel Swayne Devalis

Strength: 4 Clusters, 1 Trinary

Unit Name	Exp	Loyalty	Homeworld
Vision Keshik	Elite	Fan	Kittery
9th Nova Cat Regs	Vet	Fan	Kittery
12th Nova Cat Regs	Vet	Rel	Kittery
100th Striker Cluster	Reg	Rel	Kittery
274th Battle Cluster	Vet	Fan	Kittery

XI PROVISIONAL GALAXY

Commander: Galaxy Commander Elianna Deleportis

Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
1st Garrison Cluster	Vet	Fan	Avon
3rd Garrison Cluster	Vet	Fan	Avon
5th Garrison Cluster	Reg	Rel	Avon

OMICRON PROVISIONAL GALAXY

Commander: Galaxy Commander Carl Lenardon

Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
6th Garrison Cluster	Vet	Fan	Tarazed
4th Nova Cat Regs	Reg	Rel	Tarazed
5th Nova Cat Regs	Reg	Fan	Port Arthur
6th Nova Cat Regs	Vet	Rel	Port Arthur

CHI PROVISIONAL GALAXY

Commander: Galaxy Commander Angelique West

Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
10th Garrison Cluster	Vet	Fan	Mualang
11th Garrison Cluster	Reg	Rel	Mualang
12th Garrison Cluster	Reg	Rel	Asgard
153rd Garrison Cluster	Reg	Ques	Asgard

OMEGA PROVISIONAL GALAXY

Commander: Galaxy Commander Roj Deleportas

Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
13th Garrison Cluster	Reg	Rel	Caripare
14th Garrison Cluster	Reg	Rel	Caripare
15th Garrison Cluster	Vet	Fan	Outer Volta
115th Garrison Cluster	Vet	Rel	Outer Volta

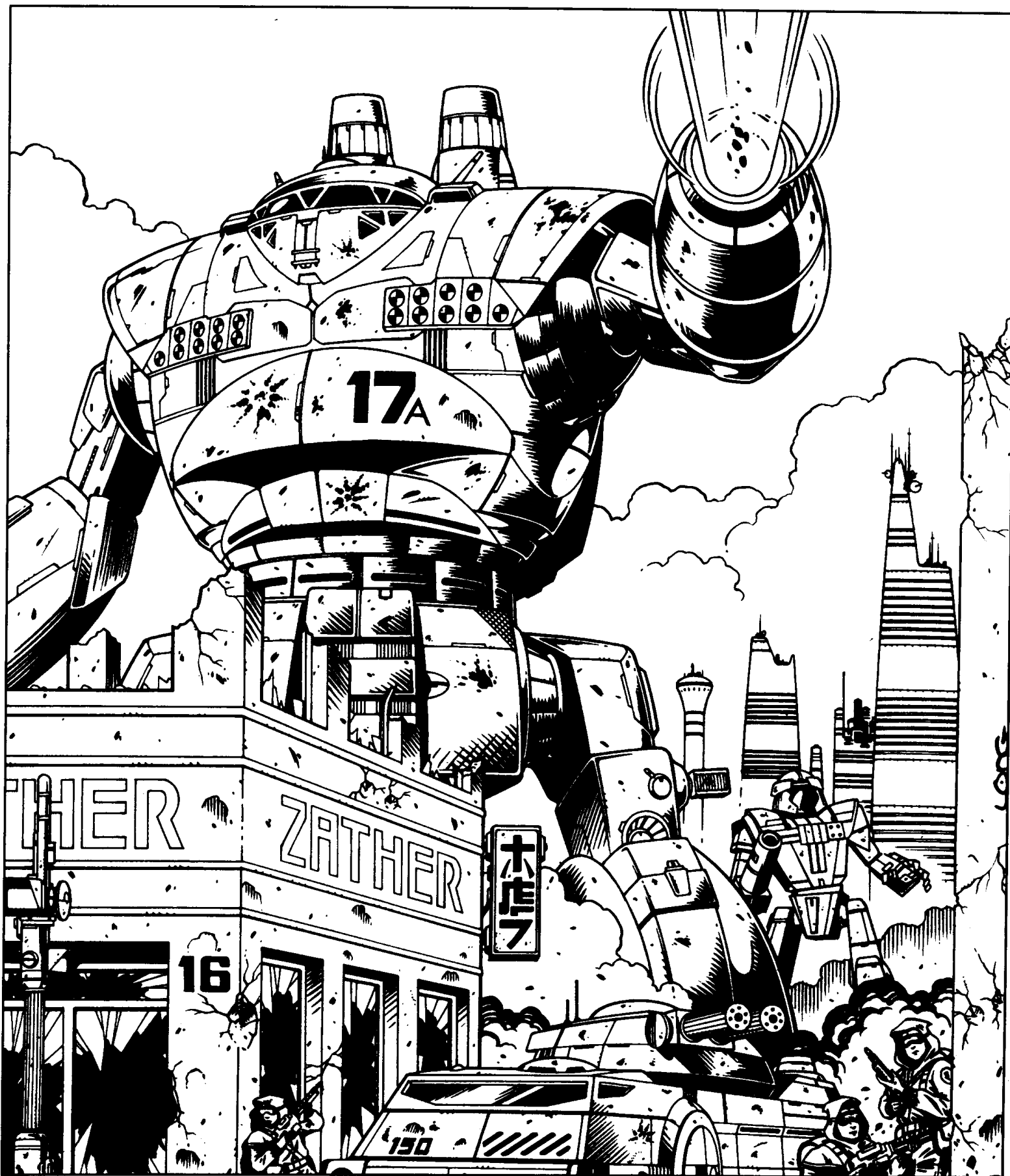
ZETA PROVISIONAL GALAXY

Commander: Galaxy Commander Tirant Higall

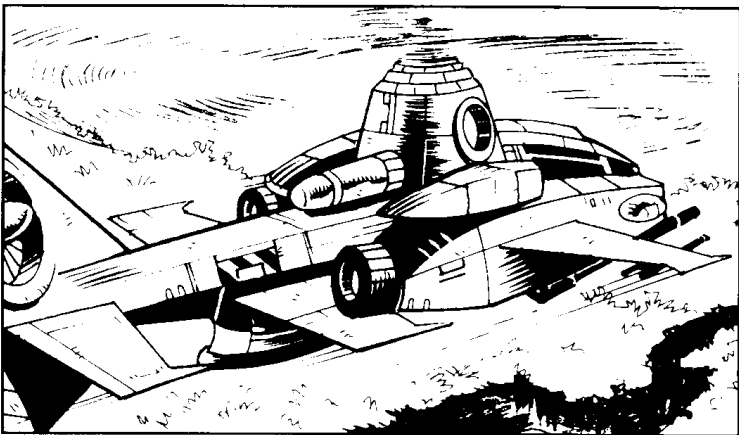
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
37th Garrison Cluster	Vet	Ques	Yamarovka
44th Garrison Cluster	Reg	Ques	Yamarovka
67th Garrison Cluster	Reg	Ques	Yamarovka
167th Garrison Cluster	Reg	Ques	Yamarovka

ORGANIZATION AND EQUIPMENT



RULES



Unit Assignment Tables includes tables for quickly generating *BattleTech* forces for a pick-up game. *Formation Abilities* provides optional rules for simulating the unique characteristics of the various forces described in this manual. The final three sections, *Battle Armor*, *New Equipment* and *New 'Mechs*, provide descriptions and game information for new weapons and vehicles.

Terminology: The following rules cover the most diverse forces of any Field Manual: ComStar and the Word of Blake use armies and divisions, the Star League and the Free Rasalhague Republic use regiments, and the Nova Cats use Galaxies and Clusters. Due to this diversity of terminology, the rules will refer to such large-scale units collectively as *formations*. The term *unit* will be used as it is in *BattleTech* rules, to refer to a single battlefield unit such as a 'Mech or infantry platoon.

UNIT ASSIGNMENT TABLES

The 'Mech and vehicle assignment tables in this section can be used alone, but were designed to be used as an expansion to the *Creating Scenarios* rules starting on page 97 of the *BMR*.

This section provides new rules for regular campaign play that reflect the unique strengths and weaknesses of ComStar, Word of Blake, SLDF and Rasalhague forces. These rules are for use with *BattleTech*, *BattleForce 2 (BF2)* and *MechWarrior, Second Edition (MW2)* as noted in the text. References to the *BattleTech Master Rules* are abbreviated as *BMR*.

RANDOM VEHICLE ASSIGNMENT TABLE: COM GUARD AND WORD OF BLAKE

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Hawk Moth Gunship	Chaparral	Zhukov Heavy Tank	Ontos Heavy Tank (3058)
3	Karnov UR Transport (3058)	Thor	Marksman	Behemoth Heavy Tank
4	Pinto Attack VTOL	Vedette Medium Tank (3058)	Von Luckner Heavy Tank	SturmFeur Heavy Tank
5	Saracen Medium Hover Tank	Hetzer Wheeled Assault Gun	Po Heavy Tank	Puma Tank
6	Cyrano	Zephyr	Manticore Heavy Tank	Demolisher Heavy Tank
7	Beagle Tank	Maxim Heavy Hover Transport	Demon	Fury
8	Lightning	Zephyr	Burke	Schrek PPC Carrier
9	Striker Light Tank	Goblin Medium Tank	Patton Tank	Ontos Heavy Tank
10	Galleon Light Tank	Condor Heavy Hover Tank	Bulldog Medium Tank	Rhino
11	Chevalier Light Tank	Regulator Hovortank	Pike Support Vehicle	Partisan Heavy Tank
12	Mantis Light Attack VTOL	Chaparral	Padilla Heavy Artillery Tank	Alacorn Mk VI Heavy Tank

COMSTAR LEVEL II 'MECH/WEIGHT COMPOSITION TABLE

1D6 Roll	Light Level II	Medium Level II	Heavy Level II	Assault Level II
1	6 Light	1 Light, 4 Med, 1 Hvy	2 Med, 4 Hvy	1 Med, 3 Hvy, 2 Assault
2-3	4 Light, 2 Med	1 Light, 3 Med, 2 Hvy	1 Med, 5 Hvy	4 Hvy, 2 Assault
4-5	3 Light, 3 Med	4 Med, 2 Hvy	5 Hvy, 1 Assault	3 Hvy, 3 Assault
6	2 Light, 3 Med, 1 Hvy	3 Med, 3 Hvy	4 Hvy, 2 Assault	2 Hvy, 4 Assault

RULES

RANDOM 'MECH ASSIGNMENT TABLE: COMSTAR

COM GUARD

WORD OF BLAKE MILITIA

Light 'Mechs

2D6	Equipment Rating			
	A	B	A	B
2	C-SK1 Cossack	HSR-400-D Hussar	EGL-2M Eagle	JA-KL-1532 Jackal
3	NXS1-A Nexus	FS9-S Firestarter	HSR-500-D Hussar	HMR-3M Hammer
4	MON-66 Mongoose	OW-1 Owens	HER-1S Hermes	THE-N Thorn
5	THE-N Thorn	UM-R63 UrbanMech	MON-66 Mongoose	MCY-97 Mercury
6	MCY-99 Mercury	MON-66 Mongoose	MCY-99 Mercury	MON-66 Mongoose
7	HER-1S Hermes	MCY-99 Mercury	MON-66 Mongoose	HER-3S Hermes
8	HSR-200-D Hussar	HER-1S Hermes	MCY-97 Mercury	THE-N Thorn
9	NXS1-A Nexus	THE-N Thorn	ZPH-1 Tarantula	SDR-7M Spider
10	OW-1 Owens	HSR-200-D Hussar	FNHK-9K Falcon Hawk	LCT-3M Locust
11	RTX1-O Raptor	MON-66 Mongoose	HSR-400-D Hussar	STG-5M Stinger
12	HSR-200-D Hussar	NXS1-A Nexus	NXS1-A Nexus	HSR-200-D Hussar

Medium 'Mechs

2D6	Equipment Rating			
	A	B	A	B
2	BEO-12 Beowulf	WVE-9N Wyvern	INI-02 Initiate	BCN-3R Buccaneer
3	CLT-2-3U Clint	CLT-2-3U Clint	FS9-O Firestarter	KTO-19 Kintaro
4	WVE-9N Wyvern	STN-3L Sentinel	APL-1M Apollo	STN-3L Sentinel
5	BJ2-O Blackjack	GRM-R-PR29 Grim Reaper	HUR-WO-R4L Huron Warrior	WVE-5N Wyvern
6	CRB-27 Crab	CRB-27 Crab	WVE-9N Wyvern	TBT-7M Trebuchet
7	TSN-1C Tessen	WVE-5N Wyvern	CRB-27 Crab	CRB-27 Crab
8	GRM-R-PR29 Grim Reaper	HBK-5N Hunchback	TR1 Wraith	CDA-3M Cicada
9	FS9-O Firestarter	ASN-23 Assassin	BCN-3R Buccaneer	HER-5S Hermes II
10	KTO-21 Kintaro	FS9-O Firestarter	GRM-R-PR29 Grim Reaper	TR1 Wraith
11	RJN101-A Raijin	KTO-19 Kintaro	BJ2-O Blackjack	HBK-5M Hunchback
12	END-6Q Enfield	RJN101-A Raijin	RJN101-A Raijin	WVE-9N Wyvern

Heavy 'Mechs

2D6	Equipment Rating			
	A	B	C	B
2	JM6-D3 JagerMech III	BL-9-KNT Black Knight	YMN-6Y Yeoman	ANV-3M Anvil
3	CTS-6Y Cestus	AV1-O Avatar	EXC-B2 Excalibur	ST-8A Shootist
4	AV1-O Avatar	BMB-12D Bombardier	WR-DG-02-FC War Dog	CHP-3N Champion
5	ST-8A Shootist	BL-6-KNT Black Knight	FLS-8K Flashman	ON1-M Orion
6	GLT-3N Guillotine	LNC25-01 Lancelot	ST-8A Shootist	CHP-1N Champion
7	BL-6-KNT Black Knight	GLT-3N Guillotine	GLT-3N Guillotine	CRD-5M Crusader
8	LNC25-01 Lancelot	FLS-8K Flashman	BL-6-KNT Black Knight	FLS-8K Flashman
9	EXC-B2 Excalibur	CHP-1N Champion	LNC25-01 Lancelot	BMB-12D Bombardier
10	EXT-5E Exterminator	FLS-8K Flashman	TMP-3M Tempest	GLT-3N Guillotine
11	SJA-7D Shugenja	ST-8A Shootist	BL-9-KNT Black Knight	FLS-8K Flashman
12	HEL-3D Helios	EXC-B2 Excalibur	TYM-1A Toyama	CHP-3N Champion

Assault 'Mechs

2D6	Equipment Rating			
	A	B	A	B
2	VKG-2F Viking	KGC-001 King Crab	MR-5M Cerberus	GRN-D-01 Grand Crusader
3	NSR-9J Nightstar	STK-5M Stalker	ALB-3U Albatross	KGC-000 King Crab
4	TDK-7X Thunder Hawk	CRK-5003-1 Crockett	T-IT-N10M Grand Titan	STK-5M Stalker
5	KGC-000 King Crab	LGB-7Q Longbow	KGC-000 King Crab	AWS-9M Awesome
6	THG-11E Thug	THG-11E Thug	HGN-732 Highlander	THG-12E Thug
7	HGN-732 Highlander	HGN-732 Highlander	CRK-5003-1 Crockett	HGN-732 Highlander

RULES

Assault 'Mechs

2D6	Equipment Rating			
	A	B	A	B
8	CRK-5003-1 Crockett	CRK-5003-1 Crockett	VQR-2A Vanquisher	STK-5M Stalker
9	SPT-N2 Spartan	AS7-K Atlas	MR-V2 Cerberus	CRK-5003-1 Crockett
10	AS7-K Atlas	KGC-000 King Crab	GRN-D-01 Grand Crusader	LGB-7Q Longbow
11	PLG-3Z Pillager	CP-11-A Cyclops	KGC-001 King Crab	CP-11-A Cyclops
12	OBK-M10 O-Bakemono	SPT-N2 Spartan	SPT-N2 Spartan	KGC-001 King Crab

RANDOM 'MECH AND VEHICLE ASSIGNMENT TABLE: FREE BASALHAGUE REPUBLIC

Light 'Mechs

2D6	Equipment Rating			Light Vehicles
	A	B	C	
2	HM-1 Hitman	HSR-200-D Hussar	SDR-7M Spider	Pinto Attack VTOL
3	SDR-9K Venom	SDR-7M Spider	COM-2D Commando	Gabriel
4	MCY-97 Mercury	HER-1S Hermes	PNT-10K Panther	Hunter Light Support Tank
5	THE-N Thorn	JR7-K Jenner	JR7-K Jenner	Pegasus Scout Hover Tank
6	SDR-7M Spider	PNT-10K Panther	PNT-9R Panther	Saladin Assault Hover Tank
7	PNT-10K Panther	COM-5S Commando	COM-5S Commando	Saracen Medium Hover Tank
8	COM-5S Commando	FS9-S Firestarter	PNT-10K Panther	Scimitar Medium Hover Tank
9	JR7-K Jenner	THE-N Thorn	JR7-D Jenner	Scorpion Light Tank
10	HER-1S Hermes	JVN-10P Javelin	FS9-S Firestarter	Skulker Wheeled Scout Tank
11	FS9-S Firestarter	SDR-9K Venom	THE-N Thorn	Plainsman Medium Hovertank
12	MON-66 Mongoose	MCY-97 Mercury	HSR-200-D Hussar	Sprint Scout Helicopter

Medium 'Mechs

2D6	Equipment Rating			Medium Vehicles
	A	B	C	
2	BEO-12 Beowulf	WFT-1 Wolf Trap	STN-3M Sentinel	Maxim Heavy Hover Transport (3058)
3	WHT-2 Whitworth	STN-3M Sentinel	VL-2T Vulcan	Drillson Heavy Hover Tank
4	HCT-5S Hatchetman	ASN-23 Assassin	HBK-4G Hunchback	Condor Heavy Hover Tank
5	WVR-7K Wolverine	HBK-5M Hunchback	WTH-1 Whitworth	Goblin Medium Tank
6	HBK-5M Hunchback	WHT-2 Whitworth	HBK-5M Hunchback	Vedette Medium Tank
7	CRB-27 Crab	WVR-7K Wolverine	GRF-1DS Griffin	Hetzer Wheeled Assault Gun
8	KTO-20 Kintaro	VT-5S Vulcan	WHT-2 Whitworth	Maxim Heavy Hover Transport
9	WVE-5N Wyvern	KTO-20 Kintaro	ASN-23 Assassin	Vedette Medium Tank
10	STN-3M Sentinel	CRB-27 Crab	PXH-3K Phoenix Hawk	Drillson Heavy Hover Tank
11	VT-5S Vulcan	WVE-5N Wyvern	CRB-27 Crab	Condor Heavy Hover Tank
12	DMO-1K Daimyo	KIM-2 Komodo	KTO-20 Kintaro	Zephyr

Heavy 'Mechs

2D6	Equipment Rating			Heavy Vehicles
	A	B	C	
2	DAI-01 Daikyu	GAL-1GLS Gallowglas	CHP-1N Champion	Po Heavy Tank
3	BL-6-KNT Black Knight	ON1-K Orion	DRG-5K Grand Dragon	Magi
4	FLS-8K Flashman	BMB-12D Bombardier	CRD-4K Crusader	Bulldog Medium Tank
5	DRG-5N Dragon	DRG-5K Grand Dragon	CPLT-K2 Catapult	SRM Carrier
6	DRG-5N Dragon	DRG-5N Dragon	ON1-K Orion	LRM Carrier
7	DRG-5K Grand Dragon	DRG-5N Dragon	DRG-5N Dragon	Manticore Heavy Tank
8	DRG-5K Grand Dragon	DRG-5K Grand Dragon	QKD-5K Quickdraw	SRM Carrier
9	BMB-12D Bombardier	CPLT-K2 Catapult	MAD-5S Marauder	LRM Carrier
10	GAL-1GLS Gallowglas	FLS-8K Flashman	TDR-5S Thunderbolt	Pike Support Vehicle
11	LNC25-01 Lancelot	CHP-1N Champion	BMB-12D Bombardier	Bulldog Medium Tank
12	EXT-4D Exterminator	BL-6-KNT Black Knight	GHR-5J Grasshopper	Demon

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Assault 'Mechs

2D6	A
2	VKG-2F Viking
3	CRK-5003-2 Crockett
4	BNC-5S Banshee
5	AS7-K Atlas
6	CGR-3K Charger
7	ZEU-9S Zeus
8	ZEU-9S Zeus
9	HGN-732 Highlander
10	HTM-27T Hatamoto-Chi
11	GUN-1ERD Gunslinger
12	VKG-2G Viking

Equipment Rating

B
HGN-732 Highlander
MAL-1R Mauler
CGR-3K Charger
HTM-27T Hatamoto-Chi
ZEU-9S Zeus
AS7-K Atlas
ZEU-9S Zeus
THG-11E Thug
CRK-5003-2 Crockett
BNC-5S Banshee
KGC-000 King Crab

C

MAL-1R Mauler
AS7-K Atlas
VTR-9K Victor
THG-11E Thug
CGR-1A9 Charger
AWS-8Q Awesome
STK-3F Stalker
ZEU-9S Zeus
CGR-3K Charger
BNC-3S Banshee
HTM-27T Hatamoto-Chi

Assault Vehicles

Puma Tank
Schrek PPC Carrier
SturmFeur Heavy Tank
Ontos Heavy Tank
Partisan Heavy Tank
Demolisher Heavy Tank
Partisan (LRM Variant)
Ontos Heavy Tank
Behemoth Heavy Tank
Schrek PPC Carrier
Rhino

RANDOM 'MECH AND VEHICLE ASSIGNMENT TABLE: STAR LEAGUE

STAR LEAGUE DEFENSE FORCE

Light Units

2D6	BattleMechs	Vehicles
2	HM-1 Hitman	Hawk Moth Gunship
3	EGL-2M Eagle	Karnov UR Transport (3058)
4	OW-1 Owens	Plainsman Medium Hovertank
5	PNT-C Panther	Saracen Medium Hover Tank
6	RTX1-OC Raptor	Pegasus Scout Hovertank
7	RTX1-OF Raptor	Saladin Assault Hovertank
8	KBO-7A Kabuto	Yellow Jacket Gunship
9	SDR-C Venom	Striker Light Tank
10	MON-66 Mongoose	Galleon Light Tank
11	BH-305 Battle Hawk	J. Edgar Light Hovertank
12	Pack Hunter	Mantis Light Attack VTOL

NOVA CATS

Front-Line	Second-Line
AF1 Arctic Fox	Locust IIC
Kit Fox Prime	MON-66 Mongoose
Hankyu C	Locust IIC
Fire Moth D	Jenner IIC 2
Hankyu C	Horned Owl
Adder Prime	Jenner IIC
Kit Fox Prime	Jenner IIC 3
Adder Prime	Incubus
Hankyu C	HER-1S Hermes
Fire Falcon B	Snow Fox
Hellion Prime	Pack Hunter

Medium Units

2D6	BattleMechs	Vehicles	Front-Line	Second-Line
2	BTZ-3F Blitzkrieg	Maxim Heavy Hover Transport (3058)	Hunchback IIC	Arctic Wolf
3	TSN-1C Tessen	Drillson Heavy Hover Tank	Nova A	BEO-12 Beowulf
4	KTO-C Kintaro	Zephyr	Ice Ferret D	Vapor Eagle
5	SR1-O Strider	Goblin Medium Tank	Shadow Cat A	Clint IIC
6	BJ2-OF Blackjack	Condor Heavy Hover Tank	Stormcrow Prime	Conjurer
7	FS9-O Firestarter	Drillson Heavy Hover Tank	Shadow Cat Prime	Shadow Hawk IIC
8	SR1-OD Strider	Maxim Heavy Hover Transport (3058)	Nova Prime	Griffin IIC
9	KIM-2 Komodo	Hetzer Wheeled Assault Gun	Nova Prime	Wyvern IIC
10	BSN-3K Bishamon	Drillson (SRM Variant)	Ice Ferret D	Great Wyrm
11	BEO-12 Beowulf	Condor Heavy Hover Tank	Huntsman A	Ursus
12	Arctic Wolf	Chaparral	Huntsman A	Arctic Wolf 2

Heavy Units

2D6	BattleMechs	Vehicles	Front-Line	Second-Line
2	HEL-C Helios	Po Heavy Tank	Linebacker Prime	FLS-8K Flashman
3	DGR-3F Dragon Fire	AC/2 Carrier	Nova Cat A	Ha Otoko
4	SJA-7C Shugenja	Tokugawa Heavy Tank	Summoner D	Thresher
5	BHKU-OE Black Hawk-KU	Von Luckner Heavy Tank	Timber Wolf A	Rifleman IIC
6	DAI-01 Daikyu	LRM Carrier	Nova Cat A	Black Python
7	DRG-C Grand Dragon	Tokugawa Heavy Tank	Nova Cat Prime	Rifleman IIC

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Heavy Units

2D6	BattleMechs
8	QKD-C Quickdraw
9	ST-8A Shootist
10	YMN-6Y Yeoman
11	PTR-6M Penetrator
12	Nova Cat Prime

Vehicles
Patton Tank
LRM Carrier
Pike Support Vehicle
Bulldog Medium Tank
Padilla Heavy Artillery Tank

Front-Line
Nova Cat D
Mad Dog B
Summoner D
Timber Wolf D
Mad Dog Prime

Second-Line
Guillotine IIC
Rifleman IIC
FLS-8K Flashman
LNC25-01 Lancelot
Guillotine IIC

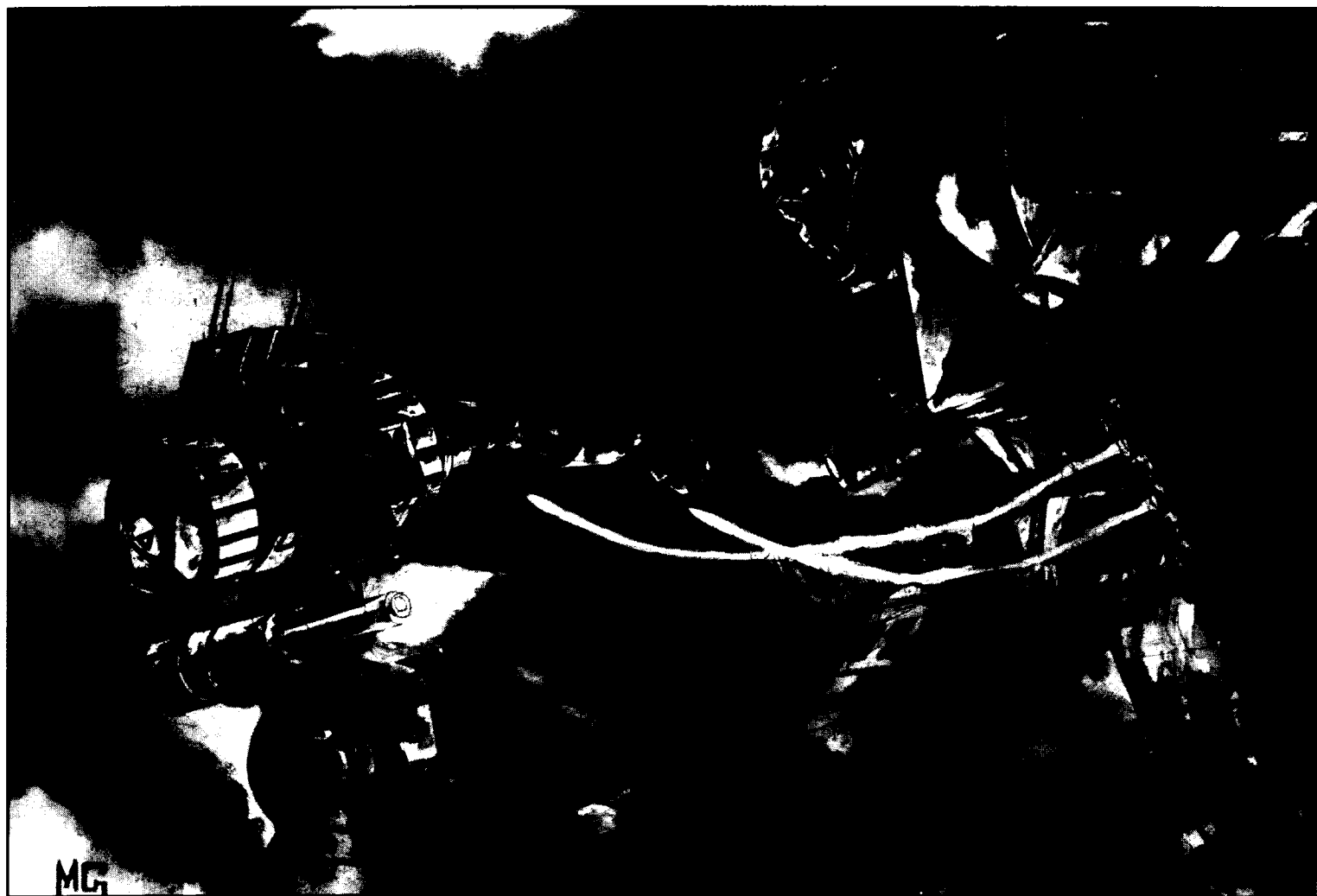
Assault Units

2D6	BattleMechs
2	BKW-7R Black Watch
3	SRC-5C Sirocco
4	TSH-7S Tai-sho
5	NG-C3A Naginata
6	AS7-C Atlas
7	AWS-9Q Awesome
8	OBK-M10 O-Bakemono
9	HGN-732 Highlander
10	VKG-2F Viking
11	AKU-1X Akuma
12	Supernova

Vehicles
Schiltron C
Schrek PPC Carrier
SturmFeur Heavy Tank
Schiltron A
Partisan (XL Variant)
Schiltron
Schiltron B
Ontos Heavy Tank
Behemoth Heavy Tank
Schrek PPC Carrier
Fury

Front-Line
Turkina B
Dire Wolf A
Executioner A
Gargoyle A
Warhawk Prime
Warhawk Prime
Kingfisher C
Executioner D
Kingfisher C
Warhawk C
Dire Wolf A

Second-Line
Kodiak
CRK-5003-1 Crockett
Supernova
Marauder IIC
Supernova
Warhammer IIC
Supernova
Supernova
Highlander IIC
Marauder IIC
VKG-2G Viking



FORMATION ABILITIES

Each formation possesses certain specialties and skills based on its experience and the abilities of its commanders. The formation descriptions earlier in the book discuss these characteristics in detail. The following game rules simulate these characteristics and are intended to supplement existing *BattleTech*, *BF2* and *MW2* rules. These rules are intended to add variety to and enhance game play, but not to give unfair advantage to players, and so gamemasters and players should all agree on any supplemental rule before using it in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules, and are inappropriate for tournament play.

Many of the following rules are specifically designed for use with the *Creating Scenarios* rules (*BMR* p. 97). Players should feel free to use them in other game situations if appropriate. Unless otherwise stated, the following rules apply to *BattleTech* games only.

USING HIDDEN UNITS RULES

Certain formations can use the *Hidden Units* rules (p. 77, *BMR*) to set up part or all of their forces when scenario circumstances allow. If a scenario offers no such opportunity, the formation cannot exercise this option. In a chase scenario, for example, both sides move at the very beginning of the scenario, and so neither side can use these rules. In a stand-up fight scenario, however, one side can use the *Hidden Units* rules. Players must decide for themselves if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario type already call for hidden units, ignore the formation's special ability to set up 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 formations both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine the edge from which a side will enter using standard rules.

FORCING THE INITIATIVE

Several ComStar formations 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 capability receives a +2 Initiative bonus if it destroys four enemy units and loses two of its own during the previous turn.

OFF-MAP MOVEMENT

Some formations are proficient in tactical movement behind the lines of combat. Formations with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. This ability may only be used 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 mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the number of turns it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running/Flank MP rating (rounding fractions 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 beyond this period if he desires, 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, because 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.

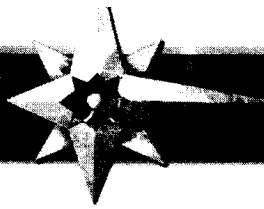
Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for *Pointblank Shots from Hidden Units* (p. 77, *BMR*). This attack does not restrict the attacking unit's ability to make attacks in the following turn.

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

Some formations are capable of "overrun" combat during *BattleTech* games. Under certain circumstances, these forces may fire before enemy forces can move or fire.

When rolling Initiative for overrun-capable formations, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the



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number of individual units that may move, designate and resolve their firing before any other units move and fire. "Extra" successes do not carry over into later turns (i.e., if the player has more successes than 'Mechs available to move). For example, an overrun-capable force makes an Initiative Roll of 11, while its opponent rolls only a 6. That gives the overrun-capable force a Margin of Success of 5, which means that two of its units may move and fire before any other units move (5 divided by 2 = 2.5, rounded down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence. In other words, overrunning units do not count for 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.

BATTLEFORCE 2 COMMAND LISTS

Following are new command lists for use with the *BattleForce 2* game, reflecting the unique combat style of each of the factions in this book. A command list for ComStar appears in the *BattleForce 2* rulebook.

Word of Blake Command List

- 1 Careful Aim
- 2 Ambush
- 3 Evasive Action
- 4 Charge!
- 5 Ambush
- 6 Jam Transmission
- 7 Alpha Strike!
- 8 Careful Aim
- 9 Stand and Shoot
- 10 Jam Transmission

FRR Command List

- 1 Alpha Strike!
- 2 Alpha Strike!
- 3 Charge!
- 4 Doubletime March
- 5 Stand and Shoot
- 6 Careful Aim
- 7 Hello HQ
- 8 Stand and Shoot
- 9 Careful Aim
- 10 Death from Above

SLDF Command List

- 1 Careful Aim
- 2 Charge!
- 3 Fall Back!
- 4 Luck of the Fox
- 5 Evasive Action
- 6 Stand and Shoot

- 7 Stand and Shoot
- 8 Doubletime March
- 9 Evasive Action
- 10 Careful Aim

Nova Cat Command List

- 11 Alpha Strike!
- 12 Careful Aim
- 13 Careful Aim
- 14 Doubletime March
- 15 Luck of the Fox
- 16 Luck of the Fox
- 17 Alpha Strike!
- 18 Evasive Action
- 19 Evasive Action
- 20 Hello, HQ?

EQUIPMENT RATINGS

The name of each formation listed below is followed by a letter in parentheses. This letter is the formation's equipment rating, and represents its access to advanced BattleMechs and other equipment. The rating is used primarily when assigning 'Mechs to a formation with the random 'Mech assignment tables, but also indicates the formation's relationship with the procurement division of its respective military, and thus its ease of gaining equipment and supplies.

EQUIPMENT RATINGS

Rating	Description	Example
A	Top Priority	Com Guards 91st Division
B	Very Good	Word of Blake True Believers IV
C	Good	Free Rasalhague Republic 2nd Freeman
F	Front Line (Clan)	Nova Cats Alpha Galaxy
S	Second Line (Clan)	Nova Cats Xi Provisional Galaxy

COM GUARD FIRST ARMY V-KAPPA

91st Division (A)

The Ninety-first is well-disciplined and trained in a wide range of combat styles. Opposing units suffer a -1 Initiative penalty and the division cannot be the target of forced Initiative. In *BattleForce* scenarios reduce all morale target numbers for the Ninety-first by two.



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211th Division (A)

The constant rotation of troops has hampered formation cohesion in the 211th so it does not perform well in large-scale engagements. Reduce the 211th's Initiative by one for every Level II formation beyond the second deployed in a scenario. If only a single Level II or smaller force is used by the 211th in a scenario the force gains a +1 Initiative bonus.

308th Division (B)

The 308th makes extensive use of aerospace forces for combat and reconnaissance. Whenever enemy forces attempt to deploy hidden units in any terrain other than urban terrain, the controlling player must roll 1D6 for each unit. On a result of 6 the "hidden" unit must be placed on the map as usual.

103rd Division (A)

The 103rd has an abiding hatred of Clan Ghost Bear and suffers a -2 Initiative penalty when facing troops from that Clan. However, in such circumstances 103rd units also reduce to-hit target numbers by 1.

COM GUARD 2ND ARMY V-MU

In any battle where the unit XO, Precentor Wollam, is present, the Second Army or its constituent divisions receive a +1 Initiative bonus and cannot be the target of overrun combat. If Wollam is killed or forced to withdraw the ComStar force loses this benefit.

81st Division (B)

The Eighty-first is perhaps the best equipped unit in the Second Army and thus two units in every Level II formation are considered to have an Equipment Rating of A.

301st Division (B)

Although the situation is improving in the 301st, supply remains a serious problem. At the start of each battle roll 1D6 for each 'Mech or vehicle. On a result of 1 or 2 each ammo-using weapon on that unit starts with one-third of its usual ammunition. On a result of 3 to 5 the unit begins with half ammunition, and only on a result of 6 does it start with a full ammo load.

82nd Division (B)

Morale in this unit is at rock bottom, seriously hampering their abilities. In any scenario featuring the Eighty-second, the ComStar side suffers a -2 Initiative penalty. Furthermore, in *BattleForce 2* scenarios increase all morale target numbers for the Eighty-second by one.

77th Division (B)

The Seventy-seventh is well-equipped; when generating forces one unit in every Level II formation is considered to have an Equipment Rating of A. Furthermore, the unit's mem-

bers have become adept at disabling opponents and gain a -1 to-hit modifier when using aimed shots.

COM GUARD 3RD ARMY V-LAMBDA

11th Division (A)

Members of the Eleventh are skilled at mobile warfare, and suffer no to-hit modifier for attacker movement when using Walking/Cruising movement. The normal modifiers apply for Running/Flanking and Jumping movement.

2nd Division (A)

Partly shattered on Huntress, the Second Division has seen a large influx of new personnel. When generating forces the skills of one unit per Level II formation should be determined using the Veteran rather than Elite columns (See p. 108, *BMR*). However, when generating BattleMechs, one unit per Level II may be determined using the Smoke Jaguar column (p. 107, *BMR*).

323rd Division (B)

The 323rd excels at defensive operations and thus gains a +2 Initiative bonus when acting as the defender in a scenario. However, this bonus only applies as long as the ComStar forces are outnumbered by a ratio of two to one.

299th Division (A)

Demi-Precentor Fedt is a cautious commander, which is both a boon and a curse for the unit. In any battle where the ComStar side is commanded by the Demi-Precentor, enemy forces may not force the Initiative nor use overrun combat, and any Initiative bonus they receive from special unit abilities is halved (round down). However, under Fedt's command, units of the 299th may not make weapon attacks if they move at Run/Flank speed in the same Turn, nor may they or allied forces receive any Initiative bonus from special unit abilities, force the Initiative or use overrun combat.

COM GUARD 4TH ARMY V-IOTA

Members of the Fourth Army are adept at small unit tactics and gain a +1 Initiative bonus when deployed in a force comprising three Level II units or less. They are also well-trained at fighting on the move and reduce their attacker movement to-hit modifiers for Running/Flanking by one. Normal modifiers apply for Walking/Cruising and Jumping movement.

83rd Division (B)

Even in an army known for its maneuverability, the Eighty-third has earned a reputation for innovative tactics and receives a +1 Initiative bonus in hide and seek and chase scenarios (see pp. 98-100, *BMR*). In extraction scenarios, Eighty-third units also receive a +1 Initiative bonus if they are the attacker, but suffer a -1 Initiative penalty if they are the

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defender. They also suffer the same -1 Initiative penalty if the defender in a hold the line scenario.

87th Division (B)

Officially neutral in the dispute in St. Ives, the Eighty-seventh is very practiced at limiting the aggression of other troops. If a 'Mech for the Eighty-seventh starts its Movement Phase next to an enemy 'Mech that has not yet moved in that Phase, it may opt to block the other 'Mech's movement instead of moving itself. The enemy 'Mech may not use Running movement and must reduce its Walking movement rate by 1 MP during that Phase. If the ComStar 'Mech makes any attacks in that Turn, it suffers attacker movement modifiers as though it had used Running movement.

79th Division (B)

If the Seventy-ninth fights alongside any Capellan troops, the entire force suffers a -1 Initiative penalty.

166th Division (B)

Inexperienced and unsettled by the recent loss of their leader, the 166th automatically loses Initiative in the first two Turns and suffers a -1 penalty to all subsequent Initiative rolls.

403rd Division (A)

The 403rd gains a +1 Initiative bonus and has the same abilities as the Eighty-seventh Division.

321st Division (A)

The 321st has been covertly supporting Cassandra Liao's forces in the St. Ives-Capella conflict. As a result, the 'Mechs and vehicles of this formation start each battle with only a half load of ammunition. They may use the same blocking move as the Eighty-seventh and 403rd Divisions but may only use it against Capellan troops.

COM GUARD 5TH ARMY V-OMICRON

394th Division (A)

The members of the 394th who fought on Strana Mechty have a burning desire to equal the score with Clan Jade Falcon, fighting aggressively in any encounters with the Clan and gaining a +1 Initiative bonus and the ability to force the Initiative against Jade Falcon troops.

76th Division (A)

Because of Word of Blake sabotage, when randomly determining forces for the Seventy-sixth roll two 'Mechs per Level II formation on the Equipment Rating B column.

467th Division (B)

Besieged by the local population and subject to attacks by the Word of Blake, the morale of this division has suffered con-

siderably in recent months. They suffer a -1 Initiative penalty in the first two turns of a battle, though in the third and subsequent turns the unit determines Initiative normally.

379th Division (A)

Years of experience in fighting Blakist forces in the Chaos March have allowed the 379th troops to hone their city-fighting abilities. Pilots belonging to this division reduce the target number to avoid skidding by one (see p. 21, *BMR*). They also reduce the Piloting Skill target number needed to avoid damage when entering a building by one (see p. 50, *BMR*). However, the paranoia of their leader means units from the 379th do not work well with other forces and suffer a -1 Initiative penalty for every allied lance, Star or Level II on their side.

COM GUARD 6TH ARMY V-KAPPA

The Sixth Army has taken the unusual step of dividing its forces between offensive and defensive missions. A force that is comprised of at least 75 percent 'Mechs or armor gains a +1 Initiative bonus as the attacker in a scenario and may also use overrun combat. A force that is comprised of at least 50 percent infantry gains a +1 Initiative bonus as the defender in a scenario and may start the scenario with up to half their infantry units hidden (see p. 77, *BMR*).

31st Division (A)

The Thirty-first excels at fighting Clan units and has gone so far as to adopt several Clan military tactics. Thirty-first units have been known to fight in the rigid Clan style, and gain a +1 Initiative bonus while doing so against Clan opponents. Consider these units to follow Level 3 honor rules as given on page 122 of *The Clans: Warriors of Kerensky*.

12th Division (A)

The Twelfth works closely with Clan Nova Cat and gains a +1 Initiative bonus when fighting alongside Nova Cat troops.

102nd Division (B)

The 102nd has a well-trained engineering corps and its infantry units gain a +1 bonus when attempting to clear a minefield (see p. 81, *BMR*). Furthermore, all infantry in the 102nd are considered trained in anti-BattleMech tactics (see pp. 67-68, *BMR*).

1st Division (A)

The First Division specializes in small-scale operations against pirate forces and gains a +1 Initiative bonus when facing such opposition. First Division units are well-trained in zero-G operations and suffer only a +1 modifier to their Piloting Skill target numbers when making Control Rolls in *BattleSpace* scenarios (see pp. 84-87, *Explorer Corps*).

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COM GUARD 7TH ARMY V-IOTA

The Seventh Army has suffered badly in the recent spate of defection and its morale is in tatters. In *BattleForce* scenarios increase the morale target numbers for all members of this army by one.

9th Division (A)

The Dark Kat Killers gain a +1 Initiative bonus whenever they are the defenders in a scenario. They may also choose not to deploy their entire force in a scenario, instead detaching up to one-third to form a reserve formation. This reserve formation may use off-map movement, plotting its movement from the centermost hex of their home map edge.

244th Division (B)

Since its recent internal difficulties, the 244th does not have many 'Mechs to deploy; BattleMechs may not comprise more than half of any 244th force. However, the formation's fanaticism allows 244th units to use overrun combat.

222nd Division (B)

The morale of the 222nd is the worst in the army and the formation suffers an additional +1 modifier to morale targets in *BattleForce* as well as a -1 Initiative penalty. 222nd units may use off-map movement but the controlling player must roll 1D6 for each unit when it returns to the map. On a result of 6 the unit goes AWOL and is permanently removed from play.

214th Division (B)

The 214th has demonstrated considerable ingenuity in the face of adversity. 214th units may force the Initiative and gain an additional +1 Initiative bonus if they lost the Initiative in the previous turn.

COM GUARD 8TH ARMY V-PI

182nd Division (B)

The 182nd has found itself enmeshed in Richard Steiner's grudge against ComStar and perpetually runs low on materials. Due to this situation all 'Mechs and vehicles of the 182nd start each scenario with only half the normal amount of ammunition for each weapon. However, as they have been forced to improvise for some time and work with the materials at hand, the formation's techs apply a -1 modifier to all target numbers to determine whether a component may be repaired (see p. 83, *BMR*). They also gain a -1 Modifier to all Technician Skill target numbers when scavenging parts (see pp. 84-85, *BMR*).

85th Division (A)

Once commanded by former Word of Blake Precantor Martial Trent Arian, Eighty-fifth units have set out to prove their value to ComStar, throwing themselves into each battle with reckless abandon. They may use overrun combat and force the

Initiative, but may not withdraw from the battlefield if facing Word of Blake troops or if they are not outnumbered by at least two to one.

56th Division (B)

The Solaris-based Fifty-sixth Division has become adept at urban operations and crowd control tactics. The division's units gain a +1 Initiative bonus when at least half the maps used in a scenario are urban. Furthermore the division has modified several *Firestarters*, replacing all their flamers with water-cannons. Water-cannons do not inflict damage like normal weapons. However, when used against standard (non-battle armor) infantry, they inflict 1D6 "damage." This damage is considered non-lethal and "losses" may be recovered at the end of the scenario. If using Level 3 rules, these *Firestarters* may engage in firefighting as though they were engineer platoons (pp. 41-42, *Maximum Tech*).

167th Division (B)

The 167th is well-equipped; when randomly determining forces one 'Mech per Level II formation may be determined using the Equipment Rating A column. However, because of the division's close ties to the Seventh Lyran Regulars, 167th units are unwilling to engage Lyran Alliance troops. If forced to do so they suffer a -1 Initiative penalty.

COM GUARD 9TH ARMY V-LAMBDA

Supply shortages have seriously impeded the Ninth Army's operational readiness. At the start of each scenario the controlling player should roll 1D6 for each 'Mech or vehicle fielded by the army. On a result of 1, 2 or 3 it deploys normally. On a result of 4 or 5 the unit starts with only half the normal ammo load for each weapon. On a result of 6 the player should roll a second 1D6 and randomly apply that number of 5-point damage groups using the front hit location table (re-roll any results that would destroy the unit).

34th Division (A)

The Thirty-fourth is adept at defensive missions and its units gain a +1 Initiative bonus if defending or in urban terrain.

366th Division (B)

The 366th's widespread deployment means that few formations in the division are above Level II size and thus training in larger formation tactics is poor. If more than two Level II formations from the division are deployed in a scenario, the Com Guard side suffers a -1 Initiative penalty.

143rd Division (B)

The training schedule of the 143rd has intensified noticeably in recent months as the political situation in the Lyran Alliance has deteriorated. As a result, though the division is officially classified as regular, when randomly determining the

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experience levels of pilots and vehicle crews add +1 to the die roll (see p. 108, *BMR*).

207th Division (B)

The 207th has suffered major losses through defections to the Word of Blake and currently fields only five units per Level II. As such, when determining random forces, players should use the Star Composition Table from p. 104 of *BMR* rather than the ComStar Level II Composition Table above.

Furthermore, when engaging Word of Blake troops there is the risk of further defections. One time during the game, in any End Phase, the Word of Blake player may select a single 207th Division 'Mech. The controlling player must roll 1D6 and on a result of 1 that unit "defects" and is considered part of the Blakist force.

COM GUARD 10TH ARMY V-NU

283rd Division (A)

The 283rd has a surfeit of equipment at their disposal and, when randomly generating forces for the division, players may roll twice for each 'Mech or vehicle, choosing the result they prefer.

66th Division (B)

Precentor Kesselring's links to the court on Tharkad have colored the division's relationships with the LAAF. They gain a

+1 Initiative bonus when fighting alongside LAAF troops but a -1 penalty if fighting against the same. Furthermore, when fighting LAAF units there is a risk of a unit from the Sixty-sixth defecting to the Lyrans side in the same manner as a unit of the 207th Division may defect to the Word of Blake (see above).

198th Division (A)

The 198th is practiced at mobile warfare and may use overrun combat. The division's relationship with the Wolf Clan (in Exile) has proved productive; any force containing troops from both the 198th and the Wolf Clan (in Exile) gains a +2 Initiative bonus. Furthermore, when operating with the First Wolf Legion Cluster, the joint force can use the special abilities of both units (see p. 185, *Field Manual: Warden Clans*).

208th Division (B)

After their shared experiences on Luzerne, the 208th gains a +2 Initiative bonus when operating with the Third Davion Guards. However, because of their losses, no more than two Level II's from the 208th may be deployed in a single scenario.

COM GUARD 11TH ARMY V-ETA

Thanks to their engineering corps, in any scenario when troops from the Eleventh Army are defenders, the ComStar player may designate 1D6 hexes as improved positions (see p. 80, *BMR*).

48th Division (A)

Precentor Raume dislikes her enforced defensive posture and has been drilling her troops in tactical assaults. Due to this training, they may force the Initiative but only when they are the defender in a scenario.

388th Division (A)

The 388th hates Clan Jade Falcon with a passion. When fighting Falcon troops, 388th units gain a -1 modifier to all to-hit numbers. However, their hatred also hinders tactical thinking, resulting in a -2 Initiative penalty.

39th Division (A)

The Thirty-ninth Division maintains close links with the Draconis Combine troops it fought alongside on Outer Volta and has received numerous gifts from the DCMS forces. When randomly determining forces for the Thirty-ninth, the ComStar player may roll one unit per Level II on the Draconis Combine Table on p. 105 of *BMR* or the Equipment Rating A column on p. 142 of the *Field Manual: Draconis Combine*. Furthermore, units from this division gain a +1 Initiative bonus when fighting alongside the Izanagi Warriors or the Eighth Sword of Light.

312th Division (A)

Serving as escorts for diplomatic contacts with the Jade Falcons, members of the 312th have been taught to fight in the Clan style and will always do so when facing Clan opponents. Consider them to follow Level 3 honor rules as given on page 122 of *The Clans: Warriors of Kerensky*. When doing so against Clan opponents they gain a +1 Initiative bonus.

COM GUARD 12TH ARMY V-BETA

Thanks to Precentor Higham's advance planning, units from the Twelfth Army automatically gain a +1 Initiative bonus when they are the defender in a scenario.

278th Division (A)

The 278th's move from near-deserted Tukayyid to Ueda has been something of a culture shock. The division's troops are resentful of Elected Prince Regent Månsdotter's anti-ComStar stance, particularly the restriction on their off-duty movements. Due to this the division's units suffer a -1 Initiative penalty when operating alongside the "ingrates" of the KungsArmé.

116th Division (B)

The 116th has a reputation for aggression and may use overrun combat. Despite Månsdotter's stance, the 116th Division has also built up a strong rapport with the Second Kavalleri and gains +1 Initiative in operations alongside the FRR formation.

104th Division (A)

Specialists in close combat, 104th Division units reduce all penalties for firing weapons under minimum range by half (round down) and also reduce all target numbers for physical attacks by one. However, they suffer a +5 to-hit modifier against targets at long range rather than the usual +4.

Invader Galaxy (A)

Invader Galaxy is organized in Clan fashion, so the Star 'Mech/Weight Composition Table (p. 104, *BMR*) is used rather than the Level II 'Mech/Weight Composition Table in this book. Furthermore, the Galaxy is equipped with a significant amount of salvaged Clan technology. When randomly assigning 'Mechs, roll 1D6 for each Star and subtract 1 from the result. This number of 'Mechs may be chosen from any one of the Clan Assignment Tables on p. 107 of the *BMR* rather than the ComStar Tables.

WORD OF BLAKE MILITIA

1st Division (A)

True Devotion may achieve "tactical surprise" when acting as the scenario attacker. To achieve tactical surprise, the division's controlling player rolls 2D6 and subtracts 6. The resulting number is the number of enemy units prevented from deploying at the start of the scenario (to a maximum of half, rounding down, of the defending forces). Roll 1D6 during the End Phase of each Combat Turn for each unit not initially deployed. On a result of 5 or 6, the unit may enter the map-sheet at its home map-edge during the Movement Phase of the following turn.

When acting as scenario defender, up to half (round down) of True Devotion's units may deploy under the hidden units rules.

2nd Division (A)

Due to the influx of new machines they received, one unit from each Level II may be chosen from the Word of Blake Random Assignment Tables rather than rolled randomly.

To represent their skill at moving rapidly in cities, all Second Division units receive a -2 Modifier if required to make a Piloting Skill Roll to avoid skidding on paved surfaces.

Unused to fighting in large groups, Stern Resistance units receive a -2 penalty to Initiative if more than a Level III of their units are involved in a battle.

3rd Division (A)

When acting as scenario defender, infantry from Sacred Dream III-omicron or Bloody Skies III-mu may deploy using the hidden units rules to represent their guerrilla skills.

All BattleMechs from Bloody Skies III-mu must be jump-capable. If a 'Mech is rolled on the Random 'Mech Assignment Table that does not have jump jets, it must be rerolled until one that has jump jets is rolled.

RULES

4th Division (A)

To represent their skill at making combat drops (p. 72, *BMR*), units from Blake's Boldest apply a -1 Modifier to their Landing Roll target number and may fire their weapons on the turn that they land. For attacker movement modifiers that turn, they are considered to have Jumped.

5th Division (A)

The Chosen favor extremely flexible tactics and thus gain a +1 Initiative bonus in all terrain. This bonus is lost if the battle takes place in high or low gravity (p. 78, *BMR*).

6th Division (B)

The Sixth Division is a well-rounded and flexible formation. As a result, the division's opponents lose any terrain-based Initiative bonus and the Sixth can force the Initiative.

Precentor Brandenburg-Curi excels at advanced instruction. Consequently, characters from the True Believers may reduce by one the number of Adventure Points (AP) needed to improve Piloting, Gunnery and Tactics Skills, provided the skills are already at Level 3 or above.

7th Division (B)

Glorious units have become quite adept at moving in low gravity. To represent this, members of the Seventh receive a -1 Modifier to Piloting Skill Rolls required when exceeding normal movement speeds in low gravity (p. 78, *BMR*).

8th Division (B)

Hands of Fate units receive a +1 Initiative bonus when deployed in Level II or smaller formations, representing their skill at very small unit actions.

9th Division (B)

Many members of the Blinding Light are quite aggressive, and as a result the division possesses overrun capabilities. This aggression works against them as well—division units suffer a -1 penalty to Initiative if they are the defender in a scenario.

10th Division (B)

Members of the Shooting Stars are constantly looking over their shoulder for ROM agents, and so are unlikely to show any personal initiative. This results in an overall -1 penalty to Initiative rolls.

FREE RASALHAGUE REPUBLIC

3rd Drakøns (B)

The Drakøns' techs have learned how to mount hatchets on nearly any 'Mech. To represent this, every lance commander can choose to have a hatchet mounted on his 'Mech, as long as that 'Mech has a hand actuator in the arm where the hatch-

et is placed. The added weight of the hatchet must be made up for by removing other components, however there is no risk of losing design integrity (see *Customizing and Retrofits*, p. 87, *BMR*).

2nd Freeman (C)

Överste Weaver has trained the Second Freeman superbly in methods to fight the Clans. As a result, they receive a +2 Initiative bonus when fighting Clan forces. All Freeman members also receive the skill of Special Interest/Clan Tactics at Level 1.

3rd Hussars (A)

To show the tendency toward larger 'Mechs in the Third Hussars, add +1 to all rolls on the Random Weight-Class Tables. Add +1 to all rolls on the Lance 'Mech/Weight Composition Table, as well.

2nd Kavalleri (B)

To represent their reliance on stealth, every lance commander can choose to have a Guardian ECM (p. 126, *BMR*) mounted on his 'Mech. The added weight of the ECM must be made up for by removing other components, however there is no risk of losing design integrity (see *Customizing and Retrofits*, p. 87, *BMR*).

Up to half of the Second Kavalleri's units in a scenario may be deployed as hidden units if they are the defender.

4th Kavalleri (A)

The morale in the Fourth Kavalleri is poor, and coordination on the battlefield has suffered. The entire regiment receives a -1 Initiative penalty.

1st Tyr (A)

The First Tyr is composed entirely of assault 'Mechs. To represent this, do not roll on the Random Weight-Class Table or the Lance Composition Table when playing the Tyr; simply roll all 'Mechs on the Assault 'Mechs portion of the Random 'Mech and Vehicle Assignment Table.

ERIDANI LIGHT HORSE

With the conquest of Huntress, the Eridani Light Horse has gained access to a stockpile of Clan equipment. When randomly assigning 'Mechs for any Eridani Light Horse regiment, except the ELH High Command Company, for every eight 'Mechs that a player is using, one of those eight will be a Clan 'Mech. Once a player has randomly rolled the weight class of all eight 'Mechs, he can nominate one 'Mech and roll in that weight class on the Smoke Jaguar column of the Random 'Mech Assignment Table (p. 107, *BMR*).

The Eridani Light Horse excels at combined arms tactics. Any time the Light Horse player fields 'Mechs, vehicles and infantry on the map at the same time, he gains a +3 Initiative

bonus. At the beginning of any turn in which he does not have all three unit types on the board, he loses the Initiative bonus.

ELH High Command Company (A)

The ELH Command Company has complete access to any 'Mech in the Star League Defense Force armory. When assigning 'Mechs, for every four 'Mechs the Command Company fields, the controlling player may choose any two 'Mechs from the SLDF columns of the *Random 'Mech Assignment Table: Star League* (p. 133). The controlling players must still roll randomly on the Equipment Rating A column for the remaining 'Mechs.

71st Light Horse (A)

Due to its speed, the Seventy-first can force the Initiative.

151st Light Horse (B)

The 151st specializes in defensive tactics, so its units receive a +2 Initiative bonus when defending in a hold the line or extraction scenario (see pp. 98–99, *BMR*). This Initiative bonus is cumulative with the Light Horse +3 Initiative bonus from above.

21st Striker Regiment (A)

Thanks to its eclectic tactics, the Twenty-first has the over-run combat ability.

19th Striker Regiment (B)

The Nineteenth specializes in infantry tactics and is quickly becoming home to the most elite infantry units in the Light Horse. When generating random infantry skills, the controlling player uses the Veteran column rather than the Regular column of the Random Skills Table (p. 108, *BMR*).

ROYAL BLACK WATCH REGIMENT (A)

The Royal Black Watch are some of the finest MechWarriors in existence. When generating random MechWarrior skills, the controlling player receives a +2 Modifier to the die roll on the Elite column of the Random Skills Table (p. 108, *BMR*).

Additionally, the Clans revile the Black Watch and go into a berserk rage when they face them in the field. Because of this blind fury, whenever the Black Watch faces a Clan opponent, the Clan player receives a –2 Initiative Modifier for the entire game. However, the Clan player also receives a –1 To-Hit Modifier.

Finally, when playing the Black Watch, the controlling player may freely choose his entire force from among any Inner Sphere 'Mechs—they do not have to appear on any Random Mech Assignment Table. However, the force cannot contain any Clan equipment.

1ST ROYAL BATTLEMECH REGIMENT (A)

The First Royal BattleMech Regiment was outfitted with salvaged Clan 'Mechs from Huntress. When randomly assigning 'Mechs, the controlling player may roll on the Smoke Jaguar column of the Random 'Mech Assignment Table: Clans, found on p. 107 of the *BMR*.

Alternately, if you have access to the *Field Manual: Crusader Clans*, the controlling player may roll on the Wolf column of the Random 'Mech Assignment Table: Crusader Clan Second-Line (found on p. 170 of that book) to better reflect the fact that most of the First's Clan 'Mechs are not OmniMechs.

CLAN NOVA CAT

ALPHA GALAXY (F)

The warriors of Alpha Galaxy have practiced marksmanship for centuries, and excel in placing crippling shots. They gain a –1 To-Hit Modifier whenever making an aimed shot; this modifier is cumulative with a Targeting Computer, both for making aimed shots or when using the Targeting Computer to attack a specific location.

DELTA GALAXY (F)

Delta Galaxy has trained extensively to deal with infantry; all leg and swarm attacks against units of Delta Galaxy receive a +1 To-Hit Modifier. Additionally, when a 'Mech from Delta is successfully swarmed, he does not have to make a Piloting Skill Roll to intentionally go prone to shake off its assailants, but may do so automatically. However, the 'Mech still takes damage as from an accidental fall and must still make an additional Piloting Skill Roll to avoid pilot damage as in an accidental fall (see p. 68, *BMR*).

SIGMA GALAXY (F)

To represent Sigma Galaxy's adaptive tactics, beginning with the Movement Phase of Turn 5, one turn out of every five turns the opponent of Sigma Galaxy may be forced to move all of his units first if he loses Initiative; after which the Sigma Galaxy player may move all of his units. The rest of the turn progresses normally.

TAU GALAXY (F)

Tau Galaxy never needs to follow the ritual of zellbrigen when fighting Inner Sphere forces. Additionally, anytime Tau warriors fight Clan forces, the player of Tau Galaxy rolls a D6. On a 5+, Tau units may disregard zellbrigen, effectively using Level 4 honor (see p. 122, *The Clans: Warriors of Kerensky*).

XI GALAXY (S)

The garishly painted units of Xi Galaxy shock opponents when first sighted. On Turn 1, any player opposing Xi Galaxy has a –3 Initiative Modifier. Each subsequent turn lowers this

Initiative modifier by one, until Turn 4, when Initiative is rolled normally, with no modifier.

Although a good shock tactic, Xi's color scheme does have it's drawbacks. When using the night combat rules (p. 81, *BMR*), reduce the To-Hit Modifiers for darkness to +1 for attacks against Xi units. When fighting using the Level 3 dusk/dawn, heavy snowfall or rainfall rules (pp. 11-12, *Maximum Tech*), eliminate the To-Hit modifier for those conditions against Xi units.

OMICRON GALAXY (S)

When using the dropping troops rules (p. 72, *BMR*), all units of Omicron Galaxy receive a -1 Modifier to the Piloting Roll to determine if they scatter. Additionally, each Omicron 'Mech unit may make a single weapon attack—the Omicron player chooses a single weapon he wishes to fire—during the Weapon Attack Phase of the turn in which they arrive on the board. This attack is only allowed if the 'Mech made a successful Piloting Skill Roll and did not scatter. The Attacker Movement Modifier for this attack is +3.

CHI GALAXY (S)

If more than one Trinary of Chi Galaxy is deployed during a game, the Chi player receives a -1 Initiative Modifier for the entire game. If at the beginning of any turn, the Chi player has a total of 15 or less units on the board, the -1 Initiative modifier is eliminated.

OMEGA GALAXY (S)

When randomly generating forces using the Random 'Mech Assignment Table: Clan Nova Cat (p. 133), the player of Omega Galaxy has the ability to choose "long-range" 'Mechs. Once the Omega player has randomly determined what 'Mechs he has, any 'Mechs that do not have at least two weapons with more than 15 hexes of maximum range may be re-rolled. The second result must be taken.

TRAINING

The following rules supplement the standard character skill packages provided with *MechWarrior, Second Edition (MW2)* and the *MechWarrior Companion (MWC)*. These rules enable a player to simulate the skills a character may learn at a military academy sponsored by ComStar or the other organizations described in this book.

Before using these rules to create a character, a player should perform steps 1 and 2 (Assign Priorities and Assign Attribute points) of the character-design process (pp. 13-15, *MW2*). The player should also calculate his character's Attribute Saving Rolls and Characteristics, because his character may need these to gain entrance to an academy. Gamemasters must ensure that characters meet all entrance requirements.

Follow the standard Academy and University Package rules (p. 18, *MW2*) when using the skill packages in this section. The MOS skill lists in the following entries combine the skills from Basic Training, Advanced Individual Training and Fields of Study for each academy. Therefore, a character should pick only one MOS and choose skills from that list (exceptions are listed in the appropriate text).

Some academies grant a character extra skills upon graduation. Players cannot increase their skills beyond their starting levels during character creation unless otherwise noted.

FOCHT WAR COLLEGE

The Focht War College maintains very high standards, and as such applicants must make Attributes and Skills their highest Priorities (i.e., 3 or 4). Characters may purchase either Basic or Advanced University Packages, choosing their MOS and FOS from the list below. Note that at the time of character creation the player should determine whether attendance at the FWA is under the auspices of ComStar or the SLDF. Basic training for the two groups is slightly different and the choice also determines the units a graduate may serve with.

The Gunslinger FOS may only be purchased in conjunction with the BattleMech Pilot MOS and confers the additional benefit of a +1 to either Piloting or Gunnery Skills. However, this may not be used to increase the skill level above the LRN characteristic. Furthermore, graduates may also choose a single specialization for their Gunnery/BattleMech and Piloting/BattleMech Skills (see pp. 12-24, *MWC*).

Basic Training (Com Guard)

Required: Bureaucracy, Blade, SI: ComStar Traditions and History

Electives: Medtech, Small Arms, SI: Military History, Survival, Unarmed Combat

Basic Training (SLDF)

Required: Medtech, Small Arms, SI: Star League Traditions and History

Electives: Bureaucracy, Blade, SI: Military History, Survival, Unarmed Combat

Armor MOS

Required: Gunnery/Conventional, Drive/Ground or Piloting/Aerospace (VTOL)

Electives: Gunnery/Artillery, Leadership, Protocol, Tactics

Battle Armor MOS

Required: Gunnery/Battlesuit, Piloting/Battlesuit

Electives: Demolitions, Leadership, Tactics

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Piloting/BattleMech

Electives: Leadership, Tactics, Unarmed Combat

RULES

Infantry MOS

Required: Support Weapons, Unarmed Combat

Electives: Drive/Ground, Gunnery/Artillery, Tactics

Command FOS

Required: Bureaucracy, Leadership, Strategy

Electives: Negotiation, Protocol, Training

Gunslinger FOS

(Prerequisite: BattleMech Pilot MOS)

Required: Perception, Tactics, Strategy

Electives: Acrobatics, Stealth, Technician/BattleMech

SANDHURST ROYAL MILITARY COLLEGE

All characters attending Sandhurst must purchase either the Advanced Academy or Advanced University Packages. They must then make a successful Mental Saving Roll (the roll receives a +1 bonus). If the roll fails, the character failed the indoctrination course and washes out early in the training; the character must select skills from the standard Basic Training and Infantry MOS lists (p. 19, MW2).

Graduates of Sandhurst receive a free Level 2 Skill in Special Interest/Writings of Jerome Blake and a free Extra Edge point. Characters who choose to take the Leadership Training FOS along with an MOS begin the game with the rank of Adept; all others who graduate begin as Acolytes.

Armored Infantry MOS

Required: Gunnery/Battlesuit, Medtech, Piloting/Battlesuit, Small Arms

Electives: Blade, Leadership, SI: Military History, Protocol, Strategy, Survival, Tactics, Technician/Battlesuit, Training, Unarmed Combat

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms

Electives: Blade, Leadership, SI: Military History, Protocol, Strategy, Survival, Tactics, Technician/BattleMech, Training, Unarmed Combat

Cavalry MOS

Required: Drive/Ground or Piloting/Aerospace (VTOL), Gunnery/Conventional, Medtech, Small Arms

Electives: Blade, Gunnery/Artillery, Jump Pack, Leadership, SI: Military History, Strategy, Support Weapons, Survival, Tactics, Technician/Mechanic, Training, Unarmed Combat

Infantry MOS

Required: Medtech, Small Arms, Support Weapons, Unarmed Combat

Electives: Blade, Demolitions, Drive/Ground, Gunnery/Artillery, Leadership, SI: Military History, Strategy, Survival, Tactics, Training

Specialist (Recon) MOS

Required: Medtech, Perception, Small Arms, Stealth

Electives: Blade, Climbing, Demolitions, Drive/Ground, Running, Survival, Swimming, Throwing Weapons, Tracking, Unarmed Combat

Specialist (Tech) MOS

Required: Communications/Conventional, Medtech, Small Arms, Technician/Electronics

Electives: Communications/Hyperpulse Generator, Computer, Drive/Ground, Engineering, Scrounge, Security Systems, Technician/BattleMech, Technician/Battlesuit, Technician/Mechanic, Tinker

Leadership Training FOS

Required: Leadership, Strategy

Electives: Bureaucracy, Protocol, Tactics, Training

WAR ACADEMY OF MARS (WAM)

Cadets attending the WAM must purchase either a Basic or Advanced Academy Package, or a Basic University Package. Would-be ROM members must purchase an Advanced University Package. WAM applicants must then make a successful Mental Saving Roll with a -1 Modifier. If the roll fails, the character failed the indoctrination course and washes out early in the training; the character must then select skills from the standard Basic Training and Infantry MOS lists (p. 19, MW2).

Graduates of the WAM receive a free Level 2 Skill in Special Interest/Writings of Jerome Blake. Characters who choose to take the Leadership Training FOS along with a MOS begin the game with the rank of Adept; all others who graduate begin as Acolytes.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms

Electives: Blade, Leadership, SI: Military History, Strategy, Survival, Tactics, Technician/BattleMech, Training, Unarmed Combat, Zero-G Operations

Cavalry MOS

Required: Drive/Ground or Piloting/Aerospace (VTOL), Gunnery/Conventional, Medtech, Small Arms

Electives: Blade, Gunnery/Artillery, Jump Pack, Leadership, SI: Military History, Strategy, Support Weapons, Survival, Tactics, Technician/Mechanic, Training, Unarmed Combat, Zero-G Operations

RULES

Covert Operations (ROM) MOS

Required: Cryptography, Disguise, Perception, Security Systems, Small Arms, Streetwise

Electives: Alternate Identity, Escape Artist, Forgery, Impersonation, Protocol, Scrounge, Stealth, Unarmed Combat

Special Forces (ROM) MOS

Required: Blade, Perception, Security Systems, Small Arms, Streetwise, Support Weapons

Electives: Acrobatics, Demolitions, Gunnery/Battlesuit, Piloting/Battlesuit, Quickdraw, Stealth, Survival, Unarmed Combat

Leadership Training FOS

Required: Leadership, Strategy

Electives: Bureaucracy, Protocol, Tactics, Training

MILITARY ACADEMY OF APHROS (MAA)

Attendees to the MAA must purchase either the Basic or Advanced Academy Package. Those who wish to be JumpShip pilots must purchase the Basic University Package and take both the DropShip Pilot MOS and the JumpShip Pilot FOS. MAA attendees must then make a successful Mental Saving Roll with a -2 Modifier. If the roll fails, the character failed the indoctrination course and washes out early in the training; the character must then select skills from the standard Basic Training and Infantry MOS lists (p. 19, MW2).

Graduates of the WAM receive a free Level 1 Skill in Special Interest/Writings of Jerome Blake and a free Level 1 Skill in Zero-G Operations. Characters who choose to take the JumpShip Pilot FOS along with the DropShip Pilot MOS begin the game with the rank of Adept; all others who graduate begin as Acolytes.

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms

Electives: Gunnery/Spacecraft, Special Interests, Survival, Technician/Aerospace, Training, Unarmed Combat

DropShip Pilot MOS

Required: Medtech, Piloting/Spacecraft, Small Arms

Electives: Communications/Conventional, Computer, Gunnery/Spacecraft, Leadership, Navigation, Survival, Technician/Spacecraft, Training

Specialist (Aerospace Tech) MOS

Required: Communications/Conventional, Medtech, Small Arms, Technician/Aerospace

Electives: Computer, Engineering, Piloting/Aerospace, Scrounge, Special Interests, Technician/Battlesuit, Technician/Electronics, Technician/Mechanic, Tinker

Specialist (Spacecraft Tech) MOS

Required: Communications/Conventional, Medtech, Small Arms, Technician/Spacecraft

Electives: Computer, Engineering, Navigation, Piloting/Spacecraft, Scrounge, Technician/Aerospace, Technician/Electronics, Tinker

JumpShip Pilot FOS

Required: Computer, Navigation

Electives: Gunnery/Spacecraft, Leadership, Piloting/Spacecraft, Strategy

TYRA MIRABORG MEMORIAL ACADEMY (TMM)

All characters attending the TMM must purchase either the Basic or Advanced University Package. Characters who wish to attend General Tor Miraborg's class must make a successful Mental Saving Roll. Those who complete this course gain a free point of Extra Edge. They must also make a Social Saving Roll; those who fail it have been selected by the *Överbefälhavare's* men as a possible subversive and will be watched from then on (this is strictly a role-playing issue).

All TMM graduates receive the 1 point version of the Well-Connected Advantage, representing their brotherhood in the TMM. The Advantage can only be used when in Republic space.

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Piloting/Aerospace, Small Arms, Zero-G Operations

Electives: Leadership, Medtech, Survival, Tactics, Technician/Aerospace, Unarmed Combat

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms

Electives: Blade, Leadership, Survival, Tactics, Technician/BattleMech, Unarmed Combat

DropShip Pilot MOS

Required: Medtech, Piloting/Spacecraft, Small Arms, Zero-G Operations

Electives: Bureaucracy, Communications/Conventional, Computer, Gunnery/Spacecraft, Technician/Spacecraft, Unarmed Combat

Specialist (Aerospace Tech) MOS

Required: Computer, Small Arms, Technician/Aerospace, Zero-G Operations

Electives: Engineering, Medtech, Piloting/Aerospace, Scrounge, Technician/Electronics, Tinker

Specialist (BattleMech Tech) MOS

Required: Computer, Medtech, Small Arms, Technician/BattleMech

Electives: Engineering, Piloting/BattleMech, Scrounge, Technician/Electronics, Tinker, Unarmed Combat

Specialist (Spacecraft Tech) MOS

Required: Computer, Small Arms, Technician/Spacecraft, Zero-G Operations

Electives: Communications/Conventional, Engineering, Medtech, Scrounge, Technician/Aerospace, Technician/Electronics, Tinker

FRIHET TRAINING FACILITY (FTF)

Candidates must meet certain standards at the end of basic training to continue in the FTF. To represent this, applicants must make a successful Mental Saving Roll with a +3 Modifier to continue training.

FTF applicants must take either the Basic or Advanced Academy Package. All FTF graduates receive a +1 bonus to their Build Attribute, though this bonus may not raise the Attribute beyond the standard maximum.

Cavalry MOS

Required: Drive/Ground or Piloting/Aerospace (VTOL), Gunnery/Conventional, Medtech, Small Arms

Electives: Gunnery/Artillery, Leadership, Survival, Tactics, Technician/Mechanic, Unarmed Combat

Infantry MOS

Required: Medtech, Small Arms, Support Weapons, Unarmed Combat

Electives: Blade, Drive/Ground, Gunnery/Artillery, Leadership, Survival, Tactics

Specialist (Mechanic) MOS

Required: Computer, Medtech, Small Arms, Technician/Mechanic

Electives: Drive/Ground, Engineering, Piloting/Aerospace (VTOL), Scrounge, Technician/Electronics, Tinker

Specialist (Recon) MOS

Required: Medtech, Perception, Small Arms, Stealth

Electives: Blade, Demolitions, Support Weapons, Survival, Tracking, Unarmed Combat

PURIFIER ADAPTIVE BATTLE ARMOR

R&D Start Date: April 3058

Prototype Design and Production: August 3061

Standard Production: February 3062

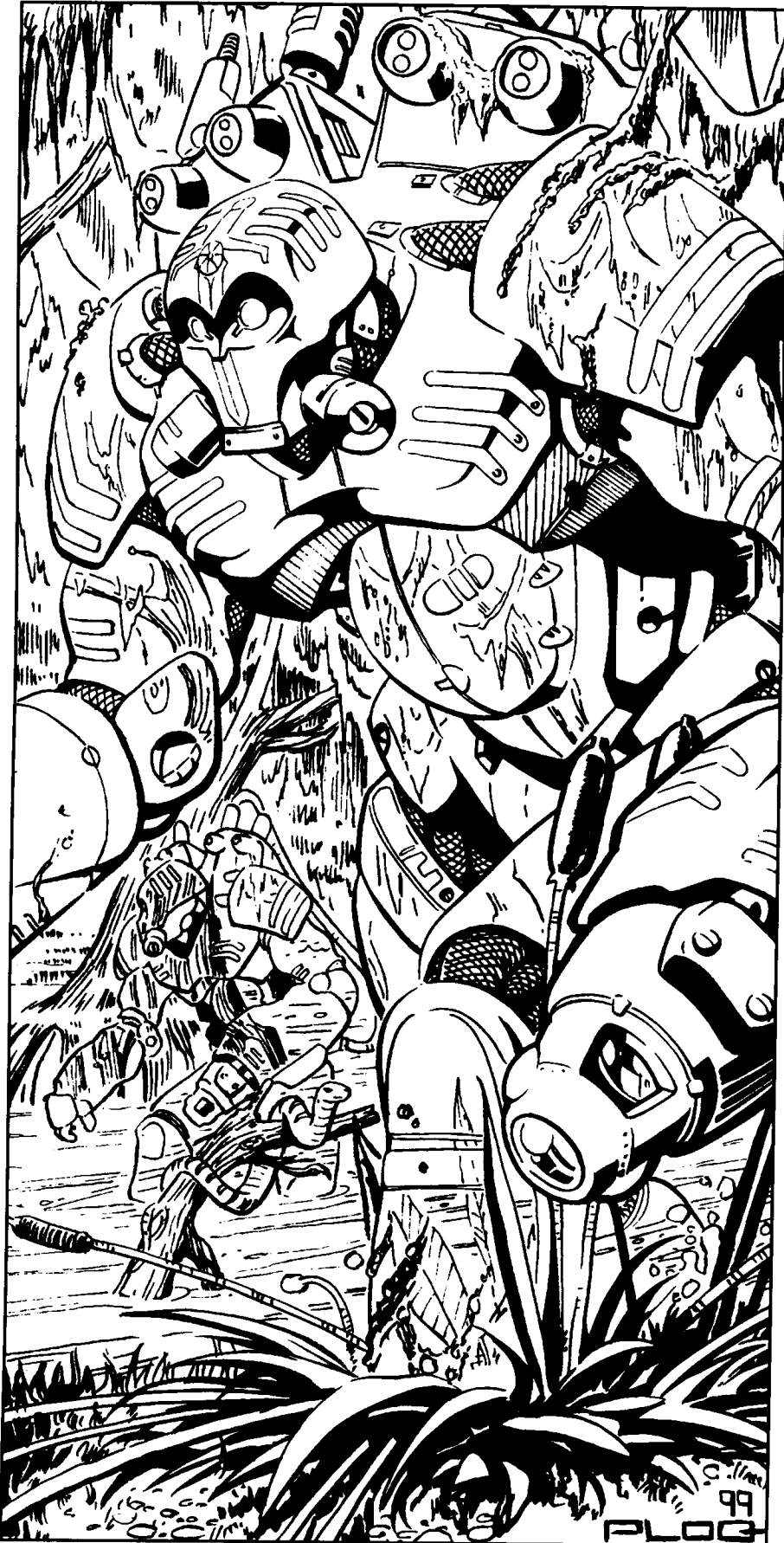
At the time of the Word of Blake invasion of Terra in 3058, ComStar scientists at the Sandhurst Royal Military College were working on an infantry uniform that used mimetic—color shifting—fabrics. ComStar believed that this research was destroyed when elements of the Word of Blake's Task Force Steel overran the college, despite the valiant efforts of the Sandhurst Training Regiment. However, much to the shock of ComStar's ROM, the Word of Blake Militia unveiled a new battle armor prototype in August of 3061 which incorporated the mimetic effect.

The Word of Blake Militia had learned a great deal about battle armor construction and development through their joint effort with the Free Worlds League Military to produce the Achilles Light Battle Armor. This experience allowed them to fully realize the potential of the mimetic technology. Like the Achilles, the Purifier features armor-composite sheaths, laid over a musculature of myomers. However, this armor-composite is wedded to an unusual chemical composite that creates the mimetic effect.

Dozens of micro-cameras are built into the battle armor, tied to a central processing unit buried in the upper back of the chest plate. Drawing images from the micro-cameras, the computer sends electrical impulses to the chemical composite, which are translated into colors. As the battle armor moves, the computer processor continually updates the feeds from the micro-cameras, manipulating the flow of current to each part of the suit, allowing every section to change colors to blend in to the surrounding terrain.

Although the color shift is rapid, the processor cannot properly camouflage the armor if the surrounding terrain changes too quickly or too often. The slower the Purifier moves, the better the concealment capabilities are. If the battle armor moves at its maximum speed, the mimetic effect actually makes it easier to spot, as the rapidly shifting colors make the Purifier stand out rather than blend in. Regardless of this drawback, the mimetic adaptation was deemed a success. (Though some work went into adapting this technology for use in vehicles and 'Mechs, the results were expensive and fruitless and research in that area was discontinued.)

Once the armor had been perfected, the Word of Blake tested several different weapon systems for use on this unique platform. As they have had close ties with the FWLM for several years, it was a simple matter to secure shipments of the new extended-range small laser for inclusion on the Purifier. Additionally, the new Purifier was given the ability to mount a compact TAG, which has proven very effective when used in tandem with the FWLM's new semi-guided long-range missiles.



Finally, in an unusual move, Blakist scientists spent considerable time and effort to produce a compact Narc missile beacon to mount on the new battle armor. Having gained an appreciation for the FWLM's love of missile-based weapons—evident by the League's glut of new long-range missile sub-units—this addition makes the Purifier a powerful missile spotter, though the bulky Narc unit does limit their mobility until it is fired and the empty launcher discarded.

BATTLETECH GAME RULES

The Purifier Adaptive Battle Armor is Level 2 equipment. It follows the standard rules for Inner Sphere battle armor (p. 63, *BMR*) except as described below.

Purifier squads consist of four troopers, all equipped with the same primary weapon. Purifier battle armor squads carry one weapon system, either an Inner Sphere ER small laser, a light TAG or a disposable, compact Narc launcher. The light TAG operates exactly as the Clan system of the same name. The compact Narc launcher operates exactly as a standard Narc missile beacon (see *NARC Missile Beacon*, p. 133, *BMR*), except its range is reduced to that of an Inner Sphere ER small laser. Additionally, the Narc launcher can only fire two missile salvos before running out of ammo. Unlike in standard battle armor missile attacks, the controlling player can choose to fire Narc missiles with some or all of the Purifiers in a unit, marking off the ammunition expenditure on the record sheet for each one fired. If the attack hits, roll on the Battle Armor Attack Table to determine how many Narc missiles have become attached to the target, using the Point Members Active column that matches the number of Narc missiles fired by the Purifier unit. Until both salvos are launched (and the launcher is jettisoned) a unit equipped with the Narc launcher may not make anti-BattleMech leg or swarm attacks or use jumping movement; it moves as standard foot infantry.

Each Purifier battlesuit has an Armor Value of 6 points, plus 1 additional point that represents the trooper inside.

The armor of the Purifier has a mimetic effect—it changes color to match the terrain it is in—which makes a Purifier unit more difficult to hit the slower it is moving. If a Purifier unit is targeted, the following modifiers replace the standard target movement modifiers: if the Purifier unit moved 3 hexes, it has a +0 target movement modifier; if the unit moved 2 hexes, it has a +1 target movement modifier; if the unit

RULES

moved 1 hex, it has a +2 target movement modifier to be hit; if the unit did not move any hexes, it has a +3 target movement modifier. All other modifiers apply normally, including terrain and the +1 Modifier for battle armor dispersion. This mimetic feature is always on and cannot be turned off.

MECHWARRIOR GAME RULES

Purifier Adaptive Battle Armor follows the normal rules for Inner Sphere battle armor (pp. 95–97, *MWC*) except as noted below.

Treat the suit as a combination sneak suit with electronic countermeasures, electronic camouflage and infrared-suppression capabilities (pp. 85 and 87, *MW2*). Integral rechargers allow the suit's stealth systems to operate indefinitely.

Tech level: 4
Availability: D
Legality: C
Cost: 400,000 C-Bills + cost of primary weapon*
Power usage: 3/Turn
Energy: 2/3
Ballistic: 1/2
Melee: 1/3
Coverage: Full
Damage Capacity: 72
Movement: Full, with jump
Physical: +1
Athletic: +1
BLD: +2

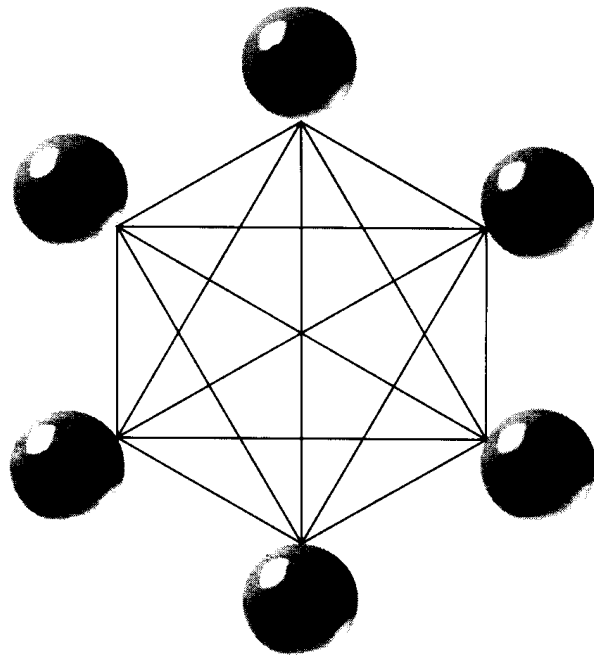
*Primary weapon costs:

ER Small Laser	11,250
Narc	30,000
Light TAG	40,000

NEW EQUIPMENT

Since its inception, ComStar has always been on the cutting edge of technology. In fact, until the return of the Clans in 3050, ComStar had achieved the highest level of technology in the Inner Sphere since the fall of the Star League. They managed to keep this edge through aggressive programs to stifle technological development outside ComStar, the most infamous being Operation Holy Shroud.

It naturally follows that ComStar would develop its own advanced battlefield equipment. Until recently, they managed to keep ahead through their widespread intelligence network, "borrowing" advancements from others and adding them to their own units. However, true innovation was called for following the loss of Terra to the Word of Blake in 3058. Using their highly advanced communications technology, ComStar scientists developed two new systems in an effort to give them an edge over the Word of Blake, and prepare them for the post-Clan-invasion era to come: the improved C³ computer and the improved Narc launcher.



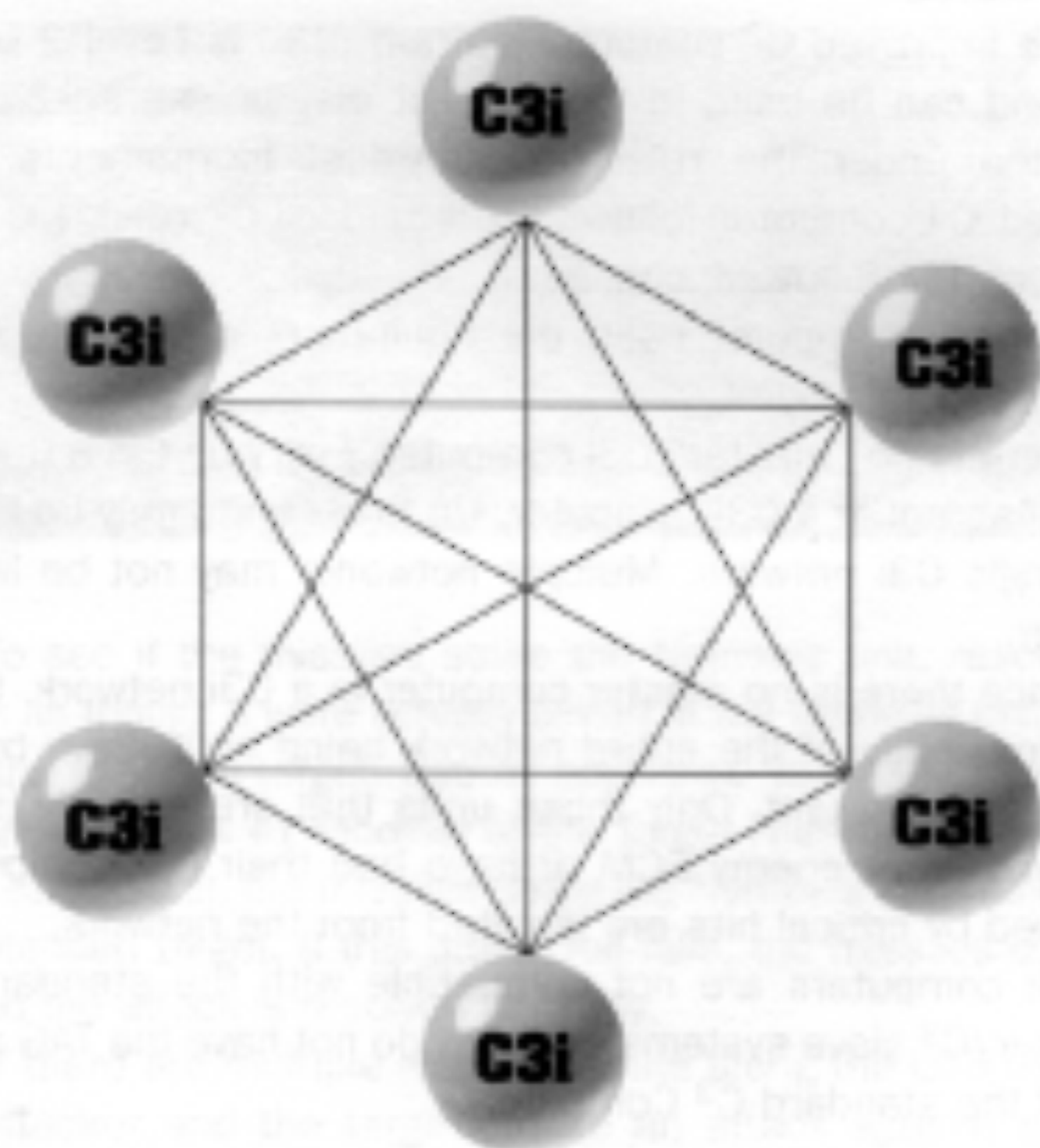
IMPROVED C3 COMPUTER

ComStar and the Draconis Combine have maintained a healthy level of technology trade since the War of 3039. Naturally, both sides keep their best material to themselves, but in the face of the Clan enemy, the Combine was willing to "loan" its Command/Control/Communications (C³) computer system to its allies for the joint war effort.

Having dominated the communications industry for hundreds of years, it didn't take long for ComStar's technicians to adopt and improve on the C³ concept. The improved C³ computer system (C3i) was developed partly to account for ComStar's radically different "base six" command structure, but also because ComStar wished to refine the system to improve its efficiency and durability.

After extensive testing, it was determined that there was simply no way for a single C³ master unit to coordinate fire from six units simultaneously. The solution was as simple as it was difficult to arrive at: the ComStar system does not rely on a central "master" computer, but rather creates a sort of cellular network in which each unit is an independently functioning node. This advance increased the size and cost of the C3i computer, and eliminated the ability to coordinate fire across multiple lances, but added the significant benefit that the network cannot be disrupted by the loss of a single master unit.

Of course, it did not take long for Word of Blake ROM agents to get their hands on this technology. It is currently fielded in fairly equal quantities in both the Com Guards and the Word of Blake Militia.



Game Rules

The improved C³ computer system (C3i) is Level 2 equipment and can be used in tournament play unless specifically prohibited under the rules of individual tournaments. The improved C³ computer follows the standard C³ rules (p. 124, *BMR*) with the following changes.

The C3i computer uses the equipment profile found on page 151 of this book.

There is no "master" C3i computer. Every unit in a C3i network must mount a C3i computer. Up to six units may be linked in a single C3i network. Multiple networks may not be linked together.

Since there is no master computer in a C3i network, there is no possibility of the entire network being shut down by the loss of a single unit. Only those units that are actually in the effect radius of enemy ECM or have had their C3i computers destroyed by critical hits are isolated from the network.

C3i computers are not compatible with the standard C³ computer/C³ slave systems and they do not have the TAG capability of the standard C³ Computer.

IMPROVED NARC LAUNCHER

Despite the advantage a well-placed Narc pod can grant, the Narc missile beacon has never been a very popular item among MechWarriors in the field. The reason for this is the system's short range; a Narc-equipped unit has to get dangerously close to the target to plant a pod on it. In the case of Narc-equipped LRMs, the missile's range is more than double the Narc's range, requiring either a dedicated Narc spotter to close in with the enemy, or requiring the LRM unit to close in, fire the Narc, and then withdraw to LRM range—less than an ideal arrangement.

Shortly after Anastasius Focht's first meetings with the Clans, ComStar scientists were given the task of improving the range and flexibility of this valuable piece of military hardware in the hope that it could provide an edge against the Clans should conflict ever occur. Improving on Star League technology is never an easy task, and even with the best electronics and communications specialists in the Inner Sphere on hand, it took more than ten years to perfect the improved Narc launcher (iNarc). Of course, this meant that the Com Guards had to face the Clans without the new technology on Tukayyid, but history shows that, fortunately, the aid was not needed.

Although many compromises had to be made in designing the iNarc system, the final result is a masterwork of combat electronics, and should give the Com Guards a significant edge on the battlefield. The most obvious improvement over the original Narc is a range increase of more than 50 percent. This means iNarc spotters no longer have to be fast, light units that close in with the enemy; instead iNarc launchers can be effectively used by larger and tougher units to enhance their own arsenals.

ComStar did not stop at simply improving the range of the iNarc. Using their particular expertise, they have devised a number of specialty pods, each with its own unique use in combat.

Reports indicate that the Word of Blake has yet to field this piece of equipment, leaving it firmly in the hands of the Com Guards and their closest allies. Whether this means the Blakists have not acquired it, or they simply haven't used it yet, is unknown.

Game Rules

The improved Narc launcher (iNarc) is Level 2 equipment and can be used in tournament play unless specifically prohibited under the rules of individual tournaments. The iNarc is used just like a standard Narc missile beacon (p. 133, *BMR*), with the following exceptions.

The iNarc uses the weapon profile and ranges found on page 151 of this book.

The improved pods launched by the iNarc are larger than standard Narc pods. As such, they can be "brushed off" in the same way as swarming anti-Mech infantry (p. 67, *BMR*). A successful roll destroys one pod of the target's choice. Note that unlike swarming infantry, jumping movement or falling will have no chance of knocking off iNarc pods. Since they have no arms, vehicles cannot brush the pods off, but if a vehicle unit does not move or fire for an entire turn, and its crew is not stunned, all attached iNarc pods can be removed in that End Phase (this rule has no effect on standard Narc pods, which cannot be removed during game play).

Several special munitions are available for the iNarc. Like other special munitions (p. 130, *BMR*), each type of munition must be carried in full-ton lots, and the type of munition to be used must be announced during weapon attack declaration. These types of munitions cannot be used in standard Narc launchers; only the iNarc is capable of launching them.

Additional pods of the same type attached to the same target do not have cumulative effects. This applies to a unit with both iNarc homing pods and standard Narc pods as well; in such cases, only the iNarc pod has an effect.

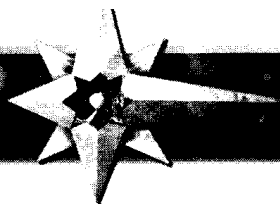
Criticals: If a slot containing iNarc ammo is critically hit, it inflicts 3 points of ammo explosion damage per shot remaining in the bin.

Homing Pods

The standard iNarc homing pod has an improved ability to attract Narc-equipped missiles as compared to the Narc missile beacon. In addition to the usual +2 Modifier on the Missile Hits Table Roll, also apply a -1 To-Hit Modifier to all Narc-capable missile attacks made against a target that has been hit with an iNarc homing pod. Narc-capable missiles (which cost double the usual C-Bills) work with both standard Narc pods and iNarc homing pods.

Explosive Pods

The iNarc can fire larger, more powerful explosive warheads than the standard Narc. These work just like standard explosive Narc pods, but inflict 6 points of damage on a hit.



RULES

COMSTAR WEAPONS TABLE

Type	Heat	Minimum Damage	Short Range	Medium Range	Long Range	Range	Critical Tons	Ammo Slots	Per Ton
Improved Narc Launcher	0	*	—	1-4	5-9	10-15	5	3	4
Improved C3 Computer	—	—	—	—	—	—	2.5	2	—

* See special rules for this equipment.

Criticals: If a slot containing iNarc explosive ammo is critically hit, it inflicts 6 points of ammo explosion damage per shot remaining in the bin.

ECM Pods

Designed to disrupt advanced weapon systems and C³ networks, the ECM pod emits a small jamming field surrounding the target.

As long as the target has an ECM pod attached, it suffers the effects of being in the effect radius of an enemy ECM suite (p. 126, *BMR*). The ECM pod has no effect radius of its own, and thus has no effect on other units—it only works on targets it is attached to.

Haywire Pods

A specialized variation of the ECM pod, the haywire pod emits powerful static and electromagnetic “noise” that disrupts the target’s electronic systems, including targeting and communications.

While a haywire pod is attached, the target suffers a +1 To-Hit Modifier to all of its weapon attacks. In addition, it cannot act as a spotter for LRM indirect fire or artillery. It can guide an Arrow IV homing missile, but the TAG attack would also have a +1 To-Hit Modifier.

Nemesis Pods

The concept of Nemesis pods is elegant and devious: use the enemy’s own Narc signals against them, causing their own Narc-equipped missiles to home in on their own units. Originally this system was only useful against Narc-equipped missiles, but its frequencies were soon tuned to attract Artemis, semi-guided and even Arrow IV homing missiles.

When resolving an attack using Narc-capable, Artemis IV-capable or semi-guided missiles, there is a chance the missiles will strike a friendly unit with an attached Nemesis pod (a “Nemesis unit”) if it is along the LOS between the attacker and the target, and LOS exists between the attacker and the Nemesis unit.

To see if the missiles strike the Nemesis unit, resolve the attack as though it were actually aimed at the Nemesis unit rather than the intended target. Use all applicable To-Hit Modifiers, and add an additional +1 Modifier to the Target Number. If this attack roll is successful, the missiles strike the Nemesis unit rather than the intended target. If this attack roll fails, the missiles continue on and the attack is resolved normally.

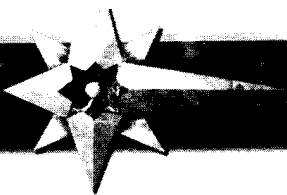
If there are multiple Nemesis units along the LOS between the attacker and the target, make an attack against each of them, starting with the target nearest to the attacker, until the missiles successfully strike a Nemesis unit or reach the intended target.

Nemesis pods can also attract Arrow IV homing missiles, but this is resolved differently. If a Nemesis unit is in a hex adjacent to the target in the turn the homing missile arrives, there is a 50 percent chance the missile will strike the Nemesis unit rather than the intended target. Roll 1D6; on a result of 4-6 the attack is resolved against the intended target. If there are multiple adjacent Nemesis units, there is an equal chance

COMSTAR WEAPON COSTS AND BATTLE VALUES

Cost Type	Ammo Costs (unloaded)	Battle (per ton)	Value
Improved C ³ Computer	750,000	—	*
Improved Narc Launcher	250,000	7,500	75/15
ECM Pods	—	15,000	—
Explosive Pods	—	1,500	—
Haywire Pods	—	20,000	—
Nemesis Pods	—	10,000	—
Purifier Battle Armor Squad	2,400,000	—	—
ER Small Laser	—	—	184
Narc	—	—	89
TAG	—	—	70

* Same Battle Value as a unit in a fighting group with a complete standard C³ network (see p. 143, *BMR*).



RULES

BATTLEFORCE 2 ROSTER SUPPLEMENT

Name	MP	Damage PB/M/L	Over- heat	Class	Armor/ Structure	Point Value	Specials
EXT-5E Exterminator	6	3/2/—	—	H	5/3	12	
HSR-500-D Hussar	9	2/1/1	—	L	2/1	9	
KTO-21 Kintaro	5	4/3/—	—	M	4/6	11	
TSN-1C Tessen	6	3/2/1	—	M	4/2	10	tag
THG-12E Thug	4	4/3/2	—	A	6/6	15	
VQR-2A Vanquisher	3	5/4/2	1	A	8/8	19	
Purifier Squad							
ER Small Laser	3J	1/—/—	—	I	2/—	2	car4
Narc	3J	—/—/—	—	I	2/—	1	car4
TAG	3J	—/—/—	—	I	2/—	1	car4, tag

the missile will strike any of them if it does not strike the intended target.

BATTLEMECH VARIANTS

With the successful deployment of the new iNarc and C3i, both the Com Guards and the Word of Blake Militia have begun to upgrade aging Star League designs, making major modification to their chassis and existing weaponry while incorporating the new iNarc and C3i systems. Four of the most successful variants are included in record sheets at the back of this book: the HSR-500-D *Hussar*, KTO-21 *Kintaro*, EXT-5E *Exterminator* and THG-12E *Thug*.

TSN-1C TESSEN

Mass: 50 tons

Chassis: Endo Steel

Power Plant: 300 Vlar XL

Cruising Speed: 65 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Ferro Fibrous

Armament:

1 Lord's Light Extended Range PPC

1 Diverse Optics 20P Medium Pulse Laser

Manufacturer: Independence Weaponry

Primary Factory: Quentin

Communications System: Garret T-22 with improved C³

Targeting and Tracking System: Garret D2J(I)

OVERVIEW

Named for the war fan used by ancient Japanese samurai, the *Tessen* was first conceptualized as a heavy scout 'Mech designed jointly by the DCMS and Com Guard. However, numerous philosophical and technological differences lead to the

abandonment of the project in 3055. When ComStar's technicians completed work on their improved version of the Combine C³ computer they sought out a new chassis on which to deploy the system. The unfinished *Tessen* was quickly identified as a suitable candidate and six prototypes were constructed for field trials. These took place on Tukayyid against a wide variety of opposing forces, including simulated Clan troops, and in June 3061 the *Tessen* was certified combat-ready and full-scale production began.

CAPABILITIES

The original *Tessen* was fast and heavily armored for its size, capable of either evading or destroying any threats it encountered while on a mission. The modified version remains swift, capable of 97 kph, but the reduction in speed allowed the designers to retain the nine tons of ferro-fibrous armor which provide ample protection against weapon fire. However, the addition of the C3i, TAG and iNarc systems reduced the payload considerably. Its weapon load—now only a single Diverse Optics pulse laser and a Lord's Light Extended Range PPC—is also inferior to many lighter 'Mechs.

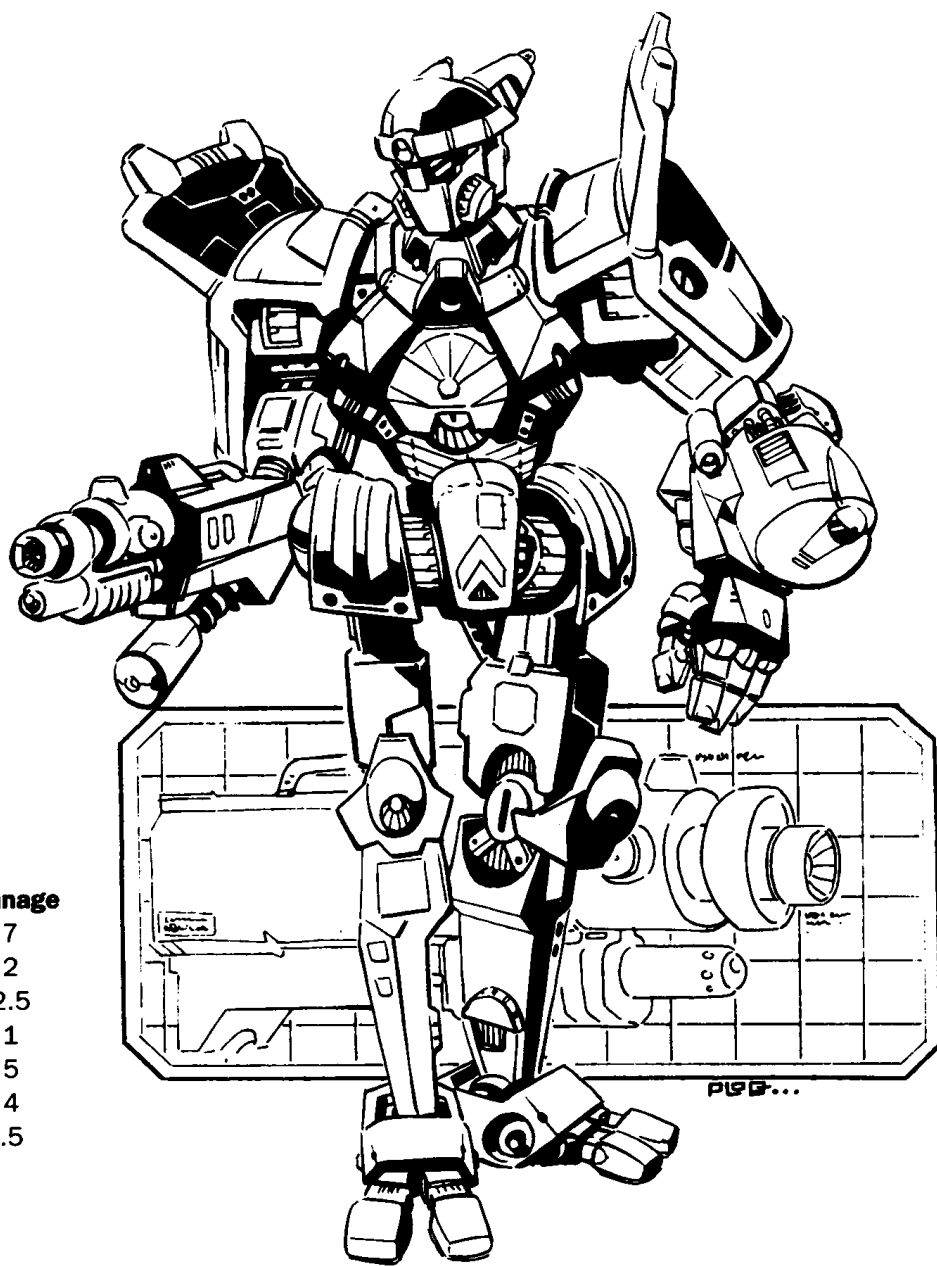
The changes in the completed design have drawn considerable criticism, with many analysts stating that the *Tessen* is totally unsuited to independent scouting operations and further noting that it does not even mount a missile launcher to capitalize on the iNarc. However, the production model is not intended to operate alone but rather to serve as a spotter for a "hunter" unit of C3i-equipped 'Mechs and vehicles. The *Tessen's* speed and resilience allow it to close with enemy units and provide targeting telemetry to its companions, allowing them to rain-down devastating firepower on the designated target. Such attacks have proven deadly in trials though their use against Clan forces is in question as such "mob" attacks would free such troops from their restrictive rules of engagement. Similarly, the inclusion of the iNarc system makes more

RULES

Type: **Tessen**
 Technology Base: Inner Sphere
 Tonnage: 50
 Battle Value: 989

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	161	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Medium Pulse Laser	RA	1	2
C3i Computer	CT	2	2.5
TAG	H	1	1
iNarc Launcher	LA	3	5
Ammo (iNarc) 16	LA	4	4
CASE	LT	1	.5



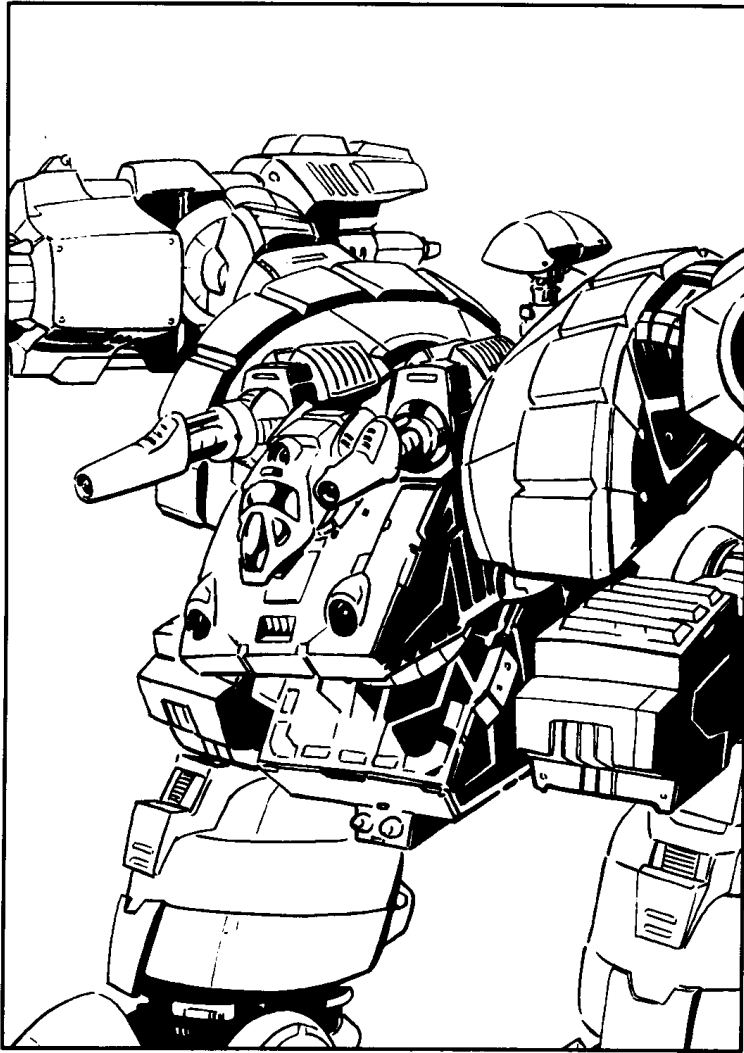
sense in the 'Mech's spotter role. The pods used by the new system provide considerable flexibility, giving the *Tessen* limited electronic warfare capability in addition to their normal (improved) role in increasing missile accuracy.

DEPLOYMENT

Though the *Tessen* is built on Quentin in the Draconis Combine, to date the design has only been fielded by ComStar and the SLDF. The DCMS was offered half of the initial production run but declined on the grounds that the C³ technology used in the *Tessen* was incompatible with the system already used throughout the Combine.

The most notable recipient of the design has been ComStar's Eighty-third Division, the White Cyclones, based on

Bryant. Though they only received their first pair of *Tessens* in November 3061, the 'Mechs have already proved themselves in action against Word of Blake raiders. Deployed as part of the Eighty-third's fast reaction force, the *Tessens* were in the vanguard of the Com Guard force sent to oppose the attack. They waited in ambush until the opposing forces began long-range sniping, then leapt out from their concealment, providing their heavier companions—retrofitted with the C3i system—with accurate targeting information. The long range sniping suddenly became a deadly hail of fire and before they could react, the Blakist force had lost two of its heaviest 'Mechs. Attempts to pin down the fast-moving 'Mechs proved futile and the Blakists withdrew rather than risk further losses.



VQR-2A VANQUISHER

Mass: 100 tons

Chassis: Hollis Alteration Mark VI

Power Plant: 300 Vlar

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Aldis Plate with CASE

Armament:

- 2 Corean Light Gauss Rifles
- 2 Diverse Optics Sunbeam Extended Range Large Lasers
- 3 Diverse Optics Extended Range Medium Lasers

Manufacturer: Skobel MechWorks

Primary Factory: Russia, Terra

Communications System: Skobel Wave VI Comm with C3i Computer

Targeting and Tracking System: Falcon 12b Watcher

OVERVIEW

When Word of Blake ROM agents arrived on Terra with the plans for ComStar's new improved C³ computer (C3i), Precentor Martial St. Jamais deemed getting the new technology into service a high priority. Word of Blake scientists had soon mastered production of the sophisticated targeting and tracking system, and all that was lacking was a platform to carry it. Though several Star League-era designs were upgraded and refitted with the C3i, the Precentor Martial chose to develop a brand new design around it as well. He commissioned Militia designers to create a new assault 'Mech based on the aging *King Crab* but meant to showcase the C3i's capabilities, and began searching for a suitable company to produce the new design.

Skobel MechWorks was the company he was looking for. A Terra-based company that had produced the original BattleMech, the *Mackie*, Skobel was now turning out their *Nexus* design for the Militia. The Precentor Martial ordered one of Skobel's ancient factories, long mothballed and thought destroyed, reopened, and from the very assembly lines that had once produced the *Mackie* stepped its descendent: the *Vanquisher*.

CAPABILITIES

Though based on the *King Crab*, the *Vanquisher* bears only a small resemblance to its predecessor, despite its legs and hunched-over torso. This mammoth 'Mech utilizes long-range weapons to bring down its foe, using targeting information gathered from its faster companions to make a pinpoint assault. The light Gauss rifles and ER large lasers are the *Vanquisher's* main weapons, though its three ER medium lasers boast impressive ranges as well, and can be quite dangerous in their own right.

The *Vanquisher* is slow, but it boasts an incredible amount of protection. Not only does it bear almost twenty tons of standard armor, it lacks a dangerous extra-light engine and is equipped with CASE in both side torsos, to protect against light Gauss rifle explosions. The new design meets its specifications admirably, and is sure to be the basis on which any Militia C3i network is built.

DEPLOYMENT

Initial production runs of the *Vanquisher* and C3i-refitted 'Mechs are being field-tested by the Sixth Division, True Believers IV-Theta. Precentor Brandenburg-Curi, "the Schoolmaster," is putting them through their paces in extremely difficult situations, and the designs are expected to be released to the rest of the Militia soon.

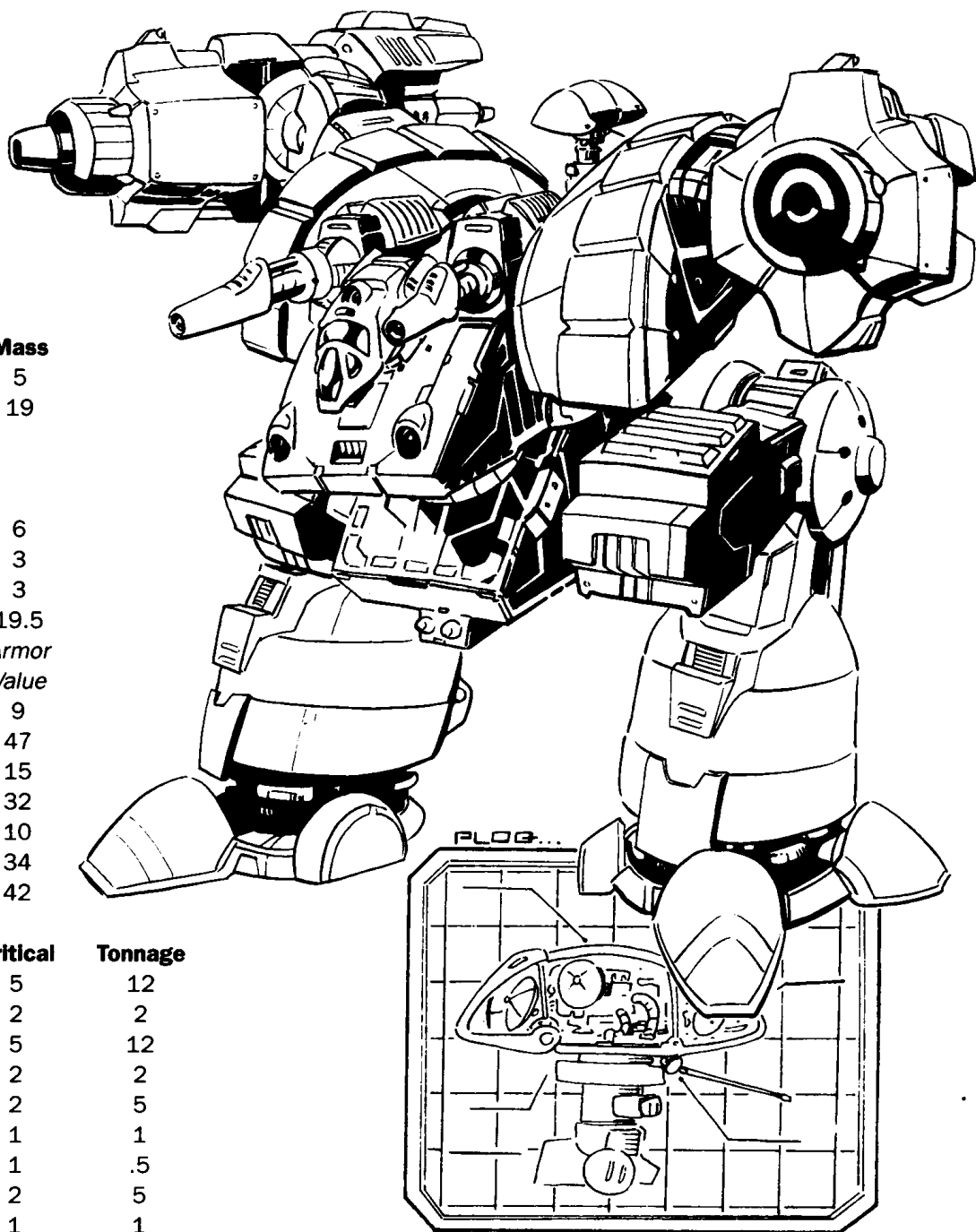
RULES

Type: **Vanquisher**
 Technology Base: Inner Sphere
 Tonnage: 100
 Battle Value: 1,858

Equipment

		Mass
Internal Structure:	Endo Steel	5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	47
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
Light Gauss Rifle	RA	5	12
Ammo (Gauss) 32	RA	2	2
Light Gauss Rifle	LA	5	12
Ammo (Gauss) 32	LA	2	2
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
CASE	LT	1	.5
C3i Computer	CT	2	2.5
ER Medium Laser	H	1	1



RULES

DANTE-CLASS FRIGATE

ComStar's three *Dante*-class vessels were built in the short period between 2935 and 2949, products of the renovation of the Star League-era shipyards at Titan and increased militarism within the order. Though ComStar retained a number of ex-SLDF WarShips in mothballs, most of these vessels demanded large crews that the order was unable to supply. Primus York sought the creation of the heavily automated *Dante*-class as a stop-gap measure to support the nascent ComStar Guards and Militia while the other vessels were refurbished and new crews trained.

The first *Dante*, the *Narbonne*, entered service in 2941, followed by the *Bordeaux* in 2944 and the *Montpellier* in 2948. However, the spiraling cost of renovating the remainder of the fleet, and the difficulty of hiding both the vessels and the large number of naval personnel, lead to the program being frozen in 2949. As a proven design, the Precentor Martial had considered commissioning the construction of further units in the class but the Blakist invasion of 3058 halted those plans.

Though massing less than some destroyers, the *Dante*'s mix of speed, firepower and armor earned it the designation of frigate. Its principal role is the command and escort of DropShip flotillas. Though the design is also adept at raiding tactics, its small cargo bays and limited fuel bunkering impede independent operations.

Dante (Frigate)

Tech: Star League

Introduced: 2941

Mass: 610,000 tons

Length: 640 meters

Sail Diameter: 610 meters

Fuel: 3,000 tons

Tons/Burn Day: 39.52

Safe Thrust: 5

Maximum Thrust: 8

Sail Integrity: 4

KF Drive integrity: 13

Heat Sinks: 650 (1300)

Structural Integrity: 50

Armor

Fore: 100

Fore-Sides: 90

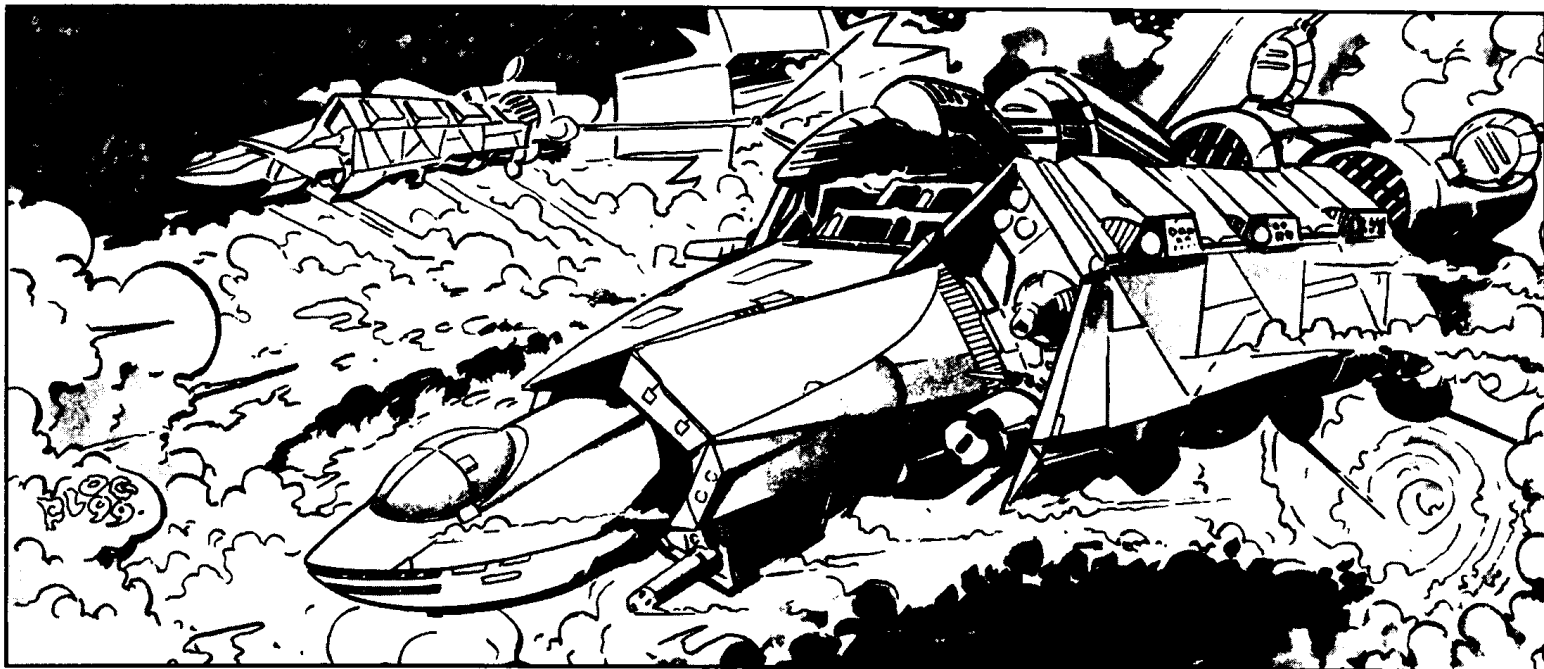
Aft-Sides: 80

Aft: 70

Weapons

Arc Type	Heat	Range Values					FTR	
		S	M	L	Extreme			
Nose	LRM	24	5	5	5	—	—	Y
Nose	Point	15	3	—	—	—	—	Y
Nose	Pulse	40	4	4	—	—	—	Y
Nose	NAC	200	60	60	60	—	—	—
Nose	NAC	200	60	60	60	—	—	—
FL/FR	Laser	24	2	2	2	—	—	Y
FL/FR	LRM	24	5	5	5	—	—	Y
FL/FR	Point	15	3	—	—	—	—	Y
FL/FR	Pulse	40	4	4	—	—	—	Y
FL/FR	NAC	200	60	60	60	—	—	—
FL/FR	NAC	200	60	60	60	—	—	—
LBS/RBS	Laser	24	2	2	2	—	—	Y
LBS/RBS	LRM	24	5	5	5	—	—	Y
LBS/RBS	Point	15	3	—	—	—	—	Y
LBS/RBS	Pulse	40	4	4	—	—	—	Y
LBS/RBS	NAC	200	60	60	60	—	—	—

RULES



Weapons		Range Values					
Arc Type	Heat	S	M	L	Extreme	FTR	
LBS/RBS	NAC	200	60	60	60	—	—
LBS/RBS	NAC	240	70	70	—	—	—
AL/AR	Laser	24	2	2	2	—	Y
AL/AR	LRM	24	5	5	5	—	Y
AL/AR	Point	15	3	—	—	—	Y
AL/AR	Pulse	40	4	4	—	—	Y
AL/AR	NAC	200	60	60	60	—	—
AL/AR	NAC	200	60	60	60	—	—
Aft Laser	48	4	4	4	—	Y	
Aft LRM	24	5	5	5	—	Y	
Aft Point	15	3	—	—	—	Y	
Aft Pulse	40	4	4	—	—	Y	

Cargo: (17,087 tons)

Bay 1: 12 Fighters	4 Doors
Bay 2: Cargo	2 Doors
Bay 3: Cargo	2 Doors

DropShip Capacity: 2

Grav Deck: 1 (135 meter)

Escape Pods: 24

Life Boats: 0

Crew: 188

Passengers: 24

Armament: 16 Extended Range Large Lasers, 48 Small Pulse Lasers, 32 Large Pulse Lasers, 24 Anti-missile systems, 32 LRM-20 Launchers, 16 NAC 30, 4 NAC 35, 12 NL 55, 150 tons AMS ammo, 160 tons LRM ammo, 150 NAC 30 shells (120 tons), 100 NAC 35 shells (100 tons)

Notes: Equipped with lithium-fusion battery system. Uses 600 tons of ferro-carbide armor.

BATTLETECH®

PURIFIER ADAPTIVE ARMOR RECORD FORM

MOVEMENT POINTS: 3 JUMP

LEVEL II NUMBER _____

LEVEL I NUMBER 1

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL II NUMBER _____

LEVEL I NUMBER 1

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 2

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 2

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 3

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 3

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 4

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 4

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 5

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 5

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 6

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

LEVEL I NUMBER 6

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE _____

NARC MISSILE 1

NARC MISSILE 2

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Squad Members Active			
	1	2	3	4
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	1	2	2
6	1	1	2	2
7	1	2	2	3
8	1	2	2	3
9	1	2	3	3
10	1	2	3	4
11	1	2	3	4
12	1	2	3	4

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	4
3	7
2	10
1	12
—	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	7
1-3	10
—	No attack possible

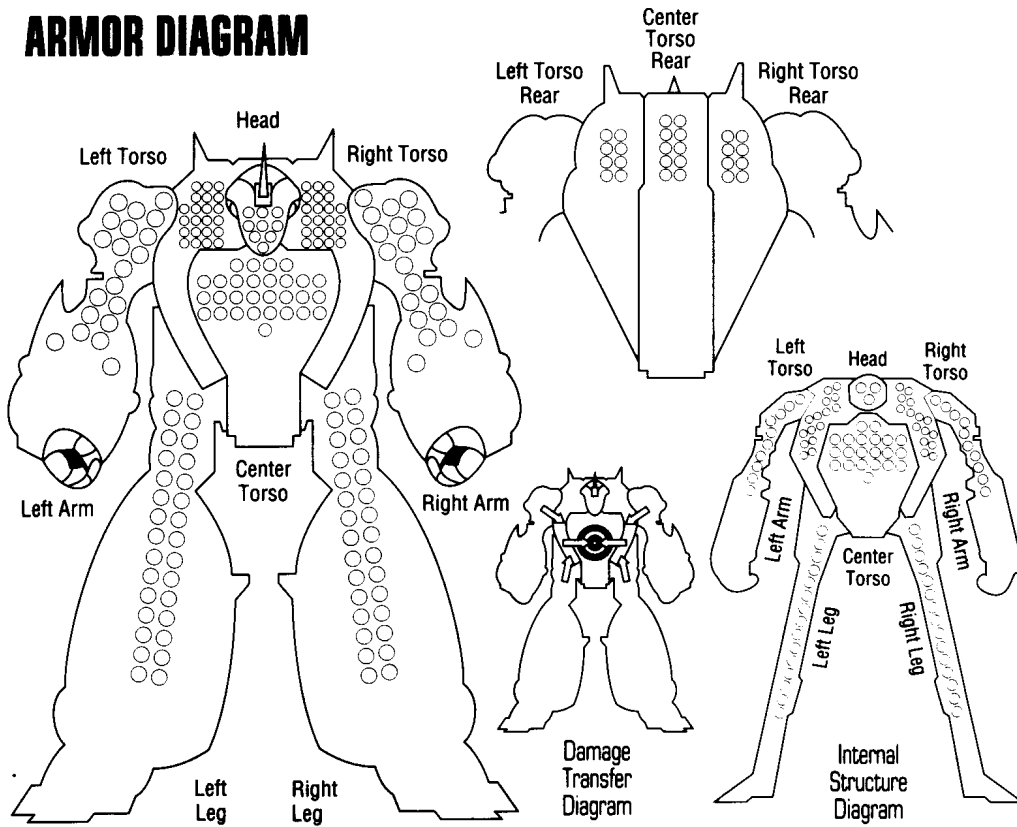
SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: EXT-5E Exterminator
 Movement Points: Walking: 6 Running: 9 (12) Jumping: 0
 Tonnage: 65
 Technology Base: 3060
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 ER Medium Lasers	RA	5	5	-	4	8	12
2 ER Medium Lasers	LA	5	5	-	4	8	12
1 C3i	CT	0	0	-			
1 iNarc	LT	0	0	-	4	9	15

Ammo Type	Rounds
iNarc	16

Total Heat Sinks: 10 (20)
 ○○○○○○○○○○ Double

Auto Eject

Operational Disabled

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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Medium Laser
- ER Medium Laser

4-6

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 iNarc
- iNarc
- iNarc

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

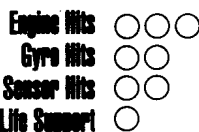
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1 Gyro
- XL Engine
- XL Engine
- 4-6 C3i
- C3i



Cost: 18,743,010
 Battle Value: 1,159
 C3 BV: 113

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Medium Laser
- ER Medium Laser

4-6

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Ammo (iNarc) 4
- Ammo (iNarc) 4
- Ammo (iNarc) 4
- 1 Ammo (iNarc) 4
- 2 MASC
- 3 MASC
- 4 MASC
- 5 Endo Steel
- 6 Endo Steel

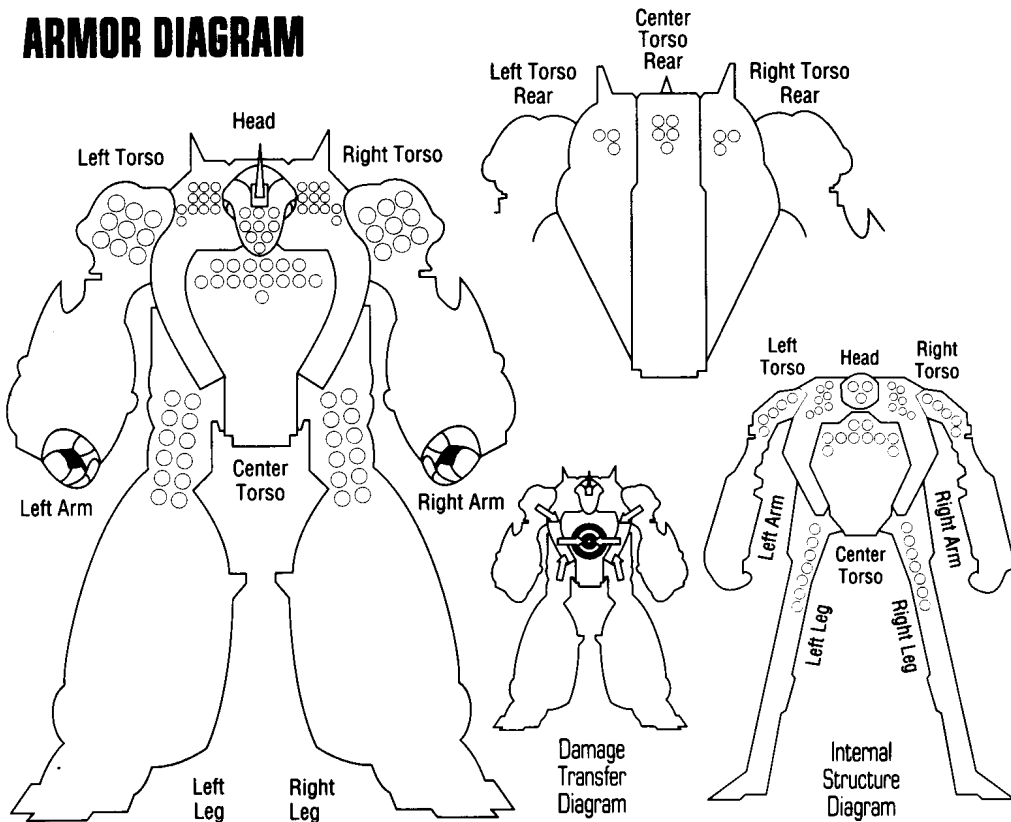
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **M50-D Hussar** Tonnage: 30
 Movement Points:
 Walking: 9 Technology Base: 3060
 Running: 14 Inner Sphere
 Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER PPC	LT	15	10	-	7	14	23
1 C3i	CT	0	0	-			

Ammo Type Rounds

Total Heat Sinks: 10 (20) Double
 ○○○○○○○○○○

Auto Eject
 Operational Disabled

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	-2 Movement Points
10	
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Critical Hit Table

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6**

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - ER PPC
 - ER PPC
 - ER PPC
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

Left Leg

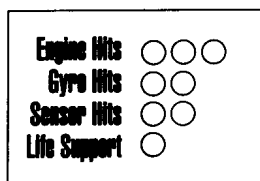
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - C3i
 - C3i
- 4-6**



Cost: 6,152,640
 Battle Value: 867
 C3 BV: 80

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6**

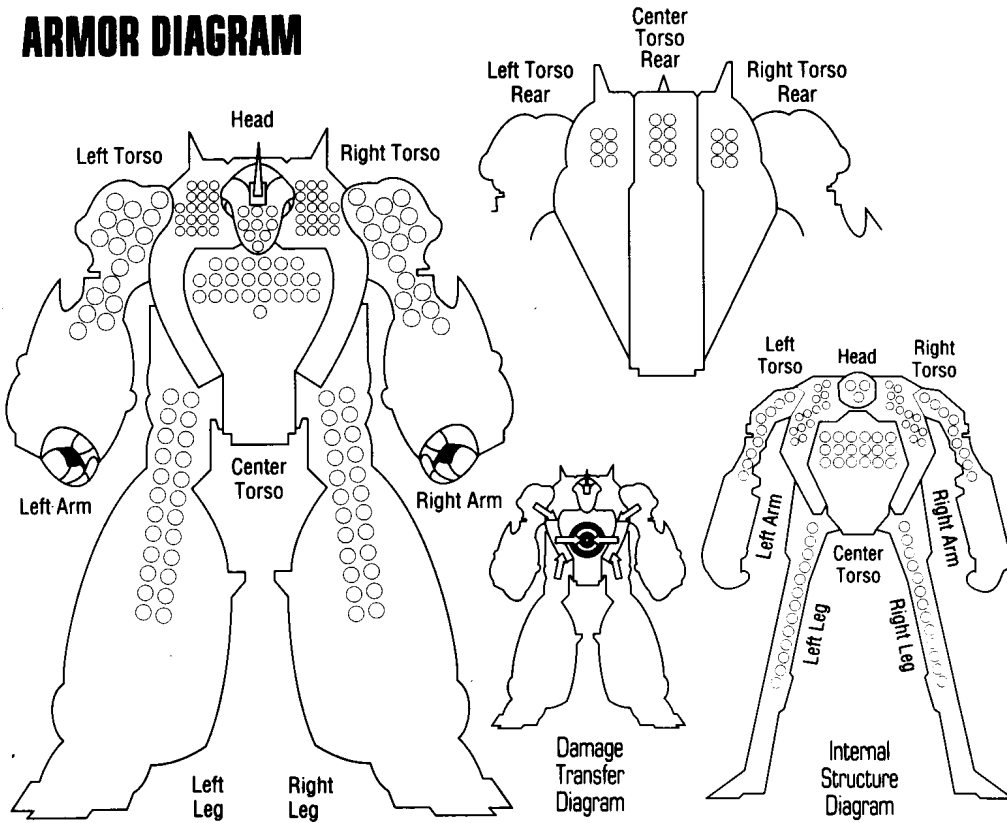
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **KT0-21 Kintaro** Tonnage: 55
 Movement Points: _____
 Walking: 5 Technology Base: 3060
 Running: 8
 Jumping: 0 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 ER Medium Lasers	RA	5	5	-	4	8	12
1 C3i	CT	0	0	-			
1 iNarc	LT	0	0	-	4	9	15
1 SRM 6	RT	4	2	-	3	6	9
1 SRM 6	LA	4	2	-	3	6	9

Ammo Type

iNarc 12
 SRM 6 30

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

Operational Disabled

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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - SRM 6
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Left Torso

- iNarc
 - iNarc
 - iNarc
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Engine
 - Engine
 - Engine
 - C3i
 - C3i
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 6,551,283
 Battle Value: 1,144
 C3 BV: 111

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso (Case)

- SRM 6
 - SRM 6
 - Ammo (iNarc) 4
 - Ammo (iNarc) 4
 - Ammo (iNarc) 4
 - Ammo (SRM 6) 15
- 1-3
- Ammo (SRM 6) 15
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6

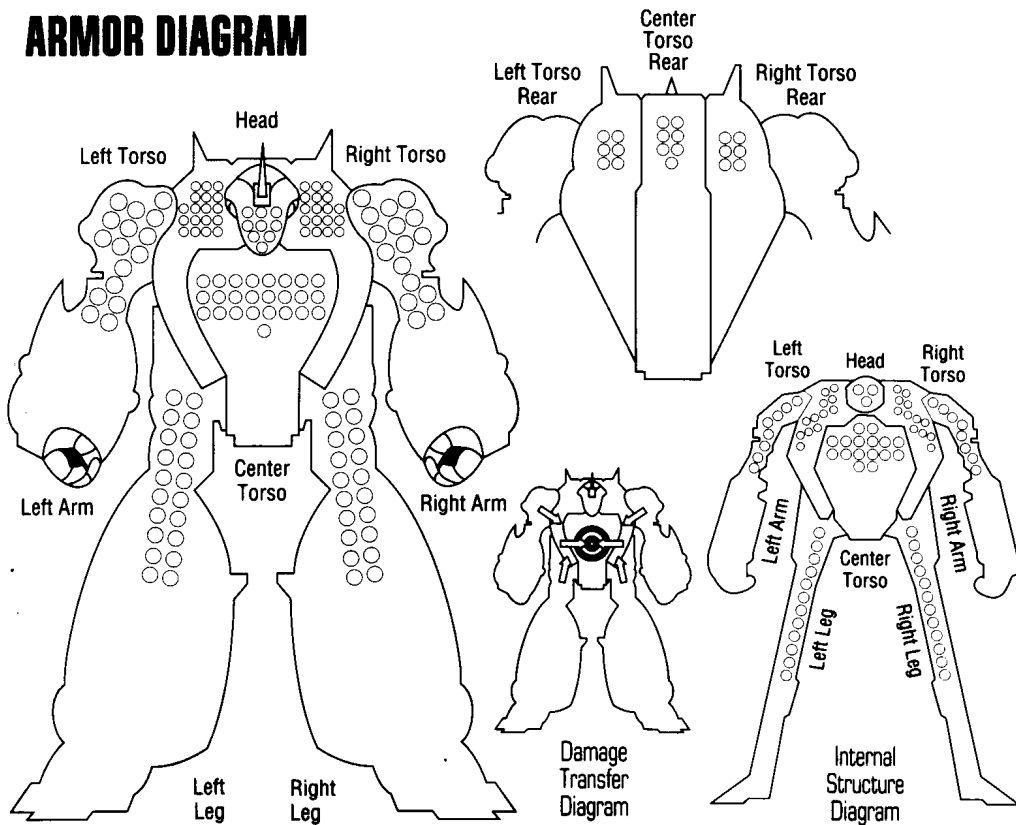
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: TSM-1C Tessen
 Movement Points: Walking: 6, Running: 9, Jumping: 0
 Tonnage: 50
 Technology Base: 3060
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER PPC	RA	15	10	-	7	14	23
1 Medium Pulse Laser	RA	4	6	-	2	4	6
1 C3i	CT	0	0	-	-	-	-
1 TAG	H	0	0	-	5	9	15
1 iNarc	LA	0	0	-	4	9	15

Ammo Type	Rounds
iNarc	16

Total Heat Sinks: 11 (22) Double
 ○○○○○○○○○○ ○

Auto Eject

Operational Disabled

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 iNarc
- iNarc
- iNarc

- 1-3 Ammo (iNarc) 4
- Ammo (iNarc) 4
- 4-6 Ammo (iNarc) 4
- Ammo (iNarc) 4
- Endo Steel
- Endo Steel

Left Torso (Case)

- 1-3 XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel

- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- C3i
- C3i

Engine Hits	○○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost: 10,824,000
 Battle Value: 989
 C3 BV: 123

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC

- 4-6 Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 2 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

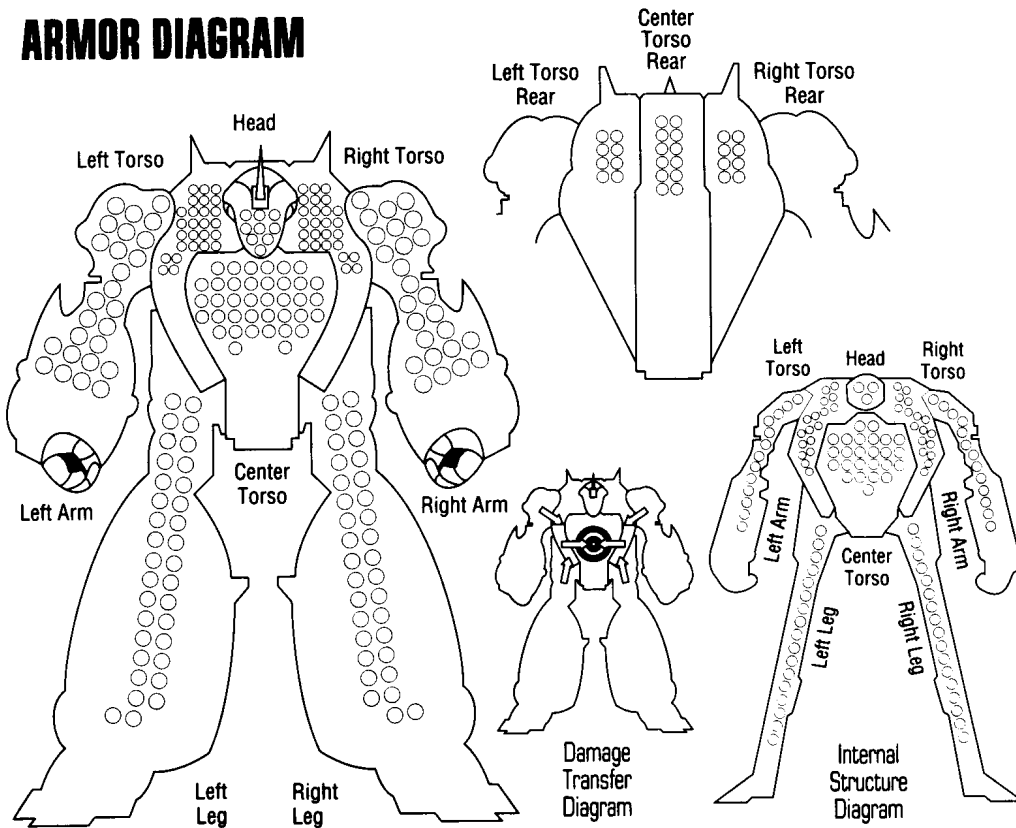
Heat Scale

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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: THG-12E Thug
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0
 Tonnage: 80
 Technology Base: 3060
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER PPC	RA	15	10	-	7	14	23
1 ER PPC	LA	15	10	-	7	14	23
1 SRM 6	LT	4	2	-	3	6	9
1 SRM 6	RT	4	2	-	3	6	9
1 CSI	CT	0	0	-			

Ammo Type	Rounds
SRM 6	15

Total Heat Sinks: 17 (34) Double
 ○○○○○○○○○ ○○○○○○○

Auto Eject
 Operational Disabled

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**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - SRM 6
 - SRM 6
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support

- Center Torso**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Engine
 - Engine
 - Engine
 - C3i
 - C3i

Engine Hits	○○○○
Gyro Hits	○○○○
Sensor Hits	○○○○
Life Support	○

Cost: 9,974,641
 Battle Value: 1,476
 C3 BV: 202

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso (CASE)**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

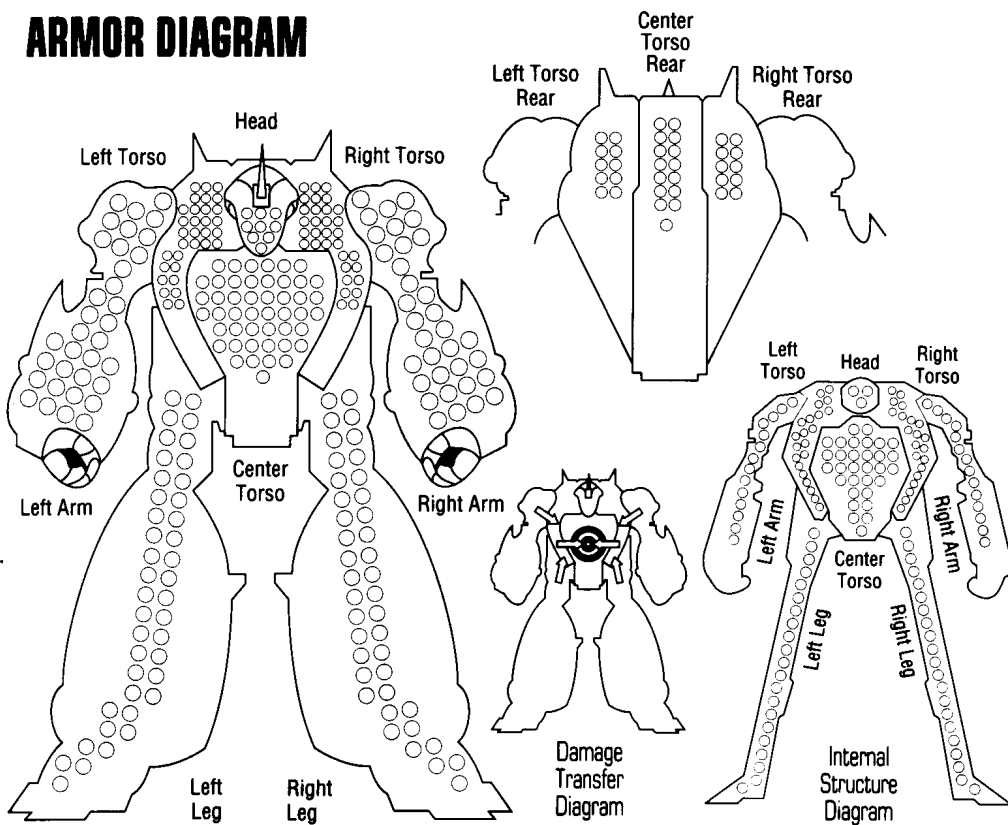
Heat Scale

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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **VQR-2A Vanquisher** Tonnage: 100
 Movement Points: Walking: 3 Running: 5 Jumping: 0
 Technology Base: 3060 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Light Gauss Rifle	RA	1	8	3	8	17	25
1 Light Gauss Rifle	LA	1	8	3	8	17	25
1 ER Large Laser	RT	12	8	-	7	14	19
1 ER Large Laser	LT	12	8	-	7	14	19
1 ER Medium Laser	LT	5	5	-	4	8	12
1 ER Medium Laser	RT	5	5	-	4	8	12
1 ER Medium Laser	H	5	5	-	4	8	12
1C3I	CT	0	0	-	-	-	-

Ammo Type	Rounds
Light Gauss Rifle	64

Total Heat Sinks: 16 (32) Double
 ○○○○○○○○ ○○○○○○

Auto Eject
 Operational Disabled

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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Critical Hit Table

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Light Gauss Rifle
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Light Gauss Rifle
Head	1. Life Support	2. Sensors	3. Cockpit	4. ER Medium Laser	5. Sensors	6. Life Support
Center Torso	1. Engine	2. Engine	3. Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (Case)	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. ER Large Laser	5. ER Large Laser	6. ER Medium Laser
Right Torso (Case)	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. ER Large Laser	5. ER Large Laser	6. ER Medium Laser
Left Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. CASE
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

Cost: 12,422,000
 Battle Value: 1,858
 C3 BV: 291

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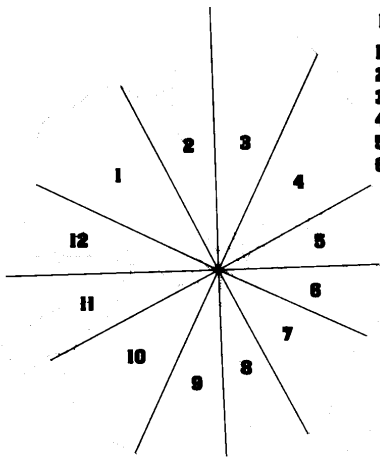
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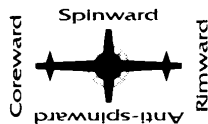
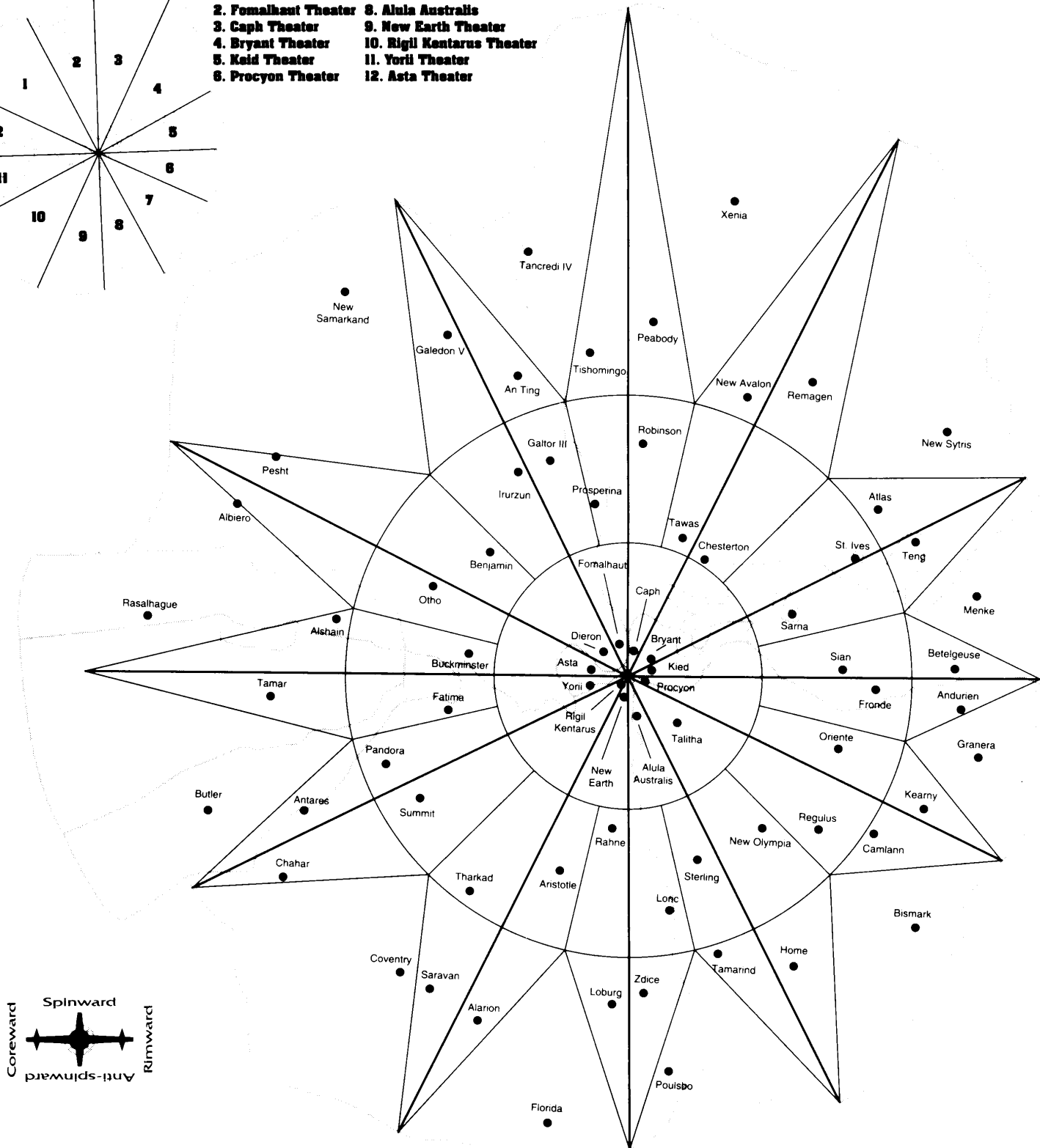
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Inset to show Theatres

- | | |
|-----------------------------|-----------------------------------|
| 1. Dieron Theater | 7. Talitha Theater |
| 2. Fomalhaut Theater | 8. Alula Australis |
| 3. Caph Theater | 9. New Earth Theater |
| 4. Bryant Theater | 10. Rigel Kentarus Theater |
| 5. Kaid Theater | 11. Yorii Theater |
| 6. Procyon Theater | 12. Asta Theater |



ComStar Inner Sphere Clock

Map of the Inner Sphere

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ERIDANI LIGHT HORSE

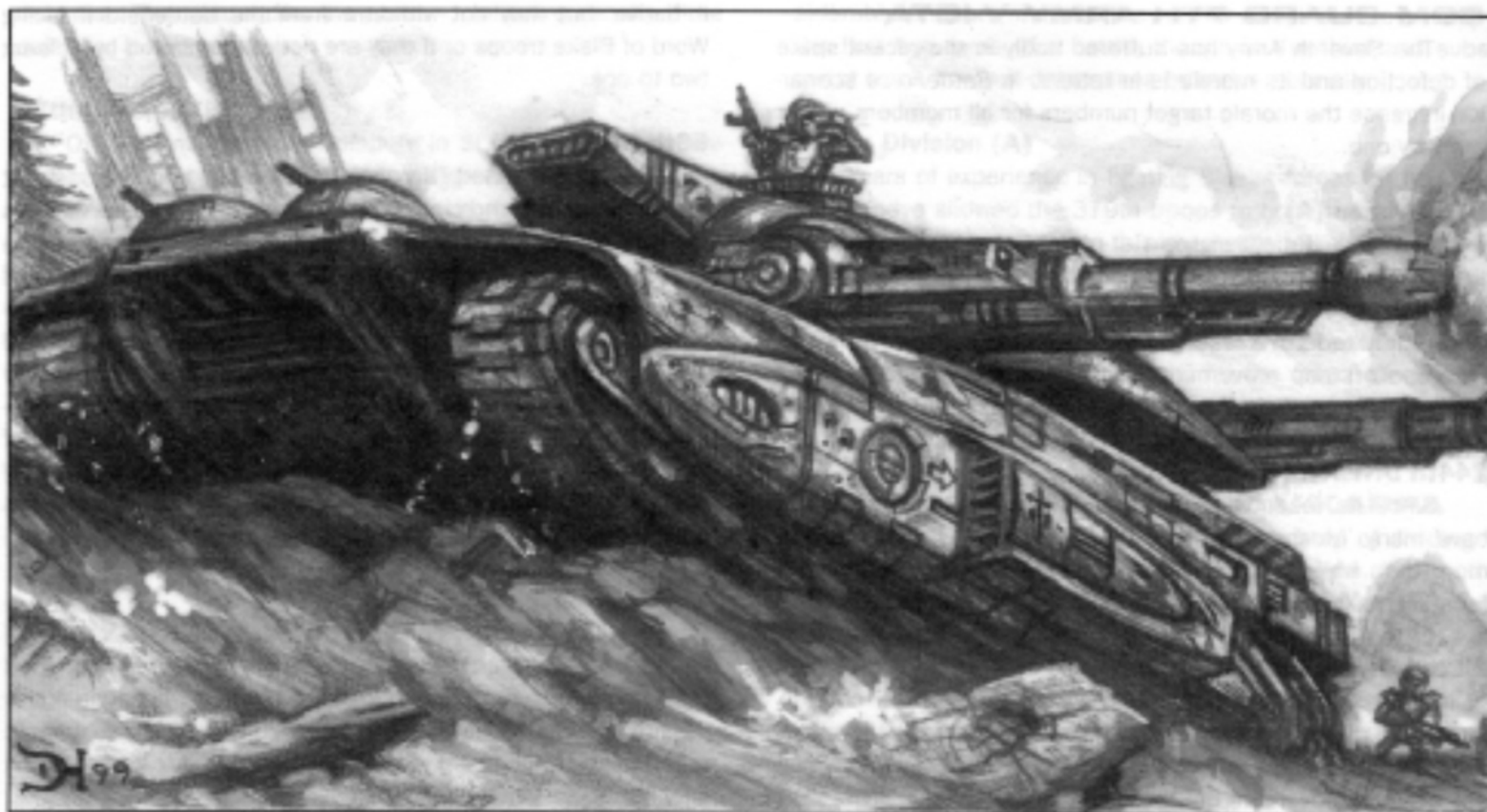












COMSTAR GUARDS THE ENTIRE KNOWLEDGE OF MANKIND.

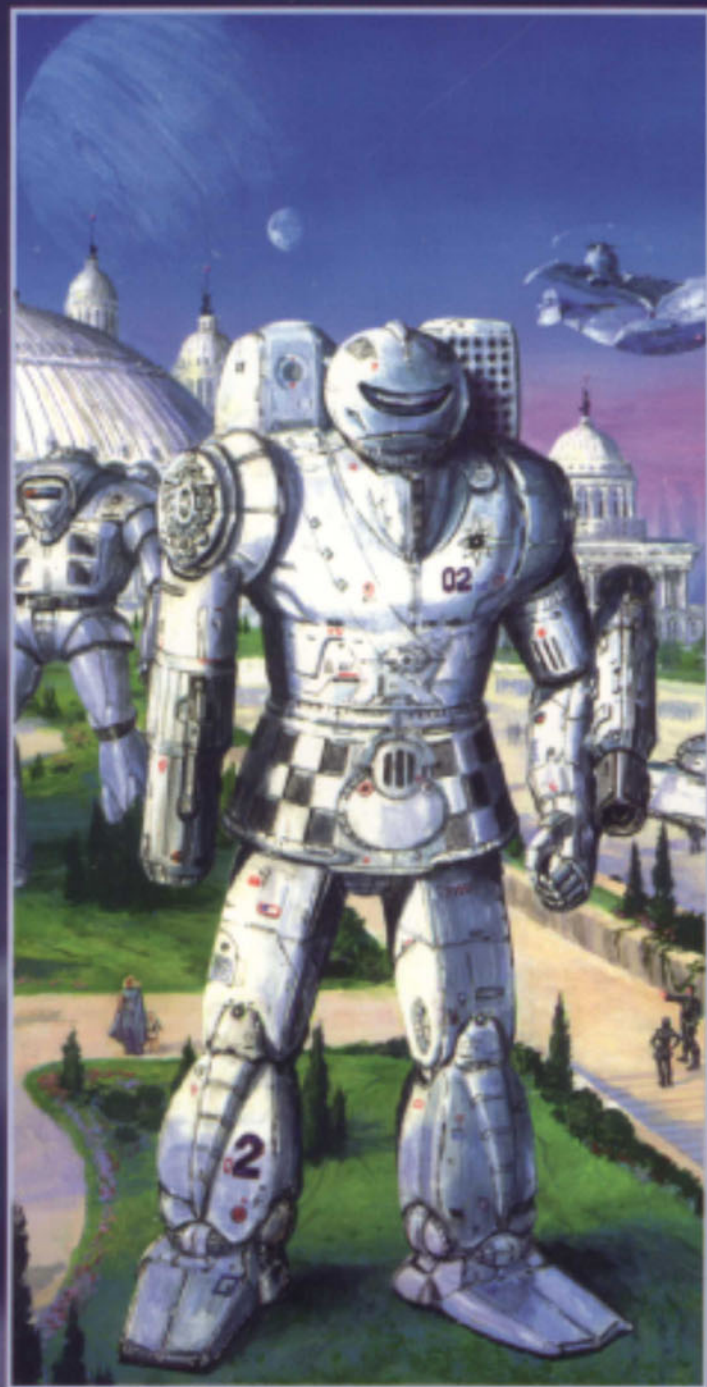
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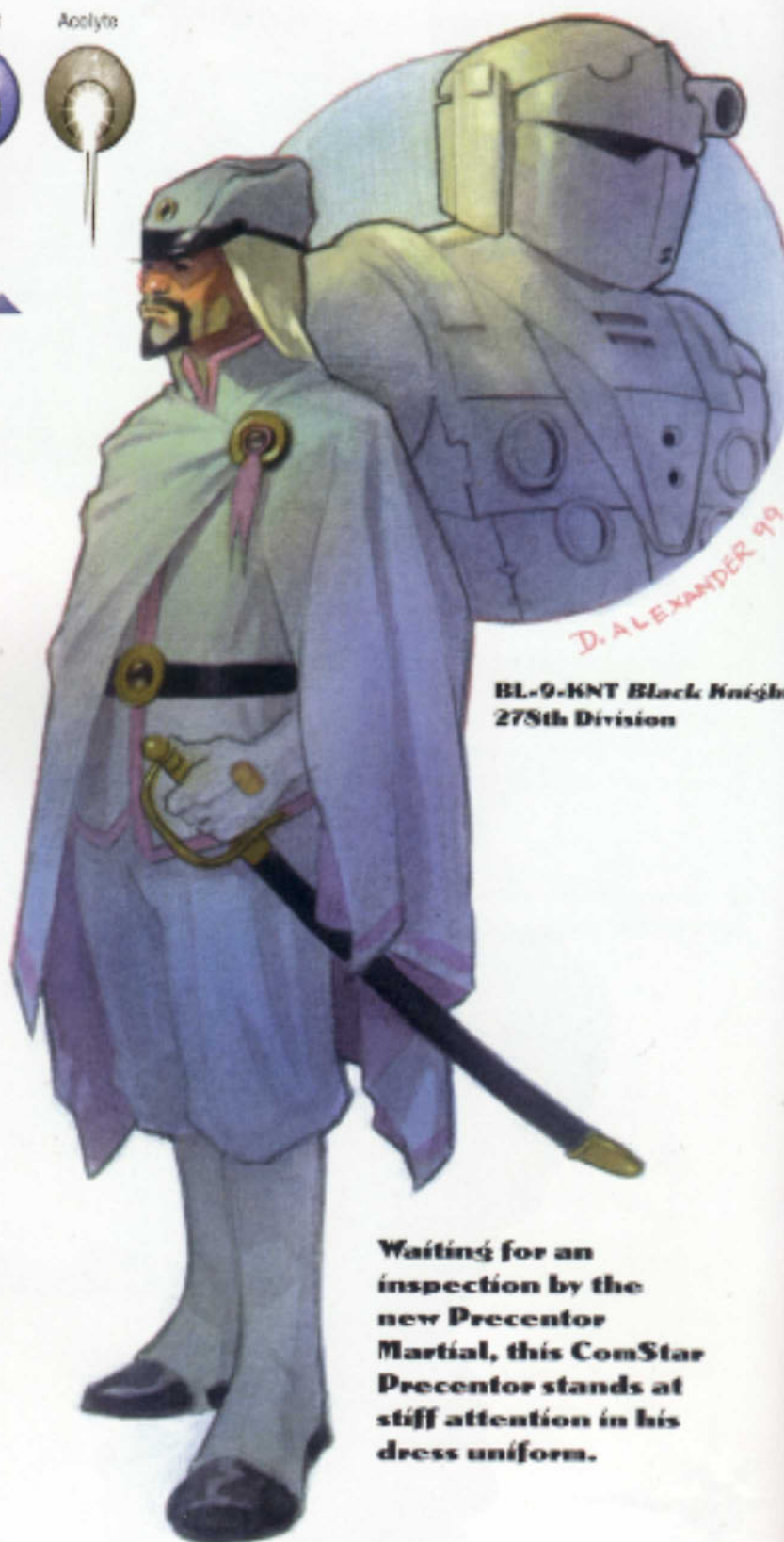
COMSTAR



Rank Insignia ▲

Branch Designations ▼

- O** JumpShip/WarShip Operations/Crew
- E** MechWarrior
- P** Intelligence-Gathering
- I** Infantry
- Π** Aerospace Pilot
- Λ** Ground Armor Crew/Pilot
- Z** Military Technician
- M** Intelligence-Analysis
- E** DropShip Crew



**BL-9-KNT Black Knight
278th Division**

Waiting for an inspection by the new Precentor Martial, this ComStar Precentor stands at stiff attention in his dress uniform.



WORD OF BLAKE



Precantor



Adept



Demi-Precantor



Acolyte



Rank Insignia ▲

Branch Designations ▼

Θ

JumpShip/WarShip
Operations/Crew

E

MechWarrior

P

Intelligence-Gathering

Ψ

Spiritual Enlightenment

I

Infantry

O

Obedience (ROM)

Π

Aerospace Pilot

Δ

Ground Armor Crew/Pilot

Z

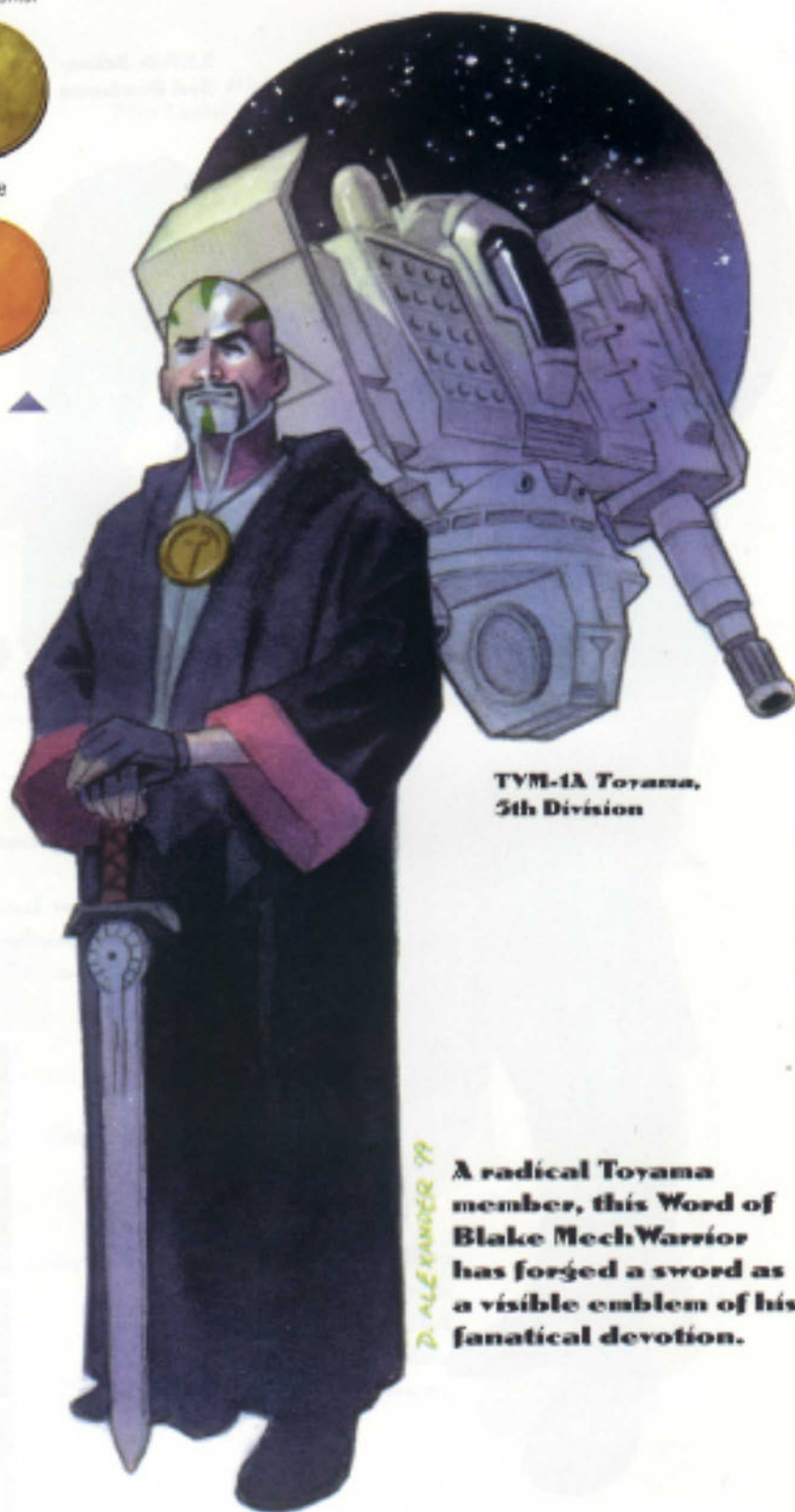
Military Technician

E

DropShip Crew

M

Intelligence-Analysis



**TYM-1A Toyama,
5th Division**

D. ALEXANDER '99

A radical Toyama member, this Word of Blake MechWarrior has forged a sword as a visible emblem of his fanatical devotion.



FREE RASALHAGUE REPUBLIC

AS7-K Atlas,
3rd Dragons



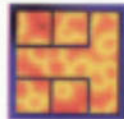
D. ALEXANDER '99

Following a stellar career in the field, this Generalmajor now heads the Warrior's Ombudsmen Department of the *Kunigs-Armé*.

Förjvaktare (Sergeant Major)



Sergeant (Sergeant)



Korporal/Kavalkrist (Corporal)



Manig (Private)



Rank Insignia

Överbefälhavare (Commander-in-Chief)



Generalf (General)



Generalmajor (Major General)



Överste (Colonel)



Överste-Löjtnant (Lieutenant Colonel)



Major (Major)



Kapten (Captain)



Löjtnant (Lieutenant)





STAR LEAGUE DEFENSE FORCE



Rhino,
71st Light Horse



Rank Insignia



Commanding General (Commanding Admiral)



General (Admiral)



Major General
(Vice Admiral)



Lieutenant General
(Rear Admiral)



Colonel
(Commodore)



Major (Captain)



Captain (Commander)



Lieutenant, SG



Lieutenant, JG



Warrant Officer



Master Sergeant
(Master Chief
Petty Officer)



Sergeant
(Chief Petty
Officer)



Corporal
(Petty
Officer)



Private,
Private First Class
(Spaceman/
Able Spaceman)



Recruit
(Spaceman
Recruit)

1st Royal BattleMech
Regiment (Morgan's Lions) Insignia



Eridani Light Horse Insignia



**This member of the
Eridani Light Horse
proudly wears the field
uniform of the Star
League Defense Force.**

D. ALEXANDER '97



ROYAL BLACK WATCH REGIMENT

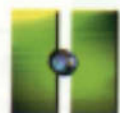
HGN-732 Highlander,
Royal Black Watch Regiment



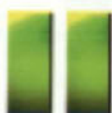
Rank Insignia



Colonel
(Commodore)



Major (Captain)



Captain (Commander)



Lieutenant, SG



Lieutenant, JG



Warrant Officer



Master Sergeant
(Master Chief
Petty Officer)



Sergeant
(Chief Petty
Officer)



Corporal
(Petty
Officer)



Private,
Private First
Class
(Spaceman/
Able Spaceman)



Recruit
(Spaceman
Recruit)

With more than a thousand years of history behind him, this captain exemplifies the noble traditions of the First Lord's personal guard.



CLAN NOVA CAT

Aerospace DropShip/ JumpShip Elemental MechWarrior Technician



**Nova Cat Prime,
NovaStar Keshik**



Rank Insignias



Point Commander



Star Commander



Star Captain



Star Colonel



Galaxy Commander



saKhan



Khan

This MechWarrior, sporting the new Nova Cat field uniform—a melding of the old Nova Cat and SLDF uniforms—stands ready to defend the new Star League.

Point Insignia



Point 1



Point 2



Point 3



Point 4



Point 5



TRALEXAN DESIG '97



PURIFIER ADAPTIVE BATTLE ARMOR

Coated with an advanced mimetic (color-shifting) material, the Purifier adaptive battle armor can blend in with surrounding terrain, making it very difficult to target.

