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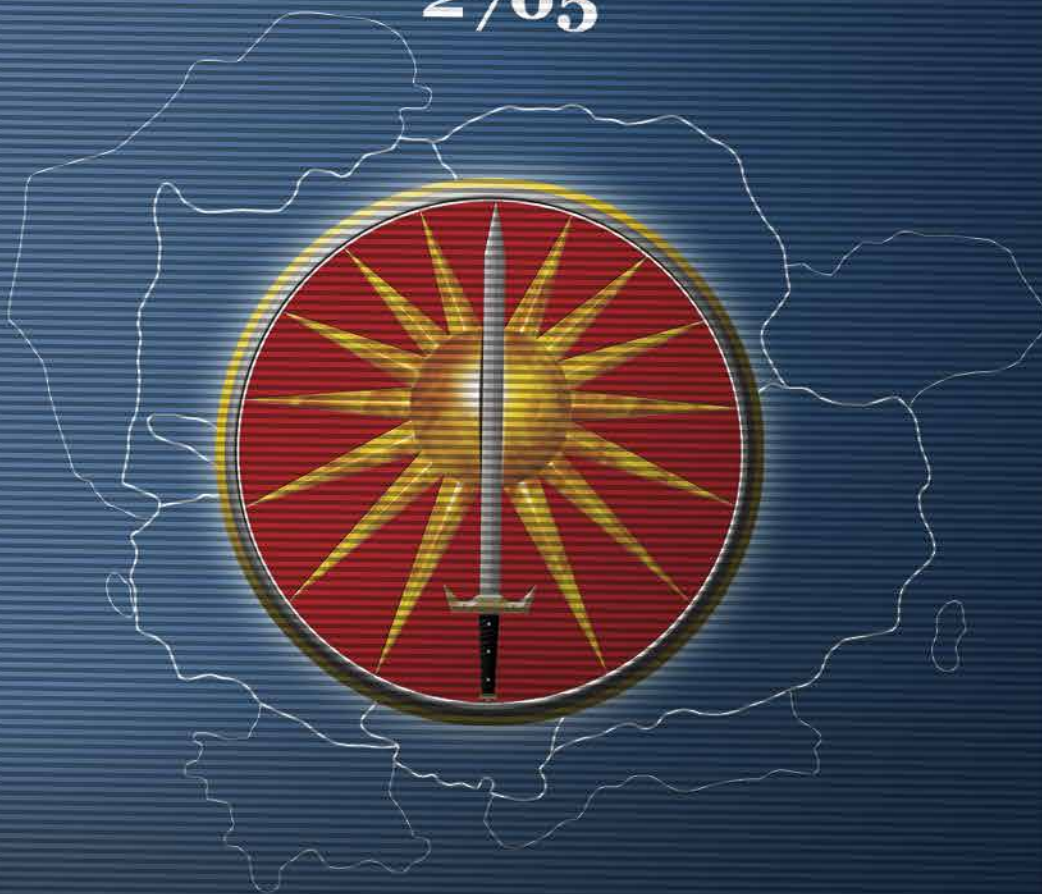


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Field Report: Federated Suns 2765



Military and Logistical Assessment of the
Armed Forces of the Federated Suns
OFFICE OF THE SLDFCOM

II-643-003



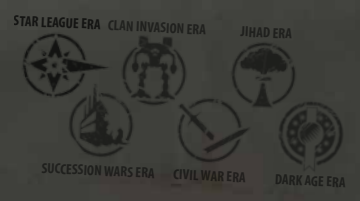
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GATHERING FORCES...

In 2765, the Star League Defense Force was the greatest military ever assembled, unparalleled in numbers and technological prowess—but it was not alone. The House Lords and the rules of the Territorial States in the Periphery each amassed armies of their own. While none of these powers alone could challenge the sheer size and might of the SLDF, each stood ready to defend their own interests against the avarice of their neighbors.

Field Report 2765: AFFS describes the state of House Davion's Federated Suns just before the events described in *Historical: Liberation of Terra (Part 1)*, including the overall military and logistical condition of one of the Great Houses that would eventually survive the collapse of the Star League and face a new age of endless war.



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FIELD REPORT 2765: AFFS



TO: Aleksandr Kerensky
FROM: Aaron DeChavilier
Date: 12 April 2765

Alex,

Having bracketed them with the first two reports, it's high time you got a look at the state of the Federated Suns. While Richie and Johnny boy may have erected a diplomatic firewall to the League, their MIIO boys are still not up to scratch to compete against IntelCom. After the Combine, the Suns is our biggest threat if they ever decide to wander fully off the reservation. Fortunately, if they do go wandering, it will likely be to go dragon hunting, Cappie or Drac take your pick.

—Aaron

TO: All RAF Brigade Commands
FROM: Brigadier General Evan Falange
Date: 23 October 3090

As part of our continuing follow-up to the SLDF readiness reports forwarded to all general officers, we will also be providing this series of historical military intelligence overviews prepared for SLDFCOM shortly afterward. Once again, the goals of these reports are to provide historical perspective for the earlier SLDF report, and to refresh our commanders in the origins of the military forces they may face in the coming years. Armies, like nations, develop their own cultures and values; understanding where an enemy “comes from” can mean the difference between survival and total destruction.

For the AFFS, the most important lesson is to look beyond paper strength to the power behind those numbers. Despite a powerful army, deep reserves and amassed resources, the Suns nearly fell in the First Succession War. Armies are only as good as the men and leaders in them.

—Brigadier General Evan Falange, for the RAFHQ

HOW TO USE THIS BOOK

Field Report 2765: AFFS is a *BattleTech* supplement designed to provide players with information about the state of the Armed Forces of the Federated Suns (AFFS) just prior to the fall of the Star League. This supplement is designed in conjunction with *Field Manual: Star League Defense Force* and other volumes of the *Field Report 2765* series to follow in order to provide a snapshot of the militaries of the Inner Sphere just prior to the Amaris Coup.

This first section of this book—the *Federation Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the AFFS's historical condition and perceived objectives, while *Goals of the State* presents the political and suspected military aims the Suns were believed to be pursuing.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Confederation, while *Infrastructural Integrity* will present an overview of the state of AFFS military industry in 2765.

The final chapter, *Military Readiness*, will present a brief overview on the status, officers, and notable events that shaped the various brigades of the AFFS. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

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Special Thanks: Joel would like to thank Herb Beas, for letting him play around with his favorite state in the whole world—and not just because Herb is actually writing this special thanks for him *at all*.

Developer's Thanks: A very huge thanks to Joel Bancroft-Connors from helping me get this series done!

Developer's Note: For more information about the Armed Forces of the Federated Suns, or the state of warfare before and during the *Star League* see *Historical: Reunification War, Era Report 2750, Field Manual: SLDF*, and *Historical: Liberation of Terra Vol I and Vol II*.

FIELD REPORT 2765: AFFS





FEDERATION OVERVIEW

Outside of the Terran Hegemony, the Federated Suns is one of the most homogeneous states in the Star League. Though made up of a highly diverse demographic of cultures, ranging from the well-known Anglo-French of the ruling family to the obscure descendants of Amazonian societies found on Zacatecoluca, the people of the Suns are united behind common principles of individual freedoms, protected under the strong leadership of a structured monarchy. The Federated Suns primarily joined the Star League to enjoy the League's economic benefits, rather than the military security that primarily drove Lyran and Capellan nations. Alexander Davion believed in the dream of the Star League, and that belief passed down to his descendants relatively unmarred to this day.

But if that belief in the Star League dream has finally faded, there may be little to keep the Suns from striking out on their own path.

STRATEGIC UPDATE

On paper, the Federated Suns is the strongest of the Star League Member States. This perception of this strength has lent the AFFS the aura of being second only to the SLDF in might and power. Yet, a careful review of the realm's military performance by SLDF Liaison Command has revealed a reality much different from what propaganda—and perhaps even the AFFS' own commanders—realize.

Somehow, the sum of the AFFS' parts does *not* add up to the whole.

Well before the 2752 repeal of Council Edict 2650, the Federated Suns launched a state-wide campaign of military fortification. Through the Preparedness Act of 2735, First Prince Richard Davion created a militia program, designed to bolster his realm's defenses against incursions like those seen from House Kurita during the Davion succession crisis. Working around the Edict's strictures, Davion created a system of compulsory reserves and local defense forces backed by enhanced training and stockpiled equipment. By the time 2650 was repealed, the Suns had created a healthy supply of trained personnel and had two decades of stockpiled war material. Not only did this allow the AFFS to expand, it also allowed for the strengthening of the state's planetary militias, some of which now rival front-line formations in raw combat power. In rare cases, even the skills of these local troops measure up to front-line standards, as seen in the case of the New Avalon Defense Brigade's draw against the Fourteenth Avalon Hussars during war games last year.

The AFFS regular army has seen no less improvement in its raw power. While only seeing a fifty percent increase in the number of BattleMech regiments, several of its premiere commands have been reinforced with an additional battalion of 'Mechs. The Davion defenses have also been further bolstered by the creation of the March Militia units, which draw from the best planetary militias in each regional March, and augment them with superior equipment and mobile assets that enable them to back up the line troops in protecting their assigned March. While not fully on par with the front line regiments, these March Militias are an analog to the Capellan Home Guard—albeit one with better equipment and a broader mandate than its CCAF counterpart.

But the creation of so many new 'Mech commands, in such a brief time, was only possible by drawing on existing local forces—in some cases completely stripping 'Mech and heavy assets from some worlds—so even though quality appears to have gone up across the board, the reality is more “top-heavy” than it might appear. It is thus understandable that Davion and non-Davion observers alike perceive the Suns to be a sleeping bear, rather than the paper tiger it is.

FRACTURES REVEALED

I was inspired to write this book during my tour in the Star League Defense Force Office of Liaison Command. During this time, I had the opportunity to witness firsthand as the Federated Suns and the Capellan Confederation brought themselves to the brink of all-out war. The border war of 2760 to 2762 ranged over sixty light years of frontier and involved close to a dozen worlds before cooler heads prevailed. What inspired me to write this book was to challenge the “common thinking” that the League wants us all to believe.

“Common thinking” says that the Federated Suns was the military winner, and Barbara Liao the *diplomatic* winner of the conflict. After all, had not the Federated Suns decisively taken control of Redfield? Was not the Confederation's “occupation” of Chesterton hotly contested not only by the Syrtis Fusiliers, but by the very populace of the world? Did not the AFFS greatly outmass the Confederation in every service branch? Surely, no one could deny that the New Avalon was the clear victor in this negotiated peace? And everyone knows that Barbara Liao's “birthday truce” was obviously the desperate move of a state that realized it was being overrun by a vastly superior force.

Yet I found that the reality of these claims to be far different. I spent two years in the SLDF, documenting disturbing realities of the conflict, combined with the last two years spent pouring through every piece of publicly available information on the Federated Suns. What I have found is not a realm of mighty power, but instead a state barely standing upright upon a rotting foundation. I will reveal this rot and expose a truth about the League's supposedly “best and brightest” Member State.

—*Is the Sun Setting on the Sword?* Thurston K. Payne, Oxford University Press, 2765

IntCom: Former Captain Payne's book is highly sensational and allegedly violates several secrecy acts (charges are pending). With that said, his analysis and the facts he reveals are very telling. This book is recommended reading for any SLDF senior commanders serving throughout the Federated Suns Military Region.



A LONG HISTORY OF "INDEPENDENT" FORCES

As noted in the Capellan Confederation briefing, neither DeChavilier nor the Inspector General's Office ever mentioned the employment or deployment of mercenary commands—or, in the terminology of the era, "independent defense contractors" (IDCs). It is thus easy to overlook the role of such forces in the days of the Star League.

In the case of the Federated Suns, IDCs were remarkably absent from the forming of the Crucis Pact and throughout the Age of War. The principles the Crucis Pact was based upon, and the entrenched tradition of military honor and service in the Federated Suns, made it a realm that tended to see these non-state forces as money grubbing opportunists. The allegiance to the almighty currency, and a willingness to abandon a fight if "it wasn't in the contract" simply did not fit with the ideals the Suns placed in its AFFS.

This began to change with the accession of Richard Davion and his Preparedness Act. At first, IDCs were used as part of the shell game Davion played with the Edict of 2650. Limited in the total manpower of the AFFS, the First Prince allowed "retired" officers-turned-IDCs to recruit from the trained reservist force. These IDCs were then hired by the AFFS to garrison Periphery border worlds, and to conduct "pirate hunting" missions.

As the Third Hidden War escalated, these pseudo-mercenary commands were augmented by true freelancers. Whenever possible, the Federated Suns would use these mercenary forces to retaliate against "bandit" activity coming from their neighbors, using their independent status to add a further layer of deniability in the Hidden Wars.

By 2765, the Federated Suns had formally changed its stance on IDCs. In addition to having formed the Department of Contractor Relations (later renamed the Department of Mercenary Relations), House Davion employed sizable numbers of IDCs by this point, including BattleMech forces and even naval raiding outfits—made up of both AFFS "retirees" and true independents.

It is these strides in IDC relations that are credited with the number of SLDF commands that flocked to the Suns after the Kerensky's Exodus. Augmented by analysts from House Davion's intelligence services, the Department of Contractor Relations armed the AFFS with skilled negotiators who could recognize the needs of these leftover SLDF units, and extend to them compelling offers to fight alongside the armies of the "true First Lord."

What even First Prince John Davion does not appear to see, is just how deep the cracks in the façade run. The two largest threats to the Suns' military might are those of inter-service rivalry and regional factionalism. The latter is a specter thought banished with Alexander Davion's victory in the civil war two centuries earlier. Complacency and stagnant defense deployments have undone Alexander's work; many of the realm's best military forces are emotionally and physically tied to their home regions or even home worlds. The former is first and foremost a byproduct of the MechWarrior knight culture that the Federated Suns (and other Member States) have promoted heavily. Far from the Arthurian chivalric ideal, the superior attitude of Davion MechWarriors has created a pecking order of military service, with each arm of the military fighting for its place as second best. Unlike the Draconis Combine (where obedience to the Dragon is bred into the state's culture), in the Federated Suns, this striation of the service arms is creating deep divisions of distrust throughout the realm's armies.

The individual excellence of the Fourth Davion Guards, Ceti Hussars or other elite units will only allow the Suns success in limited engagements. So long as the AFFS continues to focus on building up the individual service arms at the expense of combined service operations, and stripping local defenses to bare bones while concentrating their best assets into more localized formations elsewhere, then the state's defenses will remain dangerously flawed, and prone to collapse in any protracted conflict.

GOALS OF THE STATE

The socio-political makeup of the Federated Suns is the most like the Star League of all the Member States, with similar cultural influences and political structures. It is thus often easy to forget that the Suns is its own realm, with its own agendas and personality.

At one time the Federated Suns might have easily been counted upon to stand by the League through the darkest of times. Unfortunately, we only have ourselves to blame for the loss of this once-stalwart ally. When Jonathan Cameron failed to prevent the War of Davion Succession, his inaction drove a wedge between the Suns and the League. Since that time, through the actions of Richard Davion (and carried on by his heir, John Davion), this divide has widened. Where the borders between the Hegemony and Suns were once open highways of commerce, today our trade has slowed to a mere trickle. Meanwhile, the industrial and technical might of the Federated Suns has spent the last three decades stockpiling the AFFS in an obvious effort to bring its active military up to the most technologically advanced force short of the SLDF's Royal Divisions.

The picture is not completely without some rays of light. After-meeting reports from Commanding General Kerensky, filed with Intelligence Command, show First Prince John Davion to be a man of strong character and forceful will. While his first concern will always be the safety of his realm, he sees the Star League as the vehicle that will bring that safety and prosperity. Though First Lord Cameron has been vexed by many of the Member State leaders, he has commented on John Davion's ability to explain and negotiate as a "light of hope among the black depravity" of the House Lords.

For now, the Federated Suns' primary goals appear to be aligned and complimentary to the Star League. But, as with the other Member States, we should be ever mindful of the potential danger that these armies could present if turned against the Hegemony or the Star League itself.



LOGISTICAL STATUS

The Federated Suns has a long tradition of training excellent soldiers, backed up by an industrial capacity able to deliver a technological edge surpassed only by that of the Terran Hegemony. If anything, the Suns' chief weaknesses lie in officers who have more connections to their homeworlds than with the service, and an industrial base so large and dispersed that it finds itself hard-pressed to keep all of its secrets hidden and safe.

ACADEMIES AND COMMAND CENTERS

The greatest challenge to the Suns' officer training program is the sheer size of the realm. Though only possessing roughly a hundred more worlds than the neighboring Capellan Confederation, the Federated Suns is spread over nearly three times the space. Even with the new academies founded since the Suns' entry into the Star League, there are only a handful of high-end, state-level training centers here, placed across the breadth of this vast realm. This means that prospective officers must often travel hundreds of light years to receive proper training for service in the AFFS.

The oldest and most prestigious academy in the Federated Suns is the Albion Military Academy on New Avalon. Founded in the 2400s, its status rose even higher when it was designated an official Star League Military Academy in 2604. Some of the finest SLDF officers graduated from Albion, including SLDF Commanding General, Admiral Peterson. Normally, Albion graduates are obligated to serve five years in the SLDF Regular Army, but when Richard Davion ascended the throne, he exercised a loophole in the academy's Star League charter that allowed a graduate to "buy out" his training and thereby avoid the SLDF service requirements. Since the 2740s, this practice has grown common, with the AFFS often footing the bill to "buy out" officers, so it may then directly enlist them in the AFFS.

Founded ten years after the SLDF took over Albion, the New Avalon Military Academy was built to serve as a direct AFFS officer training academy. Lavished with resources, NAMA has come to rival Albion for the quality of its training and the officers it graduates. What most sets it apart is the heavy political training, designed to ensure that its warriors hold loyalty to the First Prince and the AFFS above all else.

The Tancredi War College, on Tancredi IV, holds a prestige nearly equal to its two New Avalon counterparts. Capable of training MechWarriors and Aerospace pilots, the TWC's true specialty is in infantry and artillery. Built at the dawn of the twenty-sixth century, this college favors local candidates, leaving only fifty percent of its enrollment open to off-worlders. The competition to be accepted is therefore quite fierce.

Managing to stay above the political bickering that has wracked the recent decades of Star League-House Davion relations, the Sakhara Academy continues to turn out officers of the very highest caliber. Since the majority of Sakhara graduates can go on to serve either in the SLDF or AFFS, Sakhara graduates can be found in nearly every army in the Star League.

One time officer's club turned competition course, the Warrior's Hall of today is capable of training in every military discipline except for JumpShip and WarShip crews. Its BattleMech training ground may not be the most technologically advanced, but it has proven time and time again to be one of the best of its kind, and produces some of the finest MechWarriors in the AFFS.

The Federated Suns' two remaining academies lie in its rimward regions, where they produce a majority of conventional-force officers, an apparent consequence of receiving far less of New Avalon's attention. This does not mean that either the Point Barrow or Kilbourne academies are inferior in quality, however. Like the other state training centers, these schools generate excellent officers, but remain focused on the less glamorous roles of cavalry and infantry service. And these officers are every bit as proud of their role as are the MechWarriors; where a Warrior Hall graduate will serve with the certainty that his is the most important role on the battlefield, an infantry graduate from Point Barrow will be equally certain that said MechWarrior is a useless addition to the universe.

NAVAL DEFENSE DOCTRINE

As with the SLDF (prior to the Peterson reforms), the mission of the Federated Suns Navy (FSN) is based on defense and transport of the AFFS. This mission has long meant a naval arm that relies heavily on conventional aerospace assets. Under the restrictions of Edict 2650, the Federated Suns shifted its spending into transport, anti-commerce raiding, and customs patrol work over offensive fleet capabilities. This meant that even before Roger Davion's militia programs, the FSN maintained a large conventional naval force. When the Edict was repealed, this solid foundation of conventional assets enabled the Federated Suns to focus a larger proportion of their defensive expansions on their naval arm, allowing for the re-commissioning of most of their mothballed fleet.

The Department of Naval Transport (DoNT) makes up the largest conventional naval force in the FSN. JumpShips and carrier DropShips form the backbone of the transport division. Escort DropShips and aerospace wings are then assigned to these transport squadrons as integral defenses, and train with them regularly.

The Department of Naval Defense (DoND) is made up of dedicated DropShip squadrons whose mission is to patrol the Suns' borders and defend against commerce raiders or incursions from hostile states [SLDF Ed: *It should be noted this official mission has not changed despite there being no official "hostile" state in nearly two hundred years*]. One of the most common formations consists of a fighter wing, two *Leopard CVs*, two *Achilles*, an *Intruder* (With *Ares* close assault landing craft for marine boarding operations), and a cargo DropShip. These groups often employ a *Star Lord* JumpShip for transport.

The Department of Naval Assault (DoNA) is the smallest conventional naval division. Made up of the very best DropShips crews and fighter wings, the DoNA are the first in and last out of any hostile zone. Though only equipped with a bare skeleton force of "show units" in 2740, the ratcheting up of "pirate" raiding over the last two decades has seen this once-barren division revitalized with new men and

CONTINUED ON P. 6



NAVAL DEFENSE DOCTRINE (CONTINUED)

material. DoNA fleets have started using the new *Vengeance* fighter carrier coming out of the Salvatore shipyards on Layover, allowing them to bring much more firepower on their *Star Lord* transports.

The Federated Suns' WarShips fall under the Department of the Line (DoL). While inconsequential compared to the SLDF, the fifty-one WarShips of the FSN are a significant force multiplier against all of its neighbors. The Suns' ships-of-the-line are organized into four fleets, with corresponding operational regions: the Crucis Fleet, the Spinward Fleet (Draconis March), the Coreward Fleet (Capellan March) and the Rimward Fleet (Periphery). While the "-ward" fleets maintain specific zones of deployment, the Crucis fleet serves as a reaction-reserve fleet, and often moves in smaller squadrons to reinforce vital sectors in times of crisis.

The Crucis Fleet consists of two *Defender*, two *New Syrtis*, two *Robinson II*, two *Aegis*, four *Davion II*, one *Congress*, and a *Vincent MK39*. The Spinward and Coreward Fleets both are made up of one *New Syrtis*, two *Robinson II*, two *Aegis*, four *Davion II*, one *Congress*, and a *Vincent MK39*. Geared more to independent patrols, the Periphery Fleet contains two *Robinson II*, three *Davion II*, three *Congress*, three *Baron* and two *Vincent MK39*. The remaining two *Robinson II* Transports are under command of the Department of Naval Transport. Intelligence reports lead us to believe that House Davion is working to activate other mothballed ships, to augment these assets further, including some older *Davion* Block I destroyers.

Fleet Admiral Alexi Viscoff commands the FSN Fleet (and the DoL) from his flagship, the *Defender*-class *FSS Golden Lion*. Admiral Aristotle Buchwald commands the Spinward Fleet from the *FSS Eagle Eye*, an *Aegis*-class cruiser. Admiral Mark Creuset commands the Coreward Fleet from the *FSS New Syrtis*. The Rimward Fleet is uncharacteristically commanded from the *FSS Hostspur*, a *Congress*-class frigate, by Admiral Tamborine Davion.

INFRASTRUCTURAL INTEGRITY

Not since its earliest days has the Federated Suns industrial complex ever been found wanting. Recognizing early the value of quality goods and military hardware, successive Davion rulers since the signing of the Crucis Pact encouraged investments in their realm's long-term industrial capacity. Over the course of several centuries, the Suns built up a strong industrial base, backed up by a free market economy that has seen broad diversification.

Among its defense contractors, manufacturing size swings wildly from small, almost boutique, producers to massive megaplexes that span hundreds of kilometers and dozens of product models. Raimei Aerospace, makers of the *Sabre* fighter, is an example of one end of the scale, while Salvatore Incorporated's five hundred square kilometers of aerospace factories are an example of the mega-complexes that churn out the majority of the Federated Suns war material. The worlds of New Avalon, Kathil, Crofton, Talcott, Panpour and Salem produce over fifty percent of all AFFS military hardware, while Delevan, Kathil, Panpour and Layover account for ninety percent of all large naval craft produced in the Federated Suns.

Still under construction, the jointly developed Hegemony-Suns Federated Boeing yards at Galax are only producing a fraction of their planned output, but when complete, these facilities will represent more than twenty-five percent of all naval craft manufacturing in House Davion's sphere of influence.

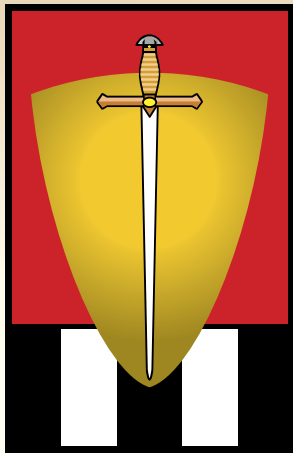
The quality and technical expertise of Davion manufacturing has encouraged many Terran Hegemony manufactures to open facilities within the Federated Suns. Some of these satellite plants have grown into industrial giants in their own rights. The StarCorps facility on Crofton is on track to rival the size of its parent company's primary manufacturing center on Fletcher. Meanwhile, economic pressures from these Hegemony-based firms have led to upgrades and intra-company sully access that effectively gives the Suns access to technologies normally limited to Hegemony borders. Although this has resulted in an undesirable proliferation of Hegemony technology, it has also proven beneficial to the Hegemony and the SLDF by broadening the supply base, as evidenced by the origins of the *Congress*-class frigates.

Another factor that underscores the resiliency of House Davion's infrastructure is how many of its notable facilities take advantage of natural terrain. The Kallon plants on Talon, and some of Achernar's lines on New Avalon, are buried deep within mountain ranges that are resistant even to the heaviest naval bombardments. The Suns' primary WarShip yard is deep within the heart of the realm, where it is heavily protected by conventional naval assets and fixed-defense satellites. These defenses may be nowhere near the equal of a Hegemony SDS system, but the centralized location and layered defenses mean that it would require a major SLDF task force to take out or capture such a strategic asset. To cripple the Suns infrastructure would thus require extensive use of orbital bombardment, weapons of mass destruction, or—more likely—widespread espionage.

The size and scope of the Davion military complex do present weaknesses that have harmed both it and, by extension, the Hegemony. With so many facilities located on so many worlds, the Suns' ability to ensure the security of each one has proven difficult. Agents from as far away as the Rim Worlds Republic are known or suspected to have infiltrated the Suns' many defense contractors. Should hostilities break out, this weakness could just as easily open these factories up to attack as they do to industrial espionage.

FIELD REPORT 2765: AFFS





AVALON HUSSARS

The Avalon Hussars are oldest “national” force in the Federated Suns. Formed around the Terran Alliance marine brigade stranded on New Avalon in the Alliance withdrawal, they would become the core of New Avalon’s defense force and the various incarnations of the Federated Suns military that succeeded them. When the Star League formed the SLDF, there were fourteen active Hussars regiments on the books. With their Terran marine roots, it was natural that many would be tapped to serve in the new defense force, as was the case of the Fifth, Sixth, Seventh, Tenth, Fifteenth and Eighteenth Hussars. Because these forces were not destroyed (the brigade headquarters describes them as being “on detached duty” even now), the Hussars chose to form replacement regiments with their own colors, to avoid disrespecting the transferees.

With the repeal of the Edict of 2650, the Avalon Hussars were the first AFFS brigade to see major expansion. In addition to reactivating eleven regiments, John Davion authorized the formation of the Fifty-sixth Hussars, rounding out the Brigade to twenty-six commands. Second only to the Davion Guards for procurement, the Hussars have access to the best ‘Mechs and aerospace the Federated Suns can field. Because the Hussars assign conventional support on an as needed basis, the quality of their supporting forces can vary wildly.

CONDITION

The Hussars’ make-up stresses mobility and flexibility. Every command is expected to be ready to load and deploy within eight hours of a DropShip’s availability, though in practice few commands can boast this level of efficiency. Furthermore, short of a small group assigned mainly to serve as the unit’s MPs, Hussars regiments normally lack permanently assigned conventional assets, and must instead rely on planetary forces or conventional combat commands assigned to work with them on an ad hoc basis. Each Hussars regiment is supported by an aerospace wing, but this is primarily for ground support, so these troops rely heavily on the navy to protect their ships in transit.

The First Avalon Hussars (The Sword of the Prince) hold prestige on par with the First Davion Guards. Only the finest soldiers and best equipment make their way to the First. Even so, the First operates under the shadow of failure since their poor showing in the War of Davion Succession, and their failure to protect their First Prince. As a result, this regiment now maintains an exhaustive training program filled with constant drills and exercises that have led to a high turnover in personnel, but produces a better trained outfit than the one that faced the DCMS in 2725.

The Second (The Barracks Boys) began as the First’s training brigade, but quickly came into its own as New Avalon’s need for trained defenders rose. The Second took part in counter-raiding during the War of Davion Succession, but has seen little action since, and relies on a heavy training regime to maintain its peak combat readiness.

The Fourth (The Thundering Herd) and Eight (The Anvil Droppers) Hussars lean towards heavier equipment than usual, a holdover from when the Fourth through Eighth were the assault backups to the original brigade. Both of these regiments also maintain a permanent mobile artillery battery, despite normal Hussars doctrine.

The first Hussars command to be commissioned after the destruction of another, the Ninth (The Hounds of Cerberus) was created to replace the loss of the Third Hussars in the 2360s. The few survivors of the old Cerberus Fury regiment would go on to create a powerful history as the Ninth. True to their name, the Ninth is highly adept at combat in hellish conditions, including raging infernos. They regularly deploy to help fight the forest fires that frequently erupt in the dry seasons on Cohay’s heavily wooded northern continent.

The Eleventh (The Galloping Eleventh) and Twelfth (December’s Fury) Hussars are more accurately light horse regiments, with no BattleMechs over fifty-five tons in weight. Each regiment has an additional squadron of large, fixed-wing conventional aircraft to aid in forward reconnaissance missions. Because AFFS tradition holds that there is always a Hussars regiment stationed on New Avalon, the Twelfth is currently beginning its five-year rotation on the Davion capital, a post it will maintain until it trades places with the Thirteenth in 2770.

The Thirteenth (The Luck Makers) has the unusual specialization of underwater combat. Many of its ‘Mechs have been field-modified to mount more energy weapons as a result, and the command group maintains an additional company of torpedo-equipped *Archers*.

The Fourteenth (St. George’s Men) is chronically understrength, often by as much as a full battalion. Given its high place in procurement priority, intelligence suspects that this indicates the Fourteenth is actually being used to resupply Davion-backed “bandits” elsewhere.

Specialists in orbital insertions, the Sixteenth (The Drop Bears) excels in rapid strikes with massed firepower. They also train heavily with their DropShip crews, which enables them to perform loading in as little as a third of the realm-wide average.

When the Capellan border heated up in 2760, the Seventeenth (Dragon’s Bane) was transferred from Robinson to the Royalton thumb. Its assignment was to act as a cadre, to train up the newly reactivated brigades and make them better able to act against the Capellan Confederation and rising pirate activity. When the AFFS launched the invasion of Redfield, the Seventeenth was tapped to lead the way, its experienced soldiers bearing the brunt of the fighting. Though its materials have been replenished, the regiment still lacks trained men to return it to its previous combat readiness.

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The Twentieth (The Dao Breakers) has served as the command force for all Hussars regiments stationed on the Capellan front since it was formed in twenty-fifth century. As the only Capellan March Hussars unit not deactivated in the 2650s, it has had a long and storied career within that region. Though most of its fighting has been with “bandit” raiders, the Twentieth is very adept at countering the Capellan-style tactics these raiders appear to use.

Reactivated in 2752, the Twenty-second (The Strength of Tradition) supported the Seventeenth on Redfield. In recognition of their stalwart service, AFFS High Command authorized them to raise a fourth battalion, using captured Capellan war material. Paradoxically, while this has increased the regiment’s raw firepower, it has reduced its overall combat effectiveness.

The Twenty-third (The Grail Seekers) was formally reactivated in 2754, but was not rated combat effective until late 2759. This was due to a series of accidents and events that saw the regiment pass through three COs and a near complete turnover of its command staff. Supply problems have plagued the Twenty-third ever since, and the overall morale effect has impaired its combat readiness.

The Twenty-sixth (Bedwyr’s Spearmen) has only recently rebuilt from combat losses sustained while defending against a concerted bandit raid on Robsart last year. Using equipment salvaged from the raiders, this regiment is fielding several distinctly Taurian units.

During the twenty-sixth century, the Twenty-seventh (The Fighting Irish) was considered the premier urban combat unit in the Federated Suns. Hoping to recapture its former glory, the newly reactivated Fighting Irish has been training in urban warfare constantly since 2762. The massive General Motors complexes on Kathil serve as an excellent training ground on which to hone their skills, though occasional mishaps and collateral damage tends to get expensive after a while.

At one point in its early history, every member of the Twenty-eighth (Knights of Avalon) had inherited or bestowed knighthood in their own right, thus earning this regiment its nickname. When reformed in 2758, every officer of major and above was of the Order of Davion or a Knight of the Suns. However, as with other realms, it should be noted that titles of knighthood do not necessarily translate to skill in leading a BattleMech force.

One does not have to be a fan of the sport of basketball to serve in the Thirty-Third Hussars (March Madmen), but it certainly helps. The regiment’s very first commander was the graduating class MVP of the Albion basketball team, and the sport’s tradition has stuck ever since. When reactivated in 2760, Colonel Walter Nellis knew nothing of basketball, and proceeded to hire a professional coach so that he could maintain the unit’s tradition.

First raised in the early twenty-seventh century, the Thirty-fourth’s (Pitcairn’s Legacy) commanding officer was the son of the famous Elias Pitcairn, leader of the “independent” legion that defended the Outworlds Alliance during the Reunification War. The placing of a unit with such a history on the border of the Outworlds is clearly a message from New Avalon, though its intent remains unclear without more intelligence.

The Thirty-fifth (The Dark Water Boys) earned its new regimental nickname barely a year after being reactivated. After hostile forces took control of the Bremond Zenith jump point complex, the Thirty-fifth executed a daring space assault that succeeded in surprising the hostiles, and quickly retook the spaceborne facilities. Since then, this regiment has continued to practice space operations, and every unit in the regiment is jump capable.

The Thirty-eighth (Walden’s Ducks) had only been at its new garrison post on Inner End for six months when it faced a concerted pirate attack. The smaller bandit force outmaneuvered the inexperienced command, and inflicted heavily losses before the Thirty-eighth could finally beat them back. The regiment is still rebuilding from that attack and is short on equipment, but careful study of the experience has left its survivors better prepared for the next time.

Like the Eleventh and Twelfth Hussars, the Thirty-ninth (Swift Wind) is patterned more on a light horse regiment concept. Breaking with Hussars tradition, it also features a permanently assigned jump infantry battalion, equipped with VTOL transports for maximum mobility.

Every brigade has that one unit that never stands out. For the Avalon Hussars, that unit is the Forty-first regiment (Restless Spirit). In its entire history—including its post-reactivation career—this regiment has enjoyed a quiet existence, and never played an active role in any campaigns of note.

When originally formed, the Forty-second (Sons of the Federation) was staffed entirely with the sons and daughters of Avalon Hussars veterans. When reactivated in 2755, every effort was made to again staff this command with descendants of Hussars veterans. Pride in their heritage has proven a poor substitute for skill, however, and the Forty-second barely merits its current combat rating.

Eschewing the Anglo-style warrior knight persona, members of the Forty-fifth (Samuel’s Deadshots) instead have adopted the airs of nineteenth-century North American frontier warriors. Knights spurs are replaced by “western” spurs and replicas of the ancient Colt Peacemaker revolver have become standard issue. While only average on the battlefield, the Forty-fifth fields an excellent western-style horse team, and many of its MechWarriors are expert marksmen with their revolvers.

The Fifty-sixth Hussars (The Greenwoods) were formed in 2764, with all but the senior officer corps being pulled from the graduating class of the NAMA, Warriors Hall and the Tancredi War College. The command is fully outfitted and has been training extensively together, but has yet to take part in any combat operations. Partnering the Fifty-sixth Hussars with the Fourth for training purposes has proven counterproductive, however, as the soldiers of the Fourth seem to regard the green regiment as anything but “true Hussars”.

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MORALE

With twenty-six regimental commands spread across the whole of Davion space, it is difficult to capture the mood of this brigade in a few short sentences. As a body, the Hussars stand strong on a proud heritage, but even this is an uneven standard. The first clear fractures grow apparent between the regiments that never stood down and those that recently reactivated. There is also a clear difference in quality of supplies that the First or Second Avalon can call upon as opposed to the Twenty-eighth or Forty-second. The Fifty-sixth struggles the most, with much of the brigade still viewing the newest regiment as little better than “academy bait”.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Avalon Hussars	E/F	Marduk	23rd Avalon Hussars	R/R	Ashley
2nd Avalon Hussars	E/F	Nouveau Toulouse	26th Avalon Hussars	R/R	Robsart
4th Avalon Hussars	E/F	Colia	27th Avalon Hussars	R/R	Kathil
8th Avalon Hussars	V/F	Anguilla	28th Avalon Hussars	G/R	Tedibyhr
9th Avalon Hussars	V/F	Cohay	33rd Avalon Hussars	R/R	Rowe
11th Avalon Hussars	V/F	Tallasee	34th Avalon Hussars	R/R	Damevang
12th Avalon Hussars	V/F	New Avalon	35th Avalon Hussars	R/R	Kennard
13th Avalon Hussars	R/F	Xhosa VII	38th Avalon Hussars	R/R	Inner End
14th Avalon Hussars	V/F	Klathandu IV	39th Avalon Hussars	R/R	Kentwood
16th Avalon Hussars	V/F	Crossing	41st Avalon Hussars	G/R	Elbar
17th Avalon Hussars	R/F	Turko	42nd Avalon Hussars	R/F	New Mendham
20th Avalon Hussars	E/R	Quittacas	45th Avalon Hussars	R/R	Tallmadge
22nd Avalon Hussars	R/R	Narellan	56th Avalon Hussars	G/R	Colia



ARCADIAN CUIRASSIERS

The Arcadian Cuirassiers were Demeter's premiere combat formation and joined the Federated Peacekeeping Force, the precursor to the modern AFFS, when Demeter came under Federated Suns rule. The loyalty of the Cuirassiers' homeworld—a former member of the Chesterton Trade Association—was rewarded with heavy investments in the planet's infrastructure, which soon made Demeter an industrial powerhouse. Today, the Lycomb-Davion IntroTech military industrial complex directly or indirectly employs close to twenty-five percent of the planetary populace. This investment also extends to the Cuirassiers, which continues to receive the first shipments of new equipment from these factories.

The Arcadians favor a simple color scheme of deep green and brown with the only color being provided by a touch of cerulean blue trim. Their insignia is a black-bordered tan shield with the silhouette of an olive tree.

CONDITION

The First Arcadians have only just returned from hunting down bandits in an uninhabited system somewhere between Almach and New Hessen. The unit suffered heavy casualties in a running battle that took place over an airless moon, and has yet to requisition new equipment or replace its personnel. As a result of the regiment's poor showing, Colonel Mountbatten has set up an intensive schedule of hostile-environment training exercises.

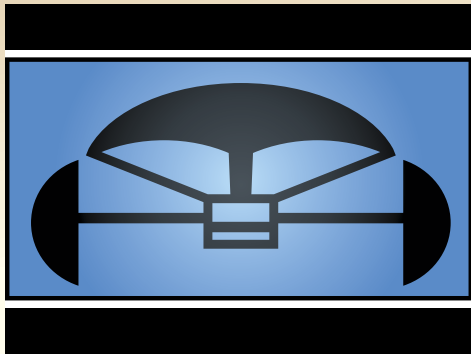
The Second Arcadians was reactivated in 2755. Drawing its active duty manpower from the Demeter Planetary Uniformed Guard, it was able to quickly reach combat readiness. Almost entirely equipped with Lycomb equipment, the Second's supporting aerospace wing flies *Stukas* and *Hellcats* while *Guillotines* and *Awesomes* form the backbone of the regiment's 'Mech force.

MORALE

The Arcadian brigade is highly motivated and trains regularly. While considered very reliable troops, if they were asked to operate outside the Chesterton Combat Region, it is likely they would be a much less effective. This lack of mobility keeps them of limited utility.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Arcadian Cuirassiers	V/R	Demeter	2nd Arcadian Cuirassiers	R/R	Goshen



CETI HUSSARS

The Ceti Hussars mark the first serious attempt by a House army to copy the SLDF's highly successful light horse regimental combat teams. While many House forces, even within the Federated Suns, possess light-horse style units, they are more accidental in nature. This makes the Ceti brigade an odd duck among the AFFS commands.

The First Ceti was formed shortly after the War of Davion Succession, as a direct response to the poor coordination shown among the various branches of the AFFS. Since its inception, its fortunes have waxed and waned. When first created, this regiment had its pick of personnel and equipment. In more recent years, the AFFS High Command has been somewhat less generous; on one notable occasion, the commander of the Capellan March tried to separate the First into its component parts so he could deploy only its 'Mechs for a raiding mission.

Assignment to the Ceti Hussars is by request only, which means those soldiers who do join must demonstrate an at least outward support for these Hussars' unusual formation style. Equality between the service branches is highly encouraged, and the Hussars run open messes where all of the troops dine together, regardless of rank or field specialty.

CONDITION

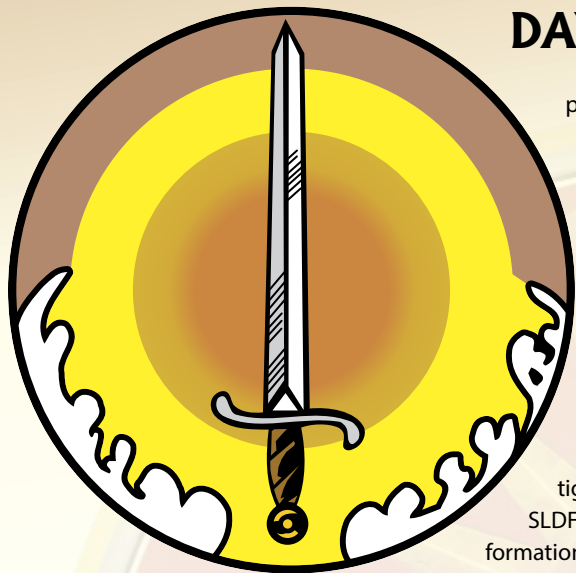
The First remains the only command in the Ceti Hussars. While the AFFS High Command won't allow it to be divided into mono-type formations, they do not appear as convinced that more of these regiments are worth House Davion's time and investment.

MORALE

One of the things preventing the AFFS High Command from ending the Ceti Hussars' experiment is its consistently high morale and reenlistment rate. On par with a Davion Guard unit, the soldiers of the First Ceti clearly feel their command works.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Ceti Hussars	R/R	Panpour



DAVION BRIGADE OF GUARDS

The Davion Brigade of Guards, also known as the Royal Brigade, began as the personal retinue of the Davion family. By the time of President Reynard Davion, it had become the official protectors of the Federated Suns' leader, and would continue to grow in size and importance, eventually becoming the Royal Brigade with the elevation of Simon Davion as the first First Prince. The First Davion Guards shares the same level of honor and prestige as the First Avalon Hussars, both of which having been the first AFFS formations to be equipped with BattleMechs. The rise of the Star League has seen the Davion Guards take on even more prominence, enabling the Guard to draw on the best candidates, the best SLDF veterans, and the best new technologies available. Unlike some realm's premiere units, however, this also often means that the Guards are the first into battle.

When the House armies transferred forces to the newly created SLDF, the Davion Guards was the only brigade in the AFFS that did not contribute any assets. So tightly is their loyalty tied to the Davion throne that no effort was even made to recruit SLDF warriors from the Guards' ranks. During the drawdowns that followed the SLDF's formation, and after the Edict of 2650, the Guard was left untouched, and its current formation size remains unbroken since its recovery after the Davion Civil War.

CONDITION

Were the AFFS to organize its armies as the SLDF does, the Davion Brigade of Guards would be an entire SLDF Army Corps unto itself. Until the creation of the Ceti Hussars and March Militias, the Davion Guards were the only AFFS formation to have permanently assigned conventional forces as standard deployment. These permanent detachments give the brigade an equivalent strength of roughly six divisions and supporting forces. Each Guard BattleMech regiment is backed up a brigade of armor, plus two more of mixed infantry regiments, a full regiment of artillery, and an aerospace fighter regiment.

Big is the only word that can describe the Davion Guard unit known as "The Crushers." On par with an SLDF heavy assault regiment, the 'Mechs of the Davion Assault Guards are reinforced by assault tank regiments and the largest mechanized infantry and jump troopers that can be recruited. The motto of the Assault Guards—"Everyone Fights"—is one they hold to, with everyone from mess cook to brigade commander trained in combat. Their weakness is, of course, their strength; with so much focus on firepower, the DAG tries to resolve all tactical challenges by frontal assault. This lack of tactical finesse has nearly destroyed this command more than once in its long existence.

The Davion Heavy Guard is closest equivalent to an SLDF Hussar regiment. Though built around a strong core of heavy machines, the DHG still relies on speed and maneuver, thanks to the support of its more mobile forces, including brigades of predominantly jump or motorized infantry. As the multi-role fighting force of the Guard, the DHG travels almost constantly, crossing the Marches on both combat and training missions. They have only been deployed on Robinson for three months as of this writing, having just rotated positions with the Light Guards.

Nominally stationed on Ulvskollen, the Davion Light Guards was last seen near Cooperland. Using its speed and flexibility, the DLG has been conducting extended bandit hunting operations beyond the Suns' rimward border. Patterned on the same military models the SLDF uses for light horse formations, the so-called Swift Foxes are a quick response force, ideally suited to missions that require speed, stealth and adaptability. Unlike most Davion Guard forces, the Light Guards often breaks into smaller groups to carry out its missions, but they do not practice the truly integrated combined-arms style found in the Ceti Hussars or SLDF RCTs.

The First Davion Guard is best known among the AFFS for its duty of protecting the First Prince and his family. Even when the bulk of this regiment deploys off New Avalon, a battalion of its 'Mechs, and a regiment of its infantry always remain on world. While each and every soldier in this command is of elite-grade skills, a focus on individual performance in this command means the First lacks the same large-force cohesion that are trademarks of other Guard brigade units. Only the First's infantry forces can operate well in formations above a company level.

The Second Davion has a well-earned reputation for getting out of impossible situations. (In one of the more remarkable tales, an entire battalion from this regiment escaped a Taurian POW camp and returned to the Suns in a captured JumpShip.) The Second emphasizes constant training in a broad variety of conditions and tactical scenarios, and every warrior in the brigade must memorize an ever-changing playbook of mission orders. The unit's innovative streak makes it an unpredictable adversary and difficult to outwit. Unfortunately, this talent has gotten away from the Second more than once, and they have lost battles which could have been just as easily won by less "creative" tactics.

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The Third Davion is currently the least combat-ready formation in the brigade. A combination of factors, from a large wave of mandatory retirements, battlefield attrition, and a shortage of qualified recruits, has left the Third with its lowest effectiveness ratings since the end of the War of Davion Succession. The Third was recently transferred to Tancredi IV to train against the Seventh Tancredi Loyalists.

The impressive state of excellence and readiness the Fourth Davion held under Colonel Stopec has had some time to age on the vine. While still rated one of the best commands in the Federated Suns, it is unlikely the Fourth of today could repeat its impressive victory over the 320th Dragoon Regiment back in 2736.

The Fifth Davion Guard is taking its recent tragedy in stoic stride. Last year, its Second 'Mech Battalion and an entire armor regiment were lost with all hands when their JumpShip catastrophically misjumped during a routine force rotation. Despite the loss of thirty percent of their BattleMech and armor force, the Fifth has requested to remain on the front lines, and continues to take part in border patrols and anti-bandit raids.

MORALE

There are most certainly morale problems in the Davion Guard. You cannot have a formation of its size without some strife and discontent. However, no significant outward signs of this are evident. More than any other force in the AFFS, the Davion Guard takes care of its problems internally. Rare is a court martial that requires the Judge Advocate to take action.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
Davion Assault Guards	E/F	Rollis	2nd Davion Guards	E/F	Royalston
Davion Heavy Guards	E/F	Robinson	3rd Davion Guards	R/F	Tancredi IV
Davion Light Guards	V/F	Ulvskollen	4th Davion Guards	V/F	Galtor III
1st Davion Guards	E/F	New Avalon	5th Davion Guards	V/F	Smolensk



DRAGONLORDS

The formation of the Star League saw massive downsizing of militaries and the unemployment of even the best and brightest soldiers. As with the downsizing in 2650, this resulted in a marked rise in brigand activity as many ex-soldiers continued the only profession they had ever known. The 2572 United Triumph Exercises were an effort to address this and—in the Federated Suns—led to the creation of the Dragonlords.

Funded by the Davion clans from the five Golden Worlds (New Avalon, Argyle, Belladonna, El Dorado and Torrence), the Dragonlords were originally meant to be short term garrison commands while the Davion Guards took part in the UTE. These temporary regiments were never disbanded after the UTE and would become permanent when the Reunification War broke out and bolstered the need for trained combat formations.

[RAF Ed: *Galax* is often misquoted as being one of the five in this period, but did not reach economic prosperity until after its terraforming in the mid-twenty-eighth century and the completion of the *Galax Megaplex* later in the same century.]

When first formed, the Dragonlords were equipped with the best and heaviest material available, and staffed by the finest of the AFFS' recently retired soldiers. These regiments, however, would soon prove themselves as more than mere garrison troops. During the Reunification War, these forces saw heavy action, and distinguished themselves numerous times against the Periphery states. By the time the war ended, they had cemented their place in the AFFS, and were thus retained as front-line commands.

CONDITION

With the Edict of 2650, the Third, Fourth and Fifth Dragonlords were each downsized to a battalion of BattleMechs. After Roger Davion's rearmament program, they would all be assigned two replacement BattleMechs for each MechWarrior. With strong reserve training on each of the Golden Worlds, this enabled all of the regiments to return to their full post-Reunification War combat strength within the space of just six months.

A friendly rivalry between the First Dragonlords (Avalon's Silver Claws) and the Davion Assault Guards has long been encouraged by Davion High Command. The competition between two of the most powerful commands in the AFFS has served to make both highly trained and focused. The fourth battalion of this regiment is made up of fast moving mediums and heavies, and serves as the "beaters" for the assault battalions whose average unit weight is eighty-five tons.

The Highland Riders are experts in orbital deployment and strategic maneuver. These skills more than make up for the regiment's lighter-than-usual makeup. Only one of its battalions is equipped with assault 'Mechs, and two of its BattleMech companies weigh in at under forty tons per unit.

During routine landing operations while deploying on Warren, the *Leopard* carrying Colonel Zibler and the Third Dragonlords' command lance was lost with all hands, threatening to throw the regiment into chaos. XO Susan Watters quickly stepped in and took charge, ensuring a safe deployment and leadership continuity. Watters was recently promoted to full Colonel and permanent command of the Golden Flame Riders. She has already arranged an urban warfare simulation to further hone the Third's already impressive city-fighting skills and, more importantly, distract the troops from their recent loss.

The Fourth (Basilisk Eaters) had only been deployed on Brockway seven days when a bandit force hit the world. No doubt expecting mere planetary militia, the light 'Mechs of the raiding party were quickly wiped out. The Fourth has since detached a small force to probe the local uninhabited systems, in an attempt to track down the source of the raiders.

The Fifth (The Godzilla Stalkers) is the only Dragonlords regiment not deployed on the Concordat's border. Stationed on the quiet world of Talcott, its commander is trying to make up for the lack of action there by staging regular war games against GM's factory security detail and the planetary militia.

MORALE

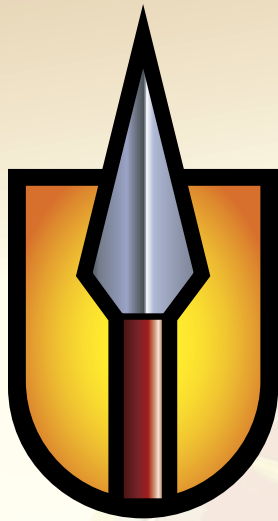
With nearly the entire brigade stationed on the Taurian border, the general morale of the Dragonlords is at an all-time high. The chance they will get the tangle with their old enemies has every soldier eager to live up to their unit's history. While the Third is still grappling with the loss of its commander and his lance, its new CO is a popular officer and they are expected to rebound quickly.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Dragonlords	V/F	Hyalite	4th Dragonlords	R/R	Brockway
2nd Dragonlords	R/R	Montour	5th Dragonlords	R/F	Talcott
3rd Dragonlords	V/R	Warren			



ROBINSON CHEVALIERS



The Robinson Chevaliers began life as the Vale Rangers, the primary combat formation of the Terran March Principality. Under the sterling leadership of the Generals Rostov (elder and junior), they came through the Davion Civil War in better condition than any other March force. This good condition was no doubt a prime factor in Dmitri Rostov's decision to defy First Prince Alexander's post-war reforms. This position of strength swiftly eroded on Rostov after his failed kidnapping attempt resulted in the death of Cynthia Davion, Alexander's wife. Outraged, several of the Rangers regiments immediately sided with Alexander and aided the First prince in stopping Rostov, often battling sister regiments in the process. After the general's defeat in the Battle of Robinson, Alexander referred to the survivors as "soldiers of chivalry and honor,"—a quote that gave the brigade its new name, to go along with their new responsibilities in protecting the newly expanded Draconis March.

Each of the original Chevaliers' regiments takes its unit name from a pre-industrial chivalric order. These commands identify closely with their patron order, and even the newest recruits can cite the history of his given order and its notable members. When a command is destroyed, it is not reformed, but an all-new regiment will usually be formed that adopts the patron order of its fallen brethren. With the influx of new forces in House Davion's recent build-ups, it remains to be seen if the newer Chevaliers will follow the tradition and choose new patron orders.

The Robinson Chevaliers use a gold-on-black color scheme.

CONDITION

At the end of the War of Davion Succession, the handful of survivors from the destroyed First Chevaliers stood down, and the regiment's colors were retired. Ten years later, these colors would be reinstated under a new regiment, when John Davion commissioned the creation of the Thirty-first Chevaliers. Honored, the Thirty-first took up the mantle of the Round Table, and has worked tirelessly since to be worthy of its fallen forebears.

With the First's destruction, the Third Robinson (The Black Swans) became the oldest surviving Chevaliers regiment, its history reaching four centuries back to its Vale Rangers roots. Well seasoned, the Third has a reputation for being careful and methodical in action. While this makes these troops difficult to surprise, they are conversely easy to outmaneuver and evade, an often advisable tactic, given the regiment's heavy throw weight.

Except for combat assignments, the Fourth Chevaliers (The Golden Spurs) has called Sakhara home since the creation of the Star League. When the Sakhara Academy formed, the Fourth began a long relationship with the school. Every year, if available, elements of this regiment serve as the opposing force for Sakhara's graduating class exercises.

In the Fifth Chevaliers (Riders of St. George), any MechWarrior who fails to master a fencing discipline can expect their career with the regiment to be rather short. Every member of the Fifth prides himself in his swordsmanship as much as (if not more than) their 'Mech-handling ability.

The Seventh Robinson (Argonauts of the Fleece) has developed a strong proficiency in underwater combat. Part of this can be tied to the regiment's long tradition of using unpowered blue-water sailing exercises as a means of improving teamwork. It was thus only a matter of time before these warriors combined their love of sailing with their BattleMech skills.

The Eighth (Spearmen of St. Michael) has been suffering from poor maintenance for several months now, the lingering effects of losing a large number of their techs in a vehicular accident. The decay in equipment readiness has only further reduced this unit's morale, and has landed them on the AFFS' reliability watch list.

The Ninth (Swordsmen of Honor) is an assault regiment with a full battalion of artillery and a double wing of aerospace fighters supporting it. This force specializes in siege-breaking, and reducing fortified formations.

SLDF Officers invited to socialize with the Tenth Chevaliers should be prepared to spend considerable amounts of money. The regiment has a long standing history of laying out a lavish mess and in partaking in hobbies that generally share only their high cost in common. Despite their decadence, the Ermine Soldiers are skilled warriors and can lay aside finery when the shooting starts.

The Thirteenth (Keepers of the Star) is referred to as a "hammer and anvil unit". Two of its battalions are made up of light BattleMechs, while the third is a reinforced assault battalion. The lighter forces will lead or herd enemies into the assault battalion's carefully prepared kill zones. If opponents can avoid falling into the trap, the tactic is relatively easy to counter.

As a cavalry regiment, the Fourteenth (The Thistle Keepers) doesn't field a single 'Mech that runs slower than eighty kilometers per hour. They have practiced extensively with long-range combat, preferring to make slashing attacks rather than engage an opponent in frontal action.

True to their patron saint, the Fifteenth Chevaliers (St. Patrick's Gallóglagh) is the best regiment to be invited to for mess on 15 March. If they took their field maneuvers as seriously as they do preparing for their annual party, the Gallóglagh could be a formidable force. Instead, they mark the average line in the Chevaliers brigade.

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While its equipment remains in excellent condition, the combat readiness of the Seventeenth (Sabers of St. Louis) has recently been downgraded as a result of consistently poor pilot performance, attributed to neglect and lethargy. If AFFS High Command does not find something significant for this regiment to do and soon, it is likely they won't even be able to stand up to the local militia by next year's fitness report.

The Twenty-first regiment—Hubert's Huscarls—are an assault regiment that specializes in defense. It has a permanently attached, mechanized infantry battalion, and its aerospace wing trains extensively in pinpoint ground-attack missions. During a recent raid, one bandit was destroyed by strafing, even as it grappled with the second battalion's commanding officer. Yet while the skill of the Huscarls' aerospace pilots is excellent, the regiment itself is rated at only average combat ability.

The Twenty-second have the dubious distinction of being the "most-destroyed Chevaliers in the brigade". Originally the Second Chevaliers, this regiment was reformed as the Sixth, Eleventh and now the Twenty-second. This has earned the unit the unofficial nickname of the Zombie Knights. Not fearing past history, the current incarnation of the Travelers of the Crescent are often reckless in battle, playing on their raw skill over careful tactics.

From the Colonel's *Highlander* to the newest recruit's *Wasp* BattleMech, the Twenty-third (The Eagle Fliers) is fully jump capable. They have used this mobility to develop excellent urban and mountainous terrain tactics.

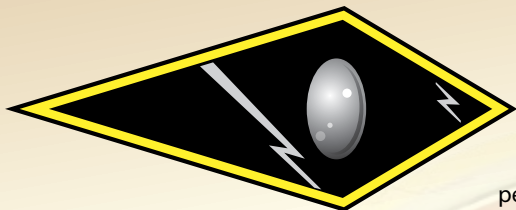
Except for the Thirty-first (Knights of the Round Table), the Twenty-fifth through Thirty-seventh Chevaliers were all commissioned and formed in the last ten years. The Twenty-fifth through Twenty-eighth regiments are exceedingly heavy forces, each with two battalions of assault 'Mechs backed by one light-to-medium battalion. The Thirty-sixth and Thirty-seventh Chevaliers are light regiments, specifically focused on reconnaissance and raiding. The remaining three new regiments are general purpose medium-to-heavy commands.

MORALE

Unit morale varies greatly across the Chevaliers. Regiments like the Seventh and Thirty-first are very well supplied and cared for, resulting in high morale. Meanwhile, the Eighth and Seventeenth fall at the bottom of the spectrum, having been at their garrisons for years with little to no action and always reminded of their non-preferential status whenever the local SLDF troops receive supply shipments.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
3rd Robinson Chevaliers	V/R	Robinson	22nd Robinson Chevaliers	R/R	Stratford
4th Robinson Chevaliers	V/R	Sakhara V	23rd Robinson Chevaliers	R/R	Altoona
5th Robinson Chevaliers	R/R	Fairfax	25th Robinson Chevaliers	R/R	Mallory's World
7th Robinson Chevaliers	V/R	Royal	26th Robinson Chevaliers	G/R	Cussar
8th Robinson Chevaliers	R/Q	Mayetta	27th Robinson Chevaliers	G/R	Breed
9th Robinson Chevaliers	V/R	Cartago	28th Robinson Chevaliers	G/R	Harrow's Sun
10th Robinson Chevaliers	V/R	Schedar	31st Robinson Chevaliers	V/R	Choudrant
13th Robinson Chevaliers	R/R	Dobson	32nd Robinson Chevaliers	G/R	New Ivaarsen
14th Robinson Chevaliers	R/R	Haynesville	34th Robinson Chevaliers	G/R	Saumur
15th Robinson Chevaliers	R/R	Barlow's End	35th Robinson Chevaliers	G/R	Woodbine
17th Robinson Chevaliers	R/R	Pitkin	36th Robinson Chevaliers	R/R	Farnsworth
21st Robinson Chevaliers	R/R	Hazelhurst	37th Robinson Chevaliers	G/R	Marduk



SYRTIS FUSILIERS

Much like the Davion Brigade of Guards, the Syrtis Fusiliers began as a brigade of private house forces, in this case serving the Haseks of New Syrtis. The Hasek legacy began in the 2300s, when one of its ancestors had relocated to the then-frontier mining world of New Syrtis. Over the next century, through good business acumen and strong personality, the Haseks became the de facto rulers of New Syrtis, and were instrumental in that world's unity with the rapidly expanding Federated Suns.

By the time of the Davion Civil War, New Syrtis was an economic and industrial powerhouse in the Capellan March Principality. The Syrtis Fusiliers had grown from the personal guard of the Hasek clan to the official guard of New Syrtis itself, and a key defense force throughout the principality.

The majority of the Fusiliers aligned with Prince Varnay during the Civil War. After the conflict, Alexander granted its survivors amnesty, and reintegrated them into the AFFS as part of the realm's standing army. This, combined with his subsequently decisive handling of Roger Varnay's attempt to retake the Capellan March, firmly placed the Fusiliers in support of New Avalon and the Federated Suns.

The brigade has given solid service since that time, with all ten regiments remaining active after the Edict of 2650, and taking on the primary burden of protecting the Capellan March from threats. In 2755, John Davion authorized an expansion of the Fusiliers that doubled their size over the last ten years. This move has further improved the Fusiliers' loyalty to New Avalon.

CONDITION

The First Syrtis (The Roughnecks) began its life as an ad-hoc force raised from workers in Hasek's mining and drilling operations. Formed to protect the work sites from competing companies and claim raiders, the First still revels in its rough and tumble origins. The regiment prefers close-in fighting, and constantly trains in melee combat, be that hand-to-hand or 'Mech to 'Mech.

Stationed in the tip of territory hemmed in by the Capellan Confederation and the Taurian Concordat, the Second Fusiliers (Teyrnon's Axemen) sees a higher share of combat than most commands. As a consequence, this regiment is rarely fully formed, with picket forces spread across a half-dozen systems to counteract the near constant raiding throughout the region.

The Third (Castor's Archers) and Fourth (Pollex's Poleaxers) Syrtis were commissioned on the exact same day, with command given to the twin brothers Jason and Johnathan Hasek. The units have never been stationed more than 120 light-years apart and regularly train together.

The Fifth's first commander had been the executive officer in the First before being raised to take over the newly formed regiment. Because he took with him the traditions of the Roughnecks, the Fifth also excels in physical combat and close-range assaults.

With Countess Rita Hasek having assumed her place as planetary ruler of New Syrtis, the Sixth Syrtis (The Count's Own/Rita's Retainers) has taken on a role similar to the First Davion Guards. Recognizing that they would not be able to assign this guard force elsewhere, AFFS High Command has permanently stationed the Sixth on the March capital. Standing orders state that no more than one-third of this regiment can be deployed off world at any time.

The Seventh Syrtis (Giant Killers) is an assault regiment with a preponderance of *Emperor* and *Longbow* BattleMechs providing most of the force's combat power. It relies heavily on local reconnaissance assets when in the field, to counter the regiments slower 'Mech speed.

A mirror opposite of the Seventh, the Eighth is a lightweight command, where the great majority of its 'Mechs can cruise at over sixty kilometers per hour. The Syrtis Hover Recon battalion has been "temporarily attached" to the Eighth for so long that it is virtually considered a standing part of the regiment now. This gives the unit even more flexibility in maneuvers.

The Ninth (The Starkillers) has been tasked with the defense of Firgrove and its naval yards for more than fifty years. In that time, its aerospace force has slowly grown and now includes a DropShip assault squadron that reports directly to the Ninth's commanding officer, rather than the overall FedSuns Navy.

Like the Sixth, the Tenth is built for defensive missions. Its close relations with the Kallon facilities on Talon have allowed this regiment to build up its own support forces, primarily manned by local volunteers. This makes the Tenth formidable on its home turf, but creates a liability when forced to fight away from these assets.

With none older than ten years, the Eleventh through Twentieth Syrtis Fusiliers regiments have yet to develop any strong identities of their own. Each of these new commands is a near cookie-cutter of the others. Two assault companies, composed of primarily *BattleMasters*, *Victors* and *Longbows*, support five companies of heavy and medium chassis (*Warhammer*, *Archer*, *Dervish* and *Wolverine* models predominate), backed by a recon battalion of mostly *Locust* and *Wasp* designs. Barring combat, it will be some time before any of these forces distinguish themselves from the pack.

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MORALE

An all-volunteer army usually means the soldiers enlisted in it are highly loyal and share similar visions. This has not been the case with all the of the newly raised Fusiliers regiments. As with a large portion of the general populace, attitudes in the ten newer regiments are far more hostile towards the Capellan Confederation than is typical of the Federated Suns. This has created some discipline issues, as the commanders of the newer regiments chronically agitate for a more forceful response to suspected Capellan raids.

Most notably, the Twentieth Fusiliers are highly resentful that they have been tasked to garrison an interior Crucis March world. Not even the fact that this post is critical to protecting their realm's defense industry, or the fact that the Twentieth receives new equipment directly from the local factory lines, has mollified the warriors of this regiment, which laments its inability to strike against the Capellans.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Syrtis Fusiliers	E/R	New Syrtis	11th Syrtis Fusiliers	R/R	Namen
2nd Syrtis Fusiliers	V/R	Horsham	12th Syrtis Fusiliers	G/R	Ulan Batar
3rd Syrtis Fusiliers	R/R	Brusett	13th Syrtis Fusiliers	G/R	Caria
4th Syrtis Fusiliers	R/R	Anaheim	14th Syrtis Fusiliers	G/R	Pleiades Cluster
5th Syrtis Fusiliers	R/R	Aucara	15th Syrtis Fusiliers	R/R	Maharet
6th Syrtis Fusiliers	E/Q	New Syrtis	16th Syrtis Fusiliers	G/R	Blida
7th Syrtis Fusiliers	V/R	Monongahela	17th Syrtis Fusiliers	G/R	Wappingers
8th Syrtis Fusiliers	V/R	Chesterton	18th Syrtis Fusiliers	G/R	Merlin
9th Syrtis Fusiliers	R/R	Firgrove	19th Syrtis Fusiliers	G/R	Taygeta
10th Syrtis Fusiliers	V/R	Wernke/Talon	20th Syrtis Fusiliers	G/Q	Salem



TANCREDI LOYALISTS

Settled in the late twenty-fourth century, the original colonies of Tancredi IV were founded by descendants of the aboriginal residents of Terra's North American continent. Seeking a world where they could return to their cultural roots, they were drawn to the world by the promise of the wide open plains ranging across its temperate lands, many reminiscent of their ancestral home. Though the discovery of greater raw material resources on Tancredi IV brought more commercial attention and investments to the world, the original settlers managed to retain their cultural roots. The result has been a highly martial society that believes in proving their measure through combat and physical feats.

Tancredi's warrior culture led to the creation of a strong planetary defense force and drew the attentions of the growing Federated Suns. Not long after joining House Davion's fledgling realm, Tancredi was made the capital the Draconis March, and its strong planetary defense force would go on to form the core of the Draconis March's combat brigade, aptly named the Tancredi Warriors Brigade. The disproportionate number of native Tancredi officers and soldiers in these forces would aid Alexander

Davion greatly when it came time for him to push into the Draconis March to deal with his usurping aunt, Laura Davion. The majority of the Tancredi-born warriors in the Tancredi Warrior Brigade wound up declaring for Prince Alexander, giving the First Prince much-needed support in completing his liberation of the Draconis March. For their loyalty, the survivors were renamed the Tancredi Loyalists, and have continued to hold high status in the AFFS, even after the March capitol was relocated to Robinson.

The Seventh, Tenth, Eleventh and Thirteenth Loyalists represent the surviving commands from the Davion Civil War. Since the capitol move to Robinson, almost all members of the Tancredi regiments are either natives of Tancredi, or graduates of the Tancredi War College.

The Loyalists have no parade scheme, always favoring camouflage to match their deployment.

CONDITION

No unit in the Tancredi Loyalists weighs more than fifty-five tons, or has a cruising speed of less than fifty kilometers per hour. Like their horse-riding ancestors, the Tancredi regiments specialize in rapid movement and lightning attacks. The focus on individual prowess and lack of weakness does limit their effectiveness, especially in large-scale combat. When fighting at company-size formations or smaller, the Loyalists can usually be expected to count for twice their weight in power, but the inverse is true when operating in groups of battalion-size or larger.

The Seventh Loyalists (Tancredi's Honor) have continued to aggressively patrol the borders of their combat region, with at least one of the regiment's battalions off-world at any given time. Because of this, the Tancredi Combat Region has the lowest raiding activity of any border region within the Federated Suns (in fact, the region is even quieter than some interior combat regions).

That the Tenth (Quanah's Riders) and Eleventh (Spirits of Naishan) Tancredi not only accept their Crucis March garrison posts, but take pride in being asked to defend these important manufacturing worlds rather than stand on the state borders, is a sign of this brigade's loyalty to the Suns first and its March second. Should major hostilities break out, it is very likely the AFFS will call upon the Tancredi Loyalists as one of the first to go into the fray.

The Thirteenth (Arrows of Arikara), like the Seventh, rarely has its full complement stationed together on world. Whenever the Seventh gets a solid lead on a pirate base, the Thirteenth is summoned in with at least fifty percent of its active force. This means there are times when none of the Thirteenth is on Sturgis, despite it being officially garrisoned here.

MORALE

Despite constantly running understrength, the Tancredi regiments are considered to be solid formations, dedicated to the realm. Its warriors' culture does not tolerate weakness and poor morale is seen as a crippling one. If something or someone is "pulling a regiment down", that problem is dealt with, immediately. Because the Tancredi regiments are so skilled, the AFFS turns a blind eye to this unofficial (and occasionally extreme) self-policing policy.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
7th Tancredi Loyalists	E/F	Tancredi IV	11th Tancredi Loyalists	R/F	New Valencia
10th Tancredi Loyalists	V/F	Crofton	13th Tancredi Loyalists	R/F	Sturgis



FEDERATED SUNS MARCH MILITIAS

While all of the March Militias are only eleven years old, they are all accomplished combat commands, thanks to their unusual origins. Their inceptions and abilities date back to Roger Davion's initial Preparedness Act. As part of an effort to formalize the planetary militias into structured formations, Davion set in place a training program built to ensure greater readiness in reserve forces.

Borrowing from our Martial Olympiad, each March conducted war games every two years. The winners of each planetary militia would form with winning commands drawn from the other worlds in their combat region to create an ad-hoc brigade. These brigades would then fight the other militia brigades in their March's combat regions to earn the title of "Best Prepared." By 2750, the prestige of this title had combat regions going all out to be the best. Some commands planned years ahead of time to ensure their brigades would be ready.

In 2754, at the close of these biennial games, the First Prince activated all of the combat region commands and formed the March Militias. At the stroke of a data pen, the AFFS was bolstered by twenty BattleMech-equipped combat formations made up of the best militia troops from all over the Federated Suns. Reaction to this move was decidedly mixed. Many worlds resented that their very best warriors had been effectively "drafted" into federal service, and it was only two years ago that the last judicial case opposing the creation of these March Militias was ruled on—in the Prince's favor.

John Davion allayed many fears when he specified that the March Militias would not leave their designated combat regions except under very rare and clearly defined exceptions. The March Militias were (and are) to be a mobile reserve for each combat region, as well as a staging ground for planetary militia soldiers to move on to the AFFS, or for those on the verge of retirement to pass on their knowledge to the next generation of soldiers.

[RAF Editor: *The model for the twenty-eighth century March Militias and planetary militias is nearly identical to the "new" National Guard militia that Marshal of the Armies Jon Davion set up after the Jihad. His "grand new vision" turns out to be just another Davion marketing campaign.*]

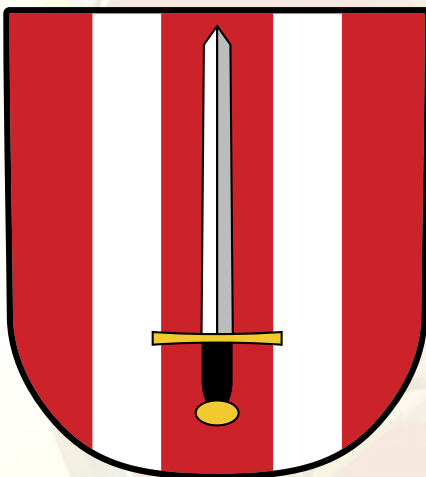
CONDITION

Each of the March Militias is roughly equivalent to a light SLDF division in firepower. A three-infantry regiment brigade is supported by a mixed brigade of one BattleMech regiment, two armor regiments, and a battalion of mobile artillery. Unlike SLDF divisions, and the Suns' own front-line formations, the AFFS only assigns two aerospace wings of eighteen fighters each to each March Militia.

The March Militia brigades in the Capellan March have seen the most action in their short careers. The two-year border conflict with the Confederation spanned three of the four Capellan March combat regions and involved all four March Militia brigades at one time. The Royalston and Chesterton brigades saw the most fighting, with the Royalston brigade nearly wiped out. Both are still being resupplied, and the Royalston CMM is not expected to be fully trained for another two years, barring fresh combat.

The brigades of the Crucis March are some of the best equipped March Militias in the Suns, so much so that pundits often refer to the New Avalon command as the "Sixth Davion Guard". Most of the interior Militias are stationed on worlds also garrisoned by SLDF troops. Despite losing to our forces nearly every time, year after year these militias continue to challenge their Star League counterparts to yearly war games.

While none of the Crucis March Militias are anywhere near the training or equipment levels of an SLDF division, their readiness is still remarkably high thanks to their constant training. Even the militias of the Periphery combat regions maintain a high level of activity, rarely spending more than six months on any world, as they constantly rotate positions to confuse and hunt down bandit raiders in these reaches.



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Hoping to further bolster joint operations, the AFFS High Command has announced it will be conducting realm-wide war games starting in 2766, with an eye toward holding them every four years afterward. The Draconis March Command is hoping to sweep title for best March Militia, and is currently conducting war games exercises among its neighboring March Militias. Four of these brigades are presently competing to determine the finalist for best Draconis March command, and most analysts believe the Fairfax DMM will win the title (though fewer expected the Clovis DMM to even make it this far).

MORALE

Lingering tensions over the federalization of the March Militias still remain in the Federated Suns. This impacts the various March Militias to various degrees. In a reverse of usual tensions, the highly self-sufficient core worlds of the Crucis March show the most of this resentment at New Avalon's "meddling", and continue to impede the full use of their March Militias. The border combat regions and their respective Marches are generally more positive, as these troops augment the mobile options, and provide incidental improvements to the regional supply lines.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
<i>Capellan March Militias</i>		
Chesterton CMM	G/Q	Chesterton
Kathil CMM	R/R	Kathil
New Syrtis CMM	V/Q	New Syrtis
Royalston CMM	G/R	Royalston
<i>Crucis March Militias</i>		
Kestrel CrMM	R/F	Kestrel
Anjin Muerto CrMM	R/R	Giverny
Bastian CrMM	G/Q	Susulatna
Broken Wheel CrMM	R/R	Lackland
Islamabad CrMM	R/R	Cohagen
Malagrotta CrMM	R/R	Malagrotta

Regiment	Exp/Loy	Homeworld
<i>Crucis March Militias (continued)</i>		
Marlette CrMM	R/R	New Valencia
New Avalon CrMM	V/F	New Avalon
Point Barrow CrMM	G/R	Point Barrow
Tsamma CrMM	G/R	Ulysses
<i>Draconis March Militias</i>		
Clovis DMM	G/Q	Alnadal
Dahar DMM	R/R	Harrow's Sun
Fairfax DMM	V/R	Junior
Kilbourne DMM	R/R	Delos IV
Robinson DMM	R/R	Alnadal
Woodbine DMM	R/R	Junior



2765 AFFS RULES ANNEX

The following special rules are designed to work in conjunction with those presented in *Field Manual: SLDF* (see pp. 240-248, *FM:SLDF*), while presenting game material more suitable to forces generated for the Federated Suns. As such, they generally focus on special Random Assignment Tables (RATs) tailored to the late Star League-era AFFS, while also providing data on the *Defender* and *Congress D-class* WarShips that played a significant role in the FedSuns navy.

For additional rules appropriate to the era, players should consult both *Field Manual: SLDF* and *Era Report: 2750*. The two volumes of *Historical: Liberation of Terra* may also prove enlightening, as it details events that unfold soon after the point in history described by this book.

RANDOM ASSIGNMENT TABLES

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, but can also be used as a guide when determining the likely equipment used by a given faction during a campaign set in the late-Star League period. Players are not required to use these tables, but they can be immensely helpful in a pinch when generating Federated Suns military forces. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth. They are used when determining the specific units fielded as part of a given force, after the determination of weight classes of each force's components lances or companies.

When using these advanced RATs to identify the specific units, first determine the appropriate Dice Roll modifier for the force being generated via the Dice Roll Modifiers by Command Table. This reflects the equipment quality assigned to the brigade the force hails from (as noted in this book). The modifier is then applied to all 2D6 dice rolls used to generate specific BattleMech, Combat Vehicle, and Aerospace assignments for that force.

Record Sheets

Record Sheets for these units may be found in their respective Record Sheet books (be they in PDF-exclusive format or print). A list of these sources (as abbreviated in each Random Assignment Table presented here) is given in the Record Sheet Source Table.

When randomly assigning pilot quality, the appropriate tables in *Total Warfare* (see p. 273, *TW*) still apply.

RECORD SHEET SOURCE TABLE

Abbr.	Product #	Source
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan and Star League
3057R	FPR35007p	Technical Readout: 3057 Revised
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan and Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-PP	BC-214p	Record Sheets 3085: Project Phoenix
Klondike	CAT35230ap	Record Sheets: Operation Klondike
Klondike	CAT35230	Historical: Operation Klondike
Hist:RW	CAT35231	Historical: Reunification War
XTRPrim2	CAT35XT002p	Experimental Technical Readout: Primitives V2
XTRRetro	CAT35XT008	Experimental Technical Readout: RetroTech

Battlecorps.com: The Record Sheet sources listed above may be ordered on-line at the BattleCorps BattleShop (<https://www.battlecorps.com/catalog/>)

2765 MASTER EQUIPMENT LEVEL TABLES (FEDERATED SUNS)

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Davion Brigade of Guards	+4
Avalon Hussars (1st – 20th)	+4
Avalon Hussars (22nd – 56th)	+3
Dragonlords	+3
Arcadian Cuirassiers	+2
Robinson Chevaliers	+2
Syrtis Fusiliers	+2
Tancredi Loyalists	+2
Ceti Hussars	+1
Crucis March Militia	+1
Capellan & Draconis March Militia	+0

DICE ROLL MODIFIERS FOR DROPSHIPS

Command	Modifier
Dept. of the Line	+4
Dept. of Naval Assault	+4
Dept. of Naval Defense	+3
Dept. of Naval Transport	+0

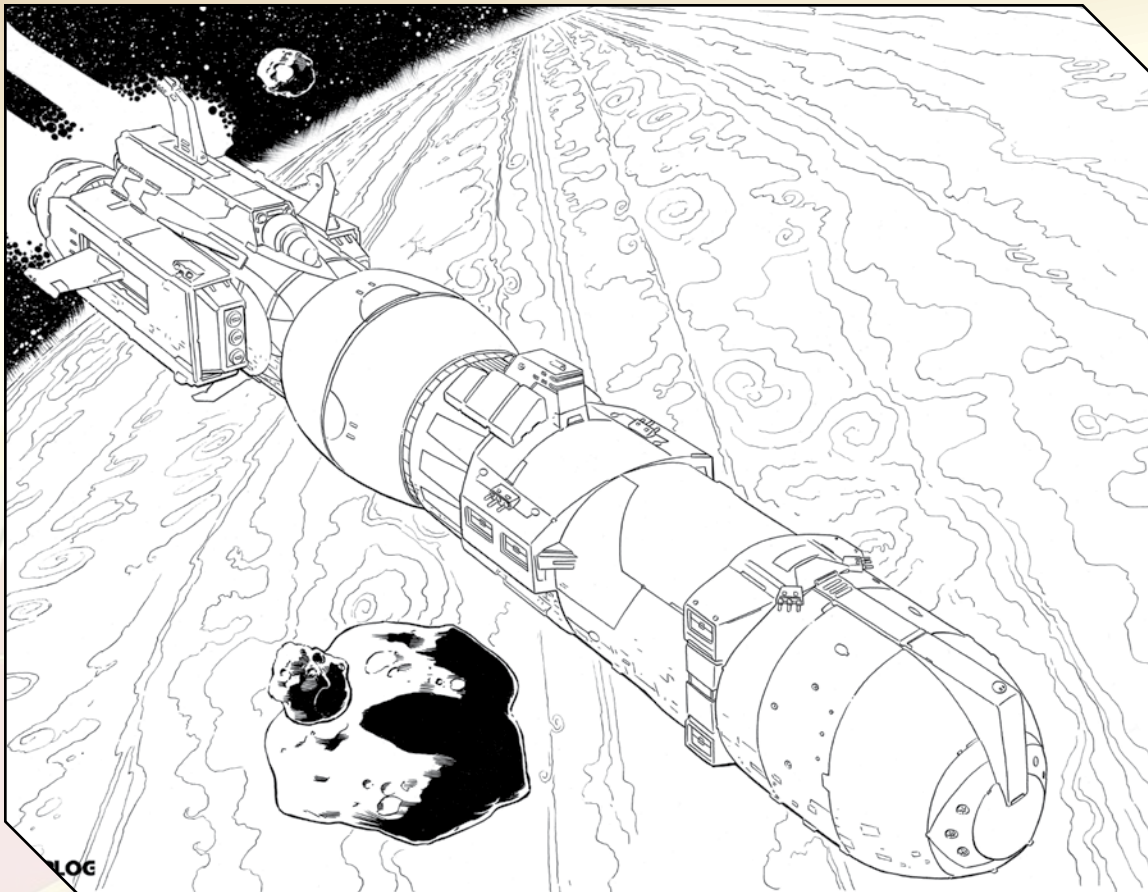
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FEDERATED SUNS RANDOM ASSIGNMENT TABLES

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	HNT-151 Hornet [20] (3039)	ASN-21 Assassin [40] (3039)	BKX-7K Battleaxe [70] (3075)	KGC-000 King Crab [100] (3050U-C)
3	WSP-1A Wasp [20] (3039)	BJ-1 Blackjack [45] (3039)	OTL-4D Ostsol [60] (3039)	BNC-3E Banshee [95] (3039)
4	HSR-200-D Hussar [30] (3050U-C)	HOP-4C Hoplite [55] (3050U-I)	MAD-1R Marauder [75] (3039)	BLR-1G BattleMaster [85] (3039)
5	LCT-1M Locust [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	BL-6-KNT Black Knight [75] (3050U-C)	AWS-8Q Awesome [80] (3039)
6	OTT-7J Ostscout [35] (3039)	CLNT-2-3T Clint [40] (3039)	GLT-3N Guillotine [70] (3050U-C)	STK-3F Stalker [85] (3039)
7	STG-3R Stinger [20] (3039)	WVR-6R Wolverine [55] (3039)	WHM-6R Warhammer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
8	LCT-1V Locust [20] (3039)	DV-6M Dervish [55] (3039)	TDR-5S Thunderbolt [65] (3039)	VTR-9B Victor [80] (3039)
9	FS9-H Firestarter [35] (3039)	PXH-1D Phoenix Hawk [45] (3039)	TDR-5Sd Thunderbolt [65] (ER2750) (3075)	BLR-1Gd BattleMaster [85] (ER2750)
10	FLC-4N Falcon [30] (3039)	GRF-1N Griffin [55] (3039)	ARC-2R Archer [70] (3039)	EMP-5A Emperor [90] (3058U-C)
11	MON-66 Mongoose [25] (3050U-C)	SHD-2H Shadowhawk [55] (3039)	HMH-3D Hammerhands [75] (3075)	CP-10-Z Cyclops [90] (3039)
12	JVN-10N Javelin [30] (3039)	DV-6Md Dervish [55] (ER2750)	MAD-2R Marauder [75] (3075)	THG-11E Thug [80] (3050U-C)
13	TLN-5V Talon [35] (3058U-C)	KTO-19 Kintaro [55] (3050U-C)	TDR-5Sd Thunderbolt [65] (ER2750) (3075)	HGN-732 Highlander [90] (3050U-C)
14	HSR-200 Hussar [30] (3050-C)*	GLH-1D Galahad [50] (3075)	WHM-6Rb Warhammer [70] (3075)	EMP-6A Emperor [90] (3058U-C)
15	FFL-3A Firefly [30] (Klondike)*	KY2-D-02 Kyudo [45] (3075)	CRD-2R Crusader [65] (3075)	PLG-3Z Pillager [100] (3058U-C)
16	NTK-2Q Night Hawk [35] (3058U-C)*	GRF-2N Griffin [55] (Klondike)	EXC-B2 Excalibur [70] (3058U-C)	BLR-1Gd BattleMaster [85] (ER2750)
Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Beagle Hover Scout [15] (3050U-C)	Prowler Multi-Terrain Vehicle [55] (3085)	SRM Carrier [60] (3039)	Alacorn Tank Mk III [95] (3058U-C)
3	Tracked APC (LRM) [10] (3039)	Thor Artillery Vehicle [55] (3050U-C)	Thumper Artillery Vehicle [60] (3075)	Alacorn Tank Mk IV [95] (3058U-C)
4	Packrat LPRV PKR-T5 [20] (3039)	Condor Hovertank [50] (3039)	Gallant Urban Assault Tank [70] (Hist:RW)	Fury Tank II [80] (3050U-C)
5	Hover APC (SRM) [10] (3039)	Maxim Hover Transport [50] (3039)	Burke Tank [75] (3050U-C)	Mobile Long Tom [95] (3039)
6	Heavy Wheeled APC [25] (3060)	Goblin Tank [45] (3039)	Magi ISV [75] (3050U-C)	Rhino Tank (MG) [80] (3050U-C)
7	Galleon Tank GAL-100 [30] (3058U-I)	Tiger Tank T-12 [55] (Hist:RW)	Bulldog Tank [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
8	J. Edgar Hovertank [25] (3039)	LTV-4 Hover Tank [50] (XTRPrim2)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
9	Cyrano Gunship [30] (3050U-C)	Turhan UCV [50] (3075)	Marsden Tank II-A [60] (3075)	Puma Tank PAT-005 [95] (3050U-C)
10	Ripper VTOL [10] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Manticore Tank [60] (3039)	Fury Tank II [80] (3050U-C)
11	Chevalier Tank [35] (3060)	Prowler Multi-Terrain Vehicle [55] (3085)	Von Luckner Tank VNL-K65N [75] (3075)	Puma Tank PAT-005 [95] (3050U-C)
12	Beagle Hover Scout [15] (3050U-C)	Maxim Hover Transport [50] (3039)	Demon Tank [60] (3050U-C)	Rhino Tank (ML) [80] (3050U-C)
13	Lightning Attack Hovercraft [35] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	Marksman Artillery Vehicle [65] (3050U-C)	Alacorn Tank Mk VI [95] (3058U-C)
14	Gabriel Recon Hovercraft [5] (3050U-C)	Goblin Tank (SRM) [45] (3039)	Von Luckner Tank (Star League) [75] (Klondike)	Fury Tank II [80] (3050U-C)
15	Maultier Hover APC [15] (3058U-C)	Condor Hovertank [50] (3039)	Manticore Tank [60] (3039)	Mobile Long Tom [95] (3039)
16	Packrat LPRV PKR-T5 [20] (3039)	Tiger Tank T-12 [55] (Hist:RW)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SPR-H5 Sparrowhawk [30] (3039)	HCT-213 Hellcat [60] (3075)	EGL-R10 Eagle [75] (3075)	Fortress (2613) (3057R)
3	THK-43 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R9 Eagle [75] (3075)	Confederate (2703) (3057R)
4	SB-27 Sabre [25] (3075)	HCT-213R Hellcat [60] (3075)	AHB-443 Ahab [90] (3050U-C)	Colossus (2660) (3075)
5	CNT-1D Centurion [30] (3075)	HCT-213S Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Vampire (2715) (3075)
6	SB-27 Sabre [25] (3075)	SL-25 Samurai [50] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Leopard (2537) (3057R)
7	CNT-1D Centurion [30] (3075)	HCT-213 Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)	Lion (2595) (3057R)
8	TRN-3T Trident [20] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Dictator (2600) (3075)
9	F-10 Cheetah [25] (3039)	HCT-213D Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Union (2708) (3057R)
10	RGU-133E Rogue [40] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Leopard CV (2581) (3057R)
11	THK-63 Tomahawk [45] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	STU-K5 Stuka [100] (3039)	Triumph (2593) (3057R)
12	THK-63 Tomahawk [45] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	HMR-HE Hammerhead [75] (3050U-C)	Overlord (2762) (3057R)
13	RGU-133L Rogue [40] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Intruder (2655) (3057R)
14	ZRO-114 Zero [35] (3050U-C)	SL-26 Samurai [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Achilles (2582) (3057R)
15	SWF-606 Swift [25] (3050U-C)	F-90 Stingray [60] (3039)	AHB-443 Ahab [90] (3050U-C)	Vengeance (2682) (3057R)
16	SPD-502 Spad [30] (3050U-C)	IRN-SD2 Ironsides [65] (3050U-C)	CHP-W5b Chippewa [90] (Klondike)	Titan (2647) (3057R)

* Player may choose STG-A5 Stinger Land Air* Mech instead of the rolled result.



DEFENDER (BATTLECRUISER)

When James McKenna vaporized Strand Rock on 2 June 2315, the Inner Sphere was shocked by the power of Terra's battleships. As the nascent Terran Hegemony's naval yards produced ship after ship, quickly establishing its martial superiority, the Great House states were caught flat-footed in a new arms race. It would take decades for these other interstellar empires to establish the infrastructure needed to effectively build their own WarShip fleets.

The Federated Suns' ambitious program aimed to take on the Terran *Dreadnought*-class directly. Pushing the limits of the day's technology, they built a battlecruiser around a maneuvering drive that would be unsurpassed in sheer size until the launch of the massive *Farragut* class. Combined with a heavy battery of naval autocannons, the *Defender* could outmaneuver and outgun a *Dreadnought*. Unfortunately, the huge drive came at a cost. The sheer bulk of the engines limited the ship's aftward firepower and the extensive mass-saving techniques needed to accommodate its peak effectiveness left the hull highly stressed, and unable to mount heavy armor. Furthermore, the internal cargo space was limited, reducing the ship's operating range, and restricting the size of its transport shuttle bays.

Despite these limitations, the designers achieved their goal to produce a ship that could take on and defeat the best the Terran Hegemony had to offer...at first.

Unfortunately, within a decade—and before the second *Defender* had slipped its moors—the Hegemony launched its *Monsoon*-class, which employed far heavier armor and weaponry as well as the newly matured docking collar technology that would go on to dominate ship design. Between the Hegemony's *Monsoon* and *Aegis* class ships, and their far greater production capacity for both, the big Davion *Defender* battlecruisers found themselves outnumbered and outclassed by the 2380s.

The half dozen *Defenders* built would still live long service lives in spite of all this. Though several would be lost to the Reunification War, and the entire class was demobilized several times when the costs of maintaining their aging hulls continued to increase, the few surviving ships would be reactivated one more time just before the Amaris Coup, destined to continue serving into the Succession Wars. The *Defender*-class FSS *Golden Lion* would even go on to earn lasting fame for its role in blunting the Draconis Combine's 2787 advance against House Davion. None of these ancient ships survived the First Succession War.

FIELD REPORT 2765: AFFS



DEFENDER-CLASS BATTLECRUISER

Tech: Inner Sphere

Introduced: 2360

Mass: 960,000 tons

Length: 870 meters

Sail Diameter: 1,300 meters

Fuel: 3,000 tons (7,500)

Tons/Burn-day: 39.52

Safe Thrust: 5

Maximum Thrust: 8

Sail Integrity: 5

KF Drive Integrity: 20

Heat Sinks: 900

Structural Integrity: 40

Battle Value: 173,687

Armor

Nose: 60

Fore-Sides: 60

Aft-Sides: 50

Aft: 50

Cargo

Bay 1: Small Craft (20)	10 Doors
Bay 2: Cargo (105,890 tons)	2 Doors
Bay 3: DropShuttle Bay (20,000-ton capacity)	1 Door
Bay 4: DropShuttle Bay (20,000-ton capacity)	1 Door
Bay 5: DropShuttle Bay (20,000-ton capacity)	1 Door
Bay 6: DropShuttle Bay (20,000-ton capacity)	1 Door

DropShip Capacity: 0

Grav Decks: 2 (120-meter diameter each)

Escape Pods: 35

Life Boats: 35

Crew: 60 officers, 200 enlisted/non-rated, 70 gunners, 100 bay personnel

Notes: Equipped with 765 tons of Standard Armor

Weapons:

Arc (Heat) Type	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (308 Heat)						
3 NAC 20 (60 rounds)	180	60	60	60	—	Capital AC
1 NAC 35 (20 rounds)	120	35	35	—	—	Capital AC
4 AC 5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon
4 AC 5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon
3 Machine Guns (400 rounds)	0	1 (6)	—	—	—	Point
FL/FR (486 Heat)						
3 NAC 20 (60 rounds)	180	60	60	60	—	Capital AC
3 NAC 20 (60 rounds)	180	60	60	60	—	Capital AC
1 NAC 35 (20 rounds)	120	35	35	—	—	Capital AC
3 AC 5 (60 rounds)	3	2 (15)	2 (15)	—	—	Autocannon
3 AC 5 (60 rounds)	3	2 (15)	2 (15)	—	—	Autocannon
3 Machine Guns (300 rounds)	0	1 (6)	—	—	—	Point
LBS/RBS (308 Heat)						
3 NAC 20 (60 rounds)	180	60	60	60	—	Capital AC
1 NAC 35 (20 rounds)	120	35	35	—	—	Capital AC
4 AC 5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon
4 AC 5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon
4 Machine Guns (400 rounds)	0	1 (6)	—	—	—	Point
AL/AR (20 Heat)						
10 AC 5 (200 rounds)	10	5 (50)	5 (50)	—	—	Autocannon
10 AC 5 (200 rounds)	10	5 (50)	5 (50)	—	—	Autocannon
10 Machine Guns (1,000 rounds)	0	1 (6)	—	—	—	Point
Aft (20 Heat)						
10 AC 5 (200 rounds)	10	5 (50)	5 (50)	—	—	Autocannon
10 AC 5 (200 rounds)	10	5 (50)	5 (50)	—	—	Autocannon
10 Machine Guns (1,000 rounds)	0	1 (6)	—	—	—	Point



CONGRESS D (FRIGATE)

By 2536, many admirals in the Terran Hegemony had decided that the Quixote-class frigates had outlived their usefulness. Incidents between those ships and the WarShips of neighboring realms demonstrated that the Quixote could be outmaneuvered by virtually any foreign-built vessel of comparable size. A year later, designers at Dekirk Aerospace submitted a replacement design that seemed so good on paper, the Hegemony Navy approved it without hesitation.

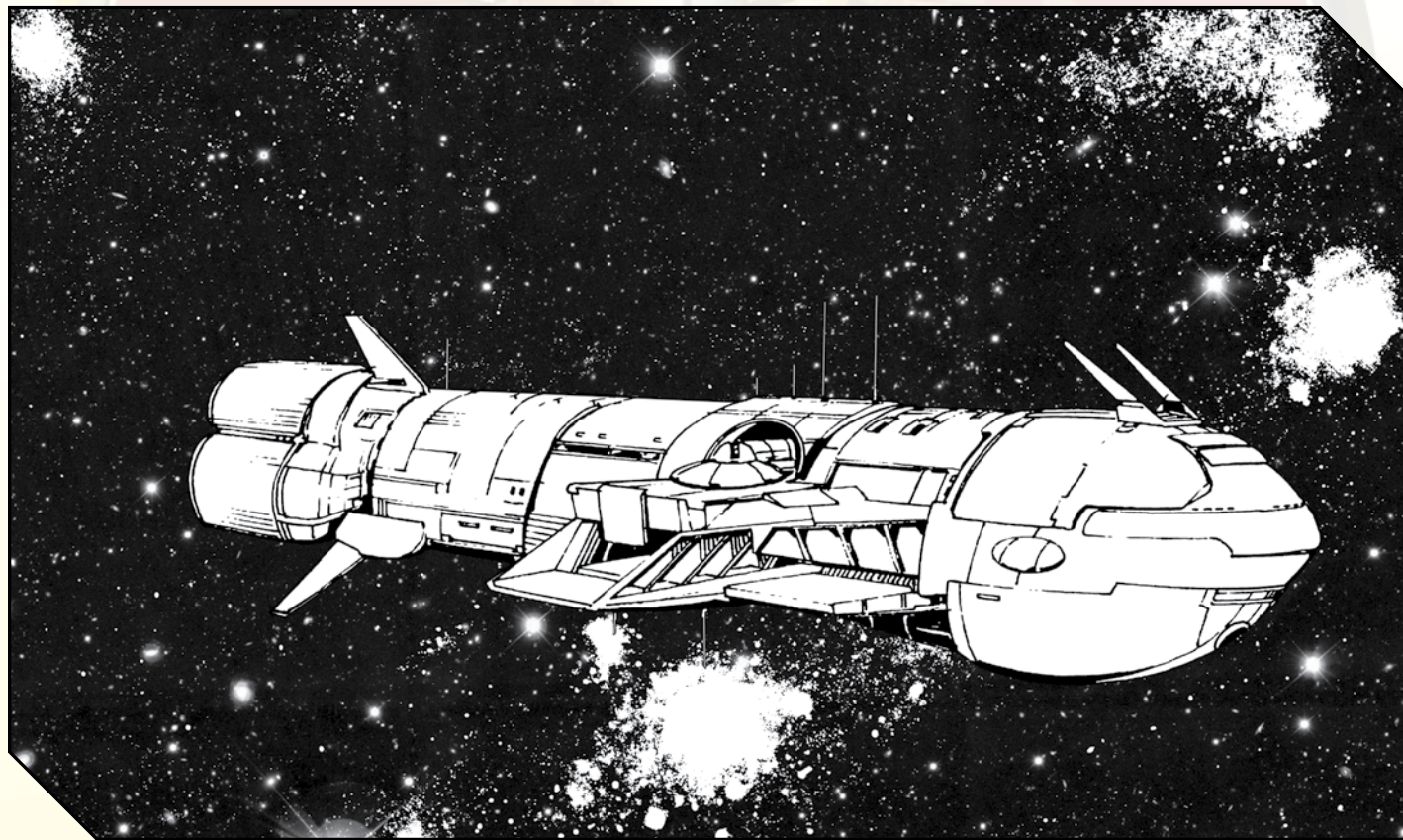
But construction of the first Congress-class frigates met a serious obstacle in the form of a lawsuit filed by the Federated Suns, against both the shipyard and the Hegemony government. In the lawsuit, Challenge Systems, a shipbuilding firm on Galax, claimed that most of the Congress frigate was a Challenge design, stolen by industrial spies in Dekirk's employ.

The legal wrangling continued for three years, until a compromise settlement was reached in 2540. In it, neither the Hegemony nor Dekirk Aerospace admitted any guilt, but they did

include Challenge Systems as a partner in the construction of these new ships. The Federated Suns also received a bargain price on some of the new frigates—albeit hulls lacking in the more advanced Hegemony technology.

While these “Davion” Congresses (dubbed *Congress Ds*) lacked the advanced sensors and other features of their Hegemony counterparts, they made up for the lack with added firepower. Given broadside firepower thirty percent heavier than the equivalent Hegemony baseline, the FedSuns admirals were more than happy with their “inferior” variants.

Despite losses in the Reunification War, the surviving *Congress Ds* would serve as escorts for *New Syrtis* carriers and lead destroyer squadrons, but as the centuries of the Star League wore on, these vessels gradually faded from the fleet rosters. Only half a dozen remained at the start of the Succession Wars, with moth lost against the Draconis Combine in 2782. The last *Congress D* was lost in the Second Succession War when it was caught in a Capellan mine field one of its Hegemony cousins would have spotted with ease.



FIELD REPORT 2765: AFFS



CONGRESS D-CLASS FRIGATE

Tech: Inner Sphere
Introduced: 2542
Mass: 760,000 tons
Length: 703 meters
Sail Diameter: 1,207 meters
Fuel: 2,000 tons (5,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 5
KF Drive Integrity: 16
Heat Sinks: 604 (1208)
Structural Integrity: 75
Battle Value: 77,655

Armor

Nose: 75
Fore-Sides: 72
Aft-Sides: 72
Aft: 75

Cargo

Bay 1: Fighters/Small Craft (6/4) 2 Doors
 Bay 2: Cargo (165,993.5 tons) 1 Door

DropShip Capacity:

Grav Decks: 1 (90-meter diameter)

Escape Pods: 8

Life Boats: 8

Crew: 43 officers, 192 enlisted/non-rated, 21 gunners, 32 bay personnel

Notes: Equipped with 487.5 tons of Ferro Carbide Armor.

Weapons: Arc (Heat) Type	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (20 Heat) 1 Killer Whale (10 missiles)	20	4	4	4	4	Capital Missile
FL/FR (200 Heat) 2 NAC/30 (74 rounds)	200	60	60	60	—	Capital AC
LBS/RBS (91 Heat) 2 NAC/10 (74 rounds)	60	20	20	20	—	Capital AC
1 White Shark (10 missiles)	15	3	3	3	3	Capital Missile
2 Large Lasers	16	2 (16)	2 (16)	—	—	Laser
AL/AR (176 Heat) 2 NAC/10 (76 rounds)	160	50	50	50	—	Capital AC
1 NAC/30 (25 rounds)						
2 Large Lasers	16	2 (16)	2 (16)	—	—	Laser
Aft (200 Heat) 2 NAC/30 (50 rounds)	200	60	60	60	—	Capital AC

BATTLETECH™

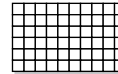
WARSHIP RECORD SHEET

ARMOR DIAGRAM

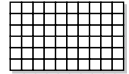
Capital Scale



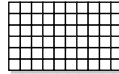
Nose Damage Threshold
(Total Armor)
6 (60)



Fore-Right Damage
Threshold (Total Armor)
6 (60)



Fore-Left Damage
Threshold (Total Armor)
6 (60)



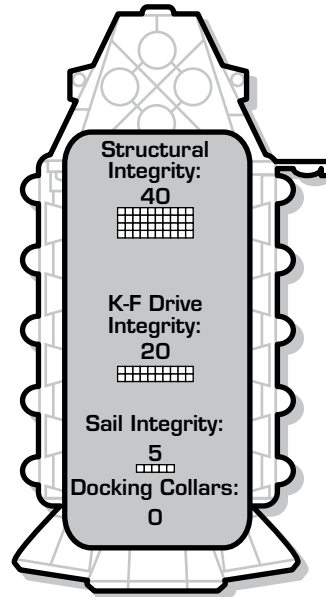
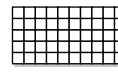
Aft-Right Damage
Threshold (Total Armor)
5 (50)



Aft-Left Damage
Threshold (Total Armor)
5 (50)



Aft Damage Threshold
(Total Armor)
5 (50)



WARSHIP DATA

Type: DEFENDER

Name: _____ Tonnage: 960,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 5
 Maximum Thrust: 8
 DropShip Capacity: 0
 Fighters/Small Craft: 0 / 20 Launch Rate: 0 / 20

Weapons & Equipment Inventory

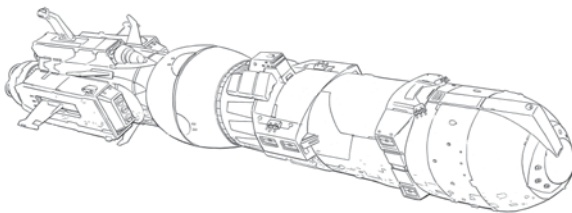
Bay	Capital Scale	Loc	Ht	SRV	MRV	LRV	ERV
3	NAC 20 (60 rounds)	N	180	60	60	60	—
1	NAC 35 (20 rounds)	N	120	35	35	—	—
3	NAC 20 (60 rounds)	FL/FR	180	60	60	60	—
3	NAC 20 (60 rounds)	FL/FR	180	60	60	60	—
1	NAC 35 (20 rounds)	FL/FR	120	35	35	—	—
3	NAC 20 (60 rounds)	LBS/RBS	180	60	60	60	—
1	NAC 35 (20 rounds)	LBS/RBS	120	35	35	—	—

Bay	Standard Scale	Loc	Ht	SRV	MRV	LRV	ERV
4	AC 5 (80 rounds)	N	4	2 (20)	2 (20)	—	—
4	AC 5 (80 rounds)	N	4	2 (20)	2 (20)	—	—
3	Machine Guns (400 rounds)	N	0	1 (6)	—	—	—
3	AC 5 (60 rounds)	FL/FR	3	2 (15)	2 (15)	—	—
3	AC 5 (60 rounds)	FL/FR	3	2 (15)	2 (15)	—	—
3	Machine Guns (300 rounds)	FL/FR	0	1 (6)	—	—	—
4	AC 5 (80 rounds)	LBS/RBS	4	2 (20)	2 (20)	—	—
4	AC 5 (80 rounds)	LBS/RBS	4	2 (20)	2 (20)	—	—
4	Machine Guns (400 rounds)	LBS/RBS	0	1 (6)	—	—	—
10	AC 5 (200 rounds)	AL/AR	10	5 (50)	5 (50)	—	—
10	AC 5 (200 rounds)	AL/AR	10	5 (50)	5 (50)	—	—
10	Machine Guns (1,000 rounds)	AL/AR	0	1 (6)	—	—	—
10	AC 5 (200 rounds)	A	10	5 (50)	5 (50)	—	—
10	AC 5 (200 rounds)	A	10	5 (50)	5 (50)	—	—
10	Machine Guns (1,000 rounds)	A	0	1 (6)	—	—	—

Grav Decks:
 Grav Deck #1: 120-meter Grav Deck #2: 120-meter

Cargo:
 Bay 1: Small Craft (20) (10 doors)
 Bay 2: Cargo (105,890 tons) (2 doors)
 Bay 3: DropShuttle Bay (20,000-ton capacity) (1 door)
 Bay 4: DropShuttle Bay (20,000-ton capacity) (1 door)
 Bay 5: DropShuttle Bay (20,000-ton capacity) (1 door)
 Bay 6: DropShuttle Bay (20,000-ton capacity) (1 door)

BV: 173,687



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Modifier: +1 +2 +3 +4 +5 Incp.
 Crew: 430 Marines: 0
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escape Pods: 35/35

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
 CIC +2 +4 D
 Sensors +1 +2 +5
 Thrusters
 Left +1 +2 +3 D
 Right +1 +2 +3 D
 Engine -1 -2 -3 -4 -5 D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

HEAT DATA

Heat Sinks: 900 Heat Generation Per Arc
 Nose: 308
 Left/Right Fore: 486 / 486
 Left/Right Broadside: 308 / 308
 Left/Right Aft: 20 / 20
 Aft: 20

BATTLETECH



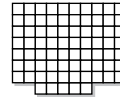
WARSHIP RECORD SHEET

ARMOR DIAGRAM

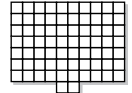
Capital Scale



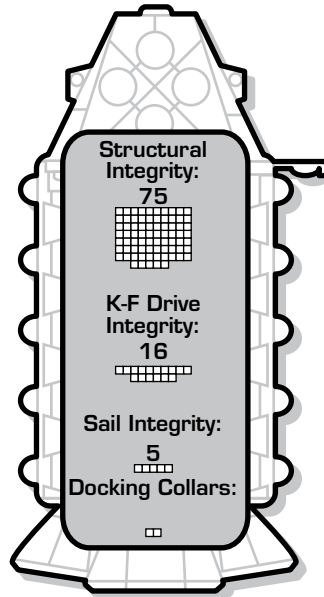
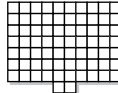
Nose Damage Threshold
(Total Armor)
8 (75)



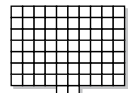
Fore-Right Damage Threshold (Total Armor)
7 (72)



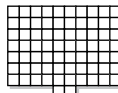
Fore-Left Damage Threshold (Total Armor)
7 (72)



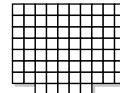
Aft-Right Damage Threshold (Total Armor)
7 (72)



Aft-Left Damage Threshold (Total Armor)
7 (72)



Aft Damage Threshold (Total Armor)
8 (75)



WARSHIP DATA

Type: CONGRESS D

Name: _____ Tonnage: 760,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 3
 Maximum Thrust: 5
 DropShip Capacity: 2
 Fighters/Small Craft: 6 / 4 Launch Rate: 4

Weapons & Equipment Inventory

Capital Scale		(1-12)	(13-24)	(25-40)	(41-50)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1 Killer Whale (10 missiles)	N	20	4	4	4	4
2 NAC/30 (74 rounds)	FL/FR	200	60	60	60	—
2 NAC/10 (74 rounds)	LBS/RBS	60	20	20	20	—
1 White Shark (10 missiles)	LBS/RBS	15	3	3	3	3
2 NAC/10 (76 rounds)	AL/AR	160	50	50	50	—
1 NAC/30 (25 rounds)						
2 NAC/30 (50 rounds)	A	200	60	60	60	—

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 Large Lasers	LBS/RBS	16	2 (16)	2 (16)	—	—
2 Large Lasers	AL/AR	16	2 (16)	2 (16)	—	—

Grav Decks:
Grav Deck #1: 90-meter

Cargo:
Bay 1: Fighters/Small Craft (6/4) (2 doors)
Bay 2: Cargo (165,993.5 tons) (1 door)

BV: 77,655

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

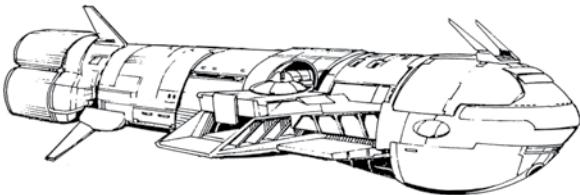
Crew: 287 Marines: 0
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escape Pods: 8 / 8

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	+2	+4	D			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

HEAT DATA

Heat Sinks: 604 (1208)
 Heat Generation Per Arc
 Nose: 20
 Left/Right Fore: 200 / 200
 Left/Right Broadside: 91 / 91
 Left/Right Aft: 176 / 176
 Aft: 200



VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										