

BATTLETECH™



FIELD REPORT:

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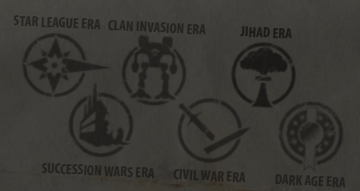
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STRATEGIC ANALYSIS...

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

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

Field Report: AFFS describes the state of the Federated Suns in the wake of the events described in Jihad Hot Spots: Terra, including the overall military and logistical condition of one of the Great Houses who stood against the Word of Blake menace. Savaged by conflicts on virtually every border, the armies of House Davion remain now stand on the threshold of a new era, while struggling to recover from over a decade of unrelenting war...



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FIELD REPORT: AFFS



TO: Devlin Stone
FROM: David Lear
Date: 13 August 3079

The strength of our alliance with the Federated Suns is greatly tempered by the viability of their ability to mount any effective military operations. Once counted the largest military in the Sphere, the AFFS is a shadow of its former strength despite the elaborate shell game they have undertaken to hide their actual combat strength. This weakness may be to our favor in regards to establishing a stable buffer around Terra. Despite this, we cannot be completely complacent. Of notable concern is the often-open dissent of the Capellan March and (more recently) the Draconis March, which may alter the nation's course despite the Regent's best efforts.

Possibly more so than any other Coalition liberation force, the Federated Suns has already faced the brutal fact that many of the worlds freed from the Word of Blake's Protectorate have little desire to see a return of the Sun and the Sword. Their abandonment by the Federated Commonwealth and subsequent decades of chaos and

Blakist occupation has left these worlds ambivalent to House Davion at best, and openly hostile at worst. Combine this with Capellan relations worse than even our own, and New Avalon is faced with deciding to protect its core worlds or expending its limited resources in holding "problem worlds" against Sun Tzu's ongoing *Xin Sheng* movement.

So long as the Princess-Regent maintains her current course, we can expect little interference from New Avalon and likely even outright support. The Regent's "Castle Avalon" policy calls for the strengthening of core areas of the Suns and rebuilding outward from there. Between the threat of confrontation with the Confederation and their own overextended lines, the AFFS is not positioned to hold the Protectorate worlds, even if they were enthusiastic about doing so.

Continued, excellent relations with the leadership of the Federated Suns—combined with hands-on knowledge from Victor, General Sortek and the late General Redburn—have provided us with reliable information on the AFFS' rebuilding and redeployment plans. Despite these sources, we have also employed additional means to confirm the data provided. While error is inevitable, I believe this will be minimal in the case of this report.

HOW TO USE THIS BOOK

Field Report: AFFS is a *BattleTech* supplement designed to provide information about the state of the Federated Suns military (AFFS) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—*Federated Suns Overview*—is divided into two sections, a *Strategic Update* and the *Goals of the Throne*. *Strategic Update* is a brief overview of the AFFS' current condition and perceived objectives, while *Goals of the Throne* presents the political and suspected military benchmarks the Federated Suns is likely to use in the future.

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

Military Readiness, will present a specific update on the status, officers, and notable events of the brigades of the AFFS. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

Finally, *Irregular Forces* covers both the prominent state-employed mercenaries, as well as the latest reports on the state of the Filtvelt and Malagrotta breakaway states.

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Special Thanks: To the twenty-plus year veteran players. Your dedication inspires us all.

Developer's Note: For more information about the Armed Forces of the Federated Suns, or the state of warfare before and during the Jihad, see *Field Manual: Federated Suns*, *Field Manual: Updates*, *Jihad: Terra*, or *Technical Readout: 3085*.

FIELD REPORT: AFFS





FEDERATED SUNS OVERVIEW

Given the severe amount of damage sustained in the recent war, and the Civil War before that, the Federated Suns is in a very precarious state in many ways. When faced with similar defeats and damage, smaller nations have simply collapsed and it is at least possible that the Suns may yet do so as well. But the realm's sheer size and history has granted it a certain inertia that held things together through the darkest days of the Jihad, a common purpose if you will. With relative peace settling over the Inner Sphere, it now remains to be seen if the Princess-Regent can seize the initiative to mend the many fractures that even now strain her nation at the seams.

STRATEGIC UPDATE

The Federated Suns' military high command has been rather public in communicating the status of the AFFS. These open reports give every appearance of a strong and powerful realm that has weathered the brutality of the Jihad unbowed. The reality, however, is that the AFFS is more paper tiger than it is a juggernaut.

Marshal of the Armies Jon Davion has laid out an ambitious program to restructure the military from end to end, and his program is fully endorsed by both the Princess-Regent and Prince's Champion, Duke Tancred Sandoval. Not since First Prince Melissa Davion formed the AFFS' version of the Regimental Combat Team has such a far-reaching program been proposed, much less attempted. It is unlikely that such an act would have been possible at any other time (save at the height of Hanse Davion's power), but the loss of so many senior military commanders and nobility has broken down barriers and lowered the resistance to change one might otherwise expect. Combined with the sheer devastation still felt on all three of the realm's capital worlds, this has enabled the Princess-Regent to push through numerous reforms that otherwise would have been impossible.

However, while Marshal Davion has begun his reforms, which call for massive reorganization of combat formations and a nationwide redistribution of equipment, the reality is that this is still very much a work in progress, and will remain so for years to come. To the casual observer, it appears as if the entire Capellan March Militia has been reconstituted in a matter of two years, but in fact these units are more paper than metal, and represent what *should* be in place when Davion's reforms are completed. This report will provide the most current formation strengths and sizes, to highlight just how far along the AFFS is in this reorganization process. So while a large percentage of the AFFS is publicly listed at full combat strength, this is actually a shell game made possible by the Marshal's newest formation class, the Light Combat Team. Already seriously damaged, most of the AFFS front line brigades are being rebuilt as these LCTs, deliberately smaller forms of the classic RCTs. Because they are smaller than RCTs, these forces can claim to be at "full strength" simply by virtue of their smaller force structure, but many of these units may in fact have little more than a command staff to their names. The stark reality is that, right now, the AFFS has barely twenty five percent of its pre-Clan Invasion combat strength.

The StarCorps corporate intelligence report compiled in 3077 accurately described the state of the Suns economy and the industry that drove it. While it has lost a large percentage of its "factory worlds", the Suns' dispersed component infrastructure allowed it to survive and even thrive (to a limited degree) in wartime. Peace will unfortunately have a detrimental effect on this recovery, and the resulting economic slowdowns will certainly slow the rebuilding of the AFFS BattleMech regiments, if not all its combat forces.

Internal political fractures also continue to plague the nation, further reducing its potential threat to neighboring realms. Between the Regent's "Castle Avalon" policy and Martial Davion's Reallocation, Organization and Rearmament (ROaR) program, efforts

PROJECT ROAR

Dating as far back as the Clan war, transport logistics have been the Federated Suns' Achilles heel. More often than not a combat force was resupplied not because it was the most in need, but because it was simply closest to the source of supplies. This imbalance continued through the FedCom Civil War and into the Jihad, where some commands operated at nearly full strength while others—no less vital or prestigious—were forced to cannibalize civilian equipment just to keep their jeeps running.

With the Regent's blessing, Marshal of the Armies Jon Davion launched his Reallocation, Organization and Rearmament program (ROaR). The goal of this program was a military wide resetting of priorities, with all military commands selected for rebuilding based on their proximity to hostile borders and current force strengths. This is achieved both by routing new production and vital supplies to the priority commands and also by restructuring of the AFFS around the new Light Combat Team formation model. Commands that are now overstrength as LCTs may have equipment and even personnel shifted to other commands—or even used to rebuild dead commands. In this way, ROaR will see a general leveling of the AFFS and rebuilding of many shattered commands, albeit around smaller LCT cores.

This process is not without its critics and problems. Draconis March units in particular are chafing at this restructuring plan, as they will see large amounts of equipment shifted to the Capellan March to rebuild the defensive line along House Liao's border. Many Draconis Marchers are angered at what they see as their being punished for the folly of George Hasek's war. Between the rising unrest and the already strained transport channels that ROaR now pushes to the limits, this radical restructuring may well backfire on the Federated Suns, creating fractures in its still unsteady military.

Note: At this time, Project ROaR is well underway, and has created a number of "phantom" formations—commands that are either destroyed, or staffed only by minor assets such as command staff, infantry, and light armor. In an effort to retain the reporting integrity we have carefully established in the preceding Field Reports, I have removed statistical references to these effectively depleted formations, but have earmarked all of them for intelligence monitoring in the future.

FIELD REPORT: AFFS



FLAG DISHONORED

>>Court_Martial_Log_3079_0414_78936795_Clay,Walker<<

[Four men and one woman, all Federated Suns Naval dress uniforms, all with the rank of vice admiral or higher, file in and take seats behind the raised table. In the center of the green tableclothed table, a dress saber sits in its scabbard, with the sword pointed away from the officers seated at the table. The center officer looks out at the chamber and speaks.]

[Admiral Gustafson Black]: "The accused will rise."

[Back to the camera, a man in a dress uniform, but without his sword, rises]

[Adm. Black]: "Vice Admiral Walker Clay, this court has reached a verdict in the charges against you. Before we do so, do you have anything you wish to say?"

[Vice Admiral Walker Clay]: *[shakes his head]* "I do not, my actions speak for themselves and I have no regrets."

[Adm. Black]: "Very well. On 17 August 3078 at 16:21 hours the FSS *Indomitable*, under command of Vice Admiral Walker Clay, broke formation with the Coalition Naval Task Force EARTHBOUND. Responding to direct orders of Admiral Clay, Rear Admiral Marcelle and the *Admiral Michael Saille* followed the *Indomitable*. Admiral Clay then engaged the Word of Blake-controlled *Melissa Davion*. As a result of this action, the missile defense grid for Task Force EARTHBOUND was critically compromised and the Diamond Shark vessel *Red Tide* was struck and destroyed by multiple nuclear warheads. Further, the *Indomitable* was lost with nearly a ninety percent loss of life and the *Saille* was critically wounded, her commander killed in the action. During these actions, the first officer of the *Indomitable* was shot and killed after attempting to relieve Admiral Clay of command per the Military Code of Conduct.

[Admiral Black pauses for a moment, looking up from the written report to peer at Admiral Clay]

[Adm. Black]: "There are thirty specific charges against you. The court will forgo reading the verdict on all of these, which are logged in the official records, and speak only of the most serious of these charges. On the charges of gross dereliction of duty in combat, failure to follow a commanding officer's orders in war time and second degree murder of a fellow officer, you are found guilty.

"Under the provisions of a court martial under wartime conditions and at the direct command of the commander-in-chief, Princess-Regent Steiner-Davion, you will taken before a firing squad tomorrow morning and shot. May the Unfinished Book have mercy on your soul."

[Laying the formal parchment down, Admiral Black stands, followed by the remaining four presiding admirals. He pauses and looks directly at Admiral Clay.]

[Adm. Black]: "You should have had the good graces to die with your ship, Walker."

are already beginning to heal many of these fractures, but new ones are forming every day. Not since the first Davion civil war has the nation been so fractured along regional lines, and so Yvonne will need to work very hard to make her nation truly whole again. Though she has matured significantly in the years of the Jihad and has assembled a trusted core of advisors to her, it remains to be seen if the Princess-Regent has finally come of age in time to right the listing ship that is her nation.

GOALS OF THE THRONE

On 11 January 3075 Princess-Regent Yvonne Steiner-Davion uttered her now famous "Never Again" speech and created the "Castle Avalon" policy. This policy is a stark departure from that of her siblings and father before her. Focused on reinforcing the Suns' defenses and rebuilding the civilian economy at the cost of nearly all external operations, Yvonne has altered House Davion's course radically and for the foreseeable future.

With the exception of her assistance to our Coalition, the Princess-Regent has halted all hostilities with neighboring powers, instituting harsh punishments on any officer or politician who so much as launches a reconnaissance raid without approval from New Avalon. This policy has been met with heavy opposition from both the Capellan and Draconis March (the later despite Duke Sandoval's open support of the policy) and has caused considerable tensions in both the AFFS and political leadership.

While making her unpopular with the elite who lead her nation, the focus on defense and the economy has made her very popular with the citizenry in all regions of the Federated Suns. The common soldier is likewise showing marked support for his civilian Regent, much of this likely a result of her focus on resupplying and rebuilding shattered commands that have been on active combat footing for upwards of fifteen years.

While Yvonne has so far chosen to all but ignore the continuing threat from the Taurian Concordat, we believe she will have to take some action in the near future. The Concordat's willingness to use nuclear weaponry indiscriminately has so far proven to be an effective foil to her centrist, defensive agendas. If she does not take some decisive actions, soon, it is likely her control over the Capellan March will erode even further, potentially creating a new splinter state. If this occurs it would be highly detrimental to overall Sphere stability and could derail our plans.

Perhaps already aware of this threat, the Princess-Regent has announced a summit for the leading political, business and military figures of the realm, to discuss the state of the nation and future plans. Dubbed the Camelot Summit, all evidence is that Yvonne will be using this forum to personally push her new agendas and gain (or force) enough support to secure her control over the Federated Suns' splintered leadership.

I have already spoken with Victor about this, and he is traveling to New Avalon, ahead of the summit, to speak with Yvonne as well as quietly ensure that she gets the support she needs. If the Suns were to destabilize we would lose not only a valuable ally, but a critical foil against Capellan or Draconis opposition to our plans. On the positive side, Yvonne's "Castle Avalon" policy means she has will likely be very amenable to the creation of a "buffer state" in the Terran region. Between the AFFS' lacking strength and Yvonne's tenuous political state, the Suns is simply in no fit state to enforce a presence on these former Protectorate/Chaos March worlds.



LOGISTICAL STATUS

The Federated Suns' infrastructure, supply lines and military tradition have been pushed to their limits by the recent fighting, and continue to be stretched thin as this nation struggles to rebuild from the Sphere wide effects of the Jihad.

ACADEMIES AND COMMAND CENTERS

As has been noted both by the StarCorps report and in Chandrasekhar Kurita's briefings several years ago, the Suns' greatest military assets nearly proved the realm's undoing during the Jihad. Previously, the strong central authority of the AFFS High Command kept the sometimes fractious and free-minded military from splitting apart as its various marches snapped at threats from all sides. With New Avalon under siege, the nation's military was cut off not only from that central command but also lost a coordination in its supply and refit chains. The added confusion of the HPG "white-out" left theatre commanders and even individual force commanders to fend for themselves, often to disastrous consequences—as was most apparent in George Hasek's war with the Capellan Confederation.

The restoration of New Avalon's central authority and the firm hand taken by Marshal Davion and the Prince's Champion, Duke Tancred, have undone much of the damage caused by New Avalon's long siege. Their willingness to summarily dismiss and even court martial officers who violated orders or the AFFS codes of conduct has proven—at least in the short term—the strength of House Davion's will. But as the Suns stands down from a full war footing, these strict measures will have to let up to some degree, or risk shattering the military's battered morale.

It is likely the AFFS' greatest threat to cohesion does not lie on the battlefield or even in the throne room, but in the classroom. The FedCom Civil War was deadly to the Suns' academy and training commands; some were completely wiped out while others saw no more than a trickle of new students prior to the Jihad. In 3067, the Albion Cadres were

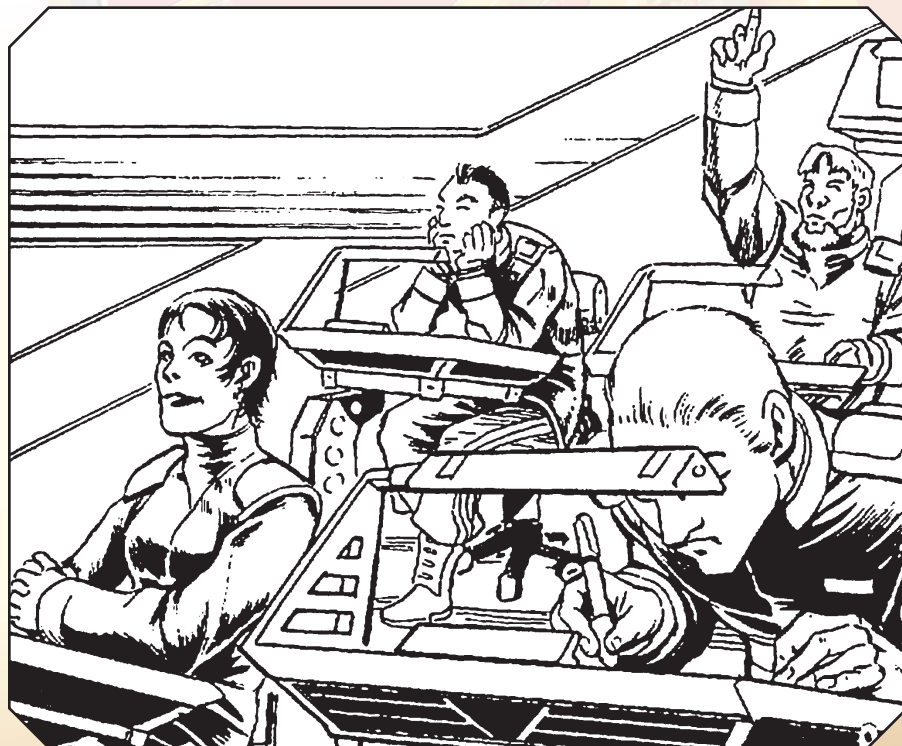
THE LIGHT COMBAT TEAM

As the ravages of the Succession Wars reduced the once powerful armies of the Sphere to shadows of their Star League selves, it became not uncommon to see combat commands broken into smaller forces and spread out over a series of worlds. In the Federated Suns, where once a border region might sport ten full RCTs, by the end of the Third Succession war as few as two or three RCTs were spread out over the same area.

Dividing these larger commands has been an issue of necessity but was not without its logistical and effectiveness issues. In a smaller nation like the Confederation this proved easier, with these sub commands structured to operate in this manner from the beginning. In the Suns, the strength of their Regimental Combat Teams became its own weakness. Optimized to operate as a total combat force, splitting it up into even two commands could lead to logistical, command and effectiveness concerns, especially with the supporting conventional forces.

Recognizing these weaknesses and knowing it would be decades before the AFFS was able to field its pre-Clan strengths again, Jon Davion created a new combat formation. Originally dubbed the Light Regimental Combat Team, it has been shortened to Light Combat Team and is becoming the new norm in the AFFS. An added benefit of the LCT is that the majority of the formation can be carried on a single *Star Lord* JumpShip using *Overlords* and other battalion-scale transport DropShips.

A Light Combat Team is formed around a reinforced battalion of BattleMechs (most typically three companies and a two-to-three-lance command company). Armor is typically two to three battalions of heavy and assault armor, a corresponding number of cavalry battalions and a company of artillery. Recon is handled by dedicated VTOL assets, which also form the core of the transport for the dedicated battle armor forces. The LCT's battle armor formations are intended to be regimental in size, though few today are that large. Finally conventional infantry is primarily in support roles, such as security and combat engineers.



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FEDERATED SUNS NAVY

On paper, the FSN numbered fifteen WarShips at the start of the Jihad. Reality had over a third of these inoperable from damage sustained in the FedCom Civil War. The combined attacks of the World of Blake and the Taurian Concordat reduced the survivors to a mere five vessels—one of which, the *Melissa Davion* (now operating as the WBS *Beneficence*), remains at large in Word of Blake hands. The *Avalon*-class *Lucian Davion* and *Fox*-class *Admiral Michael Saille* are presently stationed over New Avalon, while the *Fox*-class *New Syrtis* and *Brest* are stationed over New Syrtis and Robinson, respectively. The *Saile* and *New Syrtis* are currently offline, undergoing repairs from damage sustained either over Terra or against the Concordat. While the *Saile* is expected to be operational within the year, the *Syrtis* will likely be offline for at least another year.

Long overshadowed by its ground and WarShip forces, the Federated Suns has fallen back on its conventional naval forces. With its surviving WarShips dedicated to capital defense, it is these independent naval escort and attack fleets that are defending the nation's borders and vital production centers. Though still critically short on the JumpShips to move them, the Suns does possess considerable free aerospace forces and has focused nearly all new construction and refits on reinforcing their ranks with Pocket WarShip forces. Starting with a core of older *Overlord* A3s, other Pocket WarShips are filling out the gaps in the Suns' navy, with the new *Aronlight* class quickly claiming a place as one of the FSN's chief combat vessels. Lack of JumpShip assets has focused what little remaining production there is mainly on new *Vengeance* production, even over rebuilding yards to construct such staple vessels as the *Union* and standard *Overlord*. This is allowing the Suns to move sizable aerospace forces without overly taxing its depleted JumpShip forces.

facing a four-year gap before they expected a full graduating class to refill its ranks. The Jihad shattered this already fragile training infrastructure. On New Avalon, this meant not only a lack of graduating students, but the total destruction of both the NAIS and Albion facilities. Still rebuilding their campuses, neither school is expected to graduate a class until 3080—and even then, these classes will be well under their pre-war numbers. Several of the nation's other major academies and training centers have likewise suffered extensive damage that has drastically reduced class sizes or even the wiped out entire years' worth of graduates.

The result of this shortfall is a critical shortage of new officers and skilled specialists in the postwar AFFS. With the average AFFS combat veteran now over the age of forty, this amounts to a lost generation of warriors. If AFFS High Command cannot convince most of these long-serving veterans to remain in service, the Federated Suns could face a crisis of experience and skilled manpower.

INFRASTRUCTURAL INTEGRITY

The Federated Suns has long counted on distance as one of the principle defenses of its military industry. Until the Jihad, no foreign army had set invaded New Avalon since the Terran Alliance. Even the vital center of Kathil was considered deep enough in the Capellan March to avoid all but the most determined Capellan raids. The Word of Blake brushed aside this defense with its almost magical deep strikes. In a single operation, they wiped out the largest aerospace factory complex outside of the Terran system. The actions of the Confederation further devastated the Suns infrastructure with much of the Capellan March's key infrastructure wiped out with the destruction of facilities on Talon and Kathil. By 3072, the Federated Suns had seen three of its major factory centers destroyed and three others seriously crippled.

The Suns' only saving grace has been its sheer size. Spanning such a large expanse of space, the realm has seen numerous supporting factories constructed across its territory. While most of these operations pale in comparison to the mega complexes of Kathil or Hesperus, their dispersed nature meant not all of them could be destroyed. Combined with a dispersed supply chain, these smaller factories stepped into the Jihad-created vacuum to keep the Suns military operating, if only minimally. With a stand-down from war footing, and the continuing lack of JumpShips, it is unlikely these smaller factories will be able to maintain their output. The AFFS will soon find its supply lines even tighter, especially in new BattleMech production.

Both of the Suns' WarShip production yards were wiped out early in the Jihad. The surviving New Syrtis Shipyards was never designed to construct WarShips and in its current damaged state is unable to effectively repair the Suns' remaining capital ships. Fed-Boeing has made it clear they have no plans to expand their Delevan facility to support WarShips, instead focusing on more profitable and critically needed JumpShip and DropShip production.

The only bright spot in the Federated Suns' infrastructure is their battle armor manufacturing. Relatively untouched by the various Jihad assaults, the Suns is producing and deploying battle armor at record numbers. Already shifting combat doctrines, the rise of battle armor will further shift the Suns' combat arms, pushing them more towards a defense-first stance.

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INDEPENDENT COMMANDS



Most of the AFFS' independent command regiments saw extensive combat on all fronts. Their detached status served as a boon during the years New Avalon was under siege, freeing them from brigade commands for orders. These forces worked closely with their local military authorities, responding quickly to local threats and the fluid battle lines that marked the Jihad.

Two independent command regiments were destroyed during the Jihad, while two former brigade units have been reassigned to independent status. The Aragon Borderers were involved in the early actions of George Hasek's war on the Confederation, but returned to New Aragon for rest and refit, and were still on-planet when the Word of Blake invaded. Outnumbered severely, they took to the planet's Star League forts and began a hit-and-run defensive campaign. Unwilling to spend the time rooting out the Borderers, the Word employed chemical weapons against the tunnels where the Borderers operated, eventually wiping out the unit to the man.

Our intelligence indicates that the Federated Suns still lacks the complete picture of what happened to the Kittery Borderers on Kittery. They—like us—are still under the impression that the command was completely wiped out, as no survivors have come forward since Kittery's liberation.

CONDITION

Nearly crushing House Fujita in the opening days of Sovereign Justice, the elite Federated Suns Armored Cavalry became a priority target for Capellan counterattack. Rebuilt after the Capellan/New Syrtis peace, this force was tasked with mobile defense of the Capellan border. Seeing near-constant action against Word raiders, Taurian deep strikes, piracy and "unsanctioned" Capellan strikes has kept the Cavalry's skills honed but has strained even this premiere unit's supply lines.

The FedSuns Lancers were once an uncomfortable reminder of the failed experiment that was the Federated Commonwealth. Now, the former First FedCom RCT is one of the AFFS' most respected commands. Though officially transferred to Hadnall in 3067, the Lancers' conventional forces were actually still on Nanking when the Word of Blake struck, and fought alongside the First Crucis there. Meanwhile, the regiment's 'Mechs and aerospace fighters were heavily involved in Hasek's war. Assigned several free regiments, the Lancers took part in the Lyran thrust of Operation SCOUR. During the Sydney campaign, the Lancers were nearly destroyed in the brutal tunnel warfare, and have since been reorganized as an independent LCT command specializing in rapid response.

The Kestrel Grenadiers took part in all four offensive waves of Sovereign Justice, coming within a jump of Capella. Even as Hasek's folly turned against him, the Grenadiers held strong, bloodying the Confederation advance and remaining a constant threat through the course of the Jihad. Broken into sub-commands spinward of the Kittery salient, the Grenadiers held the border against Capellan adventurism and Blakist deep strikes.

The New Ivaarsen Chasseurs suffered extensively during the Jihad. Having remained aloof in the FedCom Civil War, they were in perfect condition at the start of the war. Moved to the Combine border, both regiments saw combat during the DCMS incursions of 3068. The Second Chasseurs joined the Second Robinson and Twelfth Deneb in striking back across the border—an act Duke Leto only allowed upon receiving intelligence of POW camps on Galedon. The Second was reportedly wiped out by the Galedon "Curse" plague, its few survivors making planetfall on An Ting before perishing. Heavily damaged on Styx, the First had barely rebuilt to over half strength before joining Operation SCOUR and taking part in the meat grinder at Sydney. The First has been heavily rebuilt since their recent return to New Ivaarsen, but at a cost of equipment quality and overall experience relative to its pre-Jihad status.

The First Royal Cavaliers all but wiped away their civil war stigma during the Jihad. Seeing early anti-pirate actions, this understrength force managed to acquit itself well, garnering respect and trust in the Outback and on New Avalon. When the Twenty-second Avalon Hussars were moved to New Syrtis, the Cavaliers took up garrison on Crofton at the vital StarCorps facilities there. Partially rebuilt with cutting edge StarCorps equipment, at least a portion of the Cavaliers are expected to move towards the still tumultuous Filtvelt border region soon.

MORALE

The surviving independent commands are among the most prestigious units in the AFFS, ranging from the centuries-old traditions of the FSAC and Ivaarsen Chasseurs to the determined drive of the younger FedSuns Lancers and Royal Cavaliers. All regiments are considered highly reliable, with the FSAC, Grenadiers and Lancers measured in the same loyalties as the Davion Guards. Of note, however, is the average age of personnel. Over half of the independent commands are staffed by warriors over the age of forty. With Sphere-wide hostilities dropping off, the AFFS independent formations may soon be faced with a loss of skill through retirement attrition.

REGIMENTAL STATUS

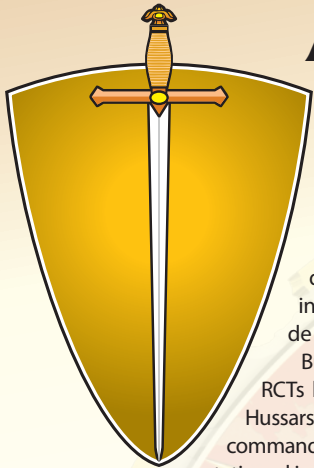
First Federated Suns Armored Cavalry
Reinforced Regiment/Elite/Fanatical
75% strength | 100% Upgraded
Current Base: Ziliang

First Kestrel Grenadiers
Reinforced Regiment/Elite/Fanatical
90% strength | 90% Upgraded
Current Base: Bell / Moravian

First Royal Cavaliers
Regiment/Regular/Reliable
85% strength | 100% Upgraded
Current Base: Crofton

First Federated Suns Lancers LCT
Battalion/Elite/Fanatical
100% strength | 95% Upgraded
Current Base: Ozawa

First New Ivaarsen Chasseurs
Regiment/Regular/Reliable
60% strength | 75% Upgraded
Current Base: New Ivaarsen



AVALON HUSSARS

One of the AFFS' oldest military formations, the Avalon Hussars has suffered much over the centuries since their original days as the Terran Alliance's Marine Hussar force on New Avalon. Once able to count more than twenty-six RCTs in combat strength, the Avalon Hussars now field five Light Combat Teams in all. The Jihad accounted for the two most recently destroyed Hussar commands, both of which occurred against Capellan forces during SOVEREIGN JUSTICE and the Capellan counterattack.

By the time New Avalon was liberated, the Hussars Brigade had begun to lose all cohesion, with at least one regiment crumbling from internal and external tensions. Once free of the Word siege, Marshal Roger William Waters quickly harnessed the Hussars' anger and grief, first to bring the two provisional commands back up to speed, and then in several reconnaissance raids into the Protectorate. The Brigade rose to the challenges and quickly recovered the esprit de corps the Hussars have been known for.

But the focus on the Word threat proved a double-edge sword. With the Word of Blake effectively destroyed and both destroyed RCTs lost against House Liao, the reenergized Hussars have firmly placed the Confederation in their sights. The Forty-second Hussars are of particular concern here, since it was confirmed that the Capellan Blackwind Lancers—not a Word of Blake "false flag" command—was responsible for the devastating loss of the Thirty-ninth Hussars on Talon. As most of the remaining Hussars are now stationed in the Capellan March, it will be a test of Field Marshal Solomon D'Angelo's leadership to keep them focused in the long term.

CONDITION

The Avalon Hussars served as Marshal Jon Davion's test bed for the new Light Regimental Combat Team concept. These striker-sized formations proved highly effective in the fluid actions of the late Jihad, and comported themselves flawlessly in several raiding/recon missions into the Protectorate, providing vital intelligence to the early waves of Operation SCOUR. As the first to undergo this transition, the Hussars have had several years to adjust to the LCT arrangement and have fully integrated these changes into their tactics.

The First and Second Provisional LCTs have participated in over a dozen combat operations in the last four years, performing well in each. Tagged as full-blown Hussar commands, the First and Second are forging new traditions while maintaining many of those that reach all the way back to the founding of the Federated Suns. Both commands are rebuilding and assimilating some of the first, post-Jihad academy graduates into their ranks.

Garrisoning the vital world of Talcott, the Seventeenth saw little action during the Jihad. With the exception of an assault on General Motors' facilities by Word of Blake forces masquerading as Capellans, this regiment remained out of combat and slowly rebuilt from Talcott's remaining production capacity. It was the Seventeenth that provided a significant portion of the trained battle armor troopers to the restructured Avalon Hussars, after having converted over half of its conventional infantry to battle armor in the years since the Jihad started. The Seventeenth continues to garrison Talcott under direct orders from New Avalon, despite being in the Capellan March command area.

The Twenty-second began the Jihad protecting the world of Crofton and the factories located there. Ordered to remain on station, it was all the command staff could do to prevent the regiment from charging to New Avalon's defense during the siege. The formation of the Filtvelt Coalition and increased pirate activity gave this command a focus and purpose, until it was ordered to New Syrtis (ostensibly to help defend the world against potential Capellan or Taurian threats). The Twenty-second has only recently returned to New Avalon where their former CO has taken command of the entire Hussars Brigade from retiring Marshal Waters.

The Forty-second traded in their trademark fire support assault 'Mech battalion for an assault armor unit whose lightest tanks weigh in at eighty-five tons. Once a reinforced regiment, this command's 'Mechs formed the core of the First and Second Hussars. Still, the remaining two heavy battalions mark the Forty-second as the heaviest throw weight of the surviving Hussars. Having just returned from garrisoning Tikonov, the unit is still rebuilding, while dealing with the lingering aftereffects of defending a world brutally ravaged by nuclear weapons.

MORALE

The Avalon Hussars are well integrated, but still fragile. Marshal Waters pushed these commands hard over the last four years, keeping even the garrison-bound Seventeenth busy acting as a training force for the rest of the Brigade. With the Word routed and relative peace settling over their corner of the Sphere, it remains to be seen if the Hussars' warriors can truly make the transition back to "normal" life.

With the Word of Blake in decline, the Hussars' hatred of the Confederation is returning in earnest, and Field Marshal D'Angelo has already been forced to "lend" the Forty-second's transport assets to our own forces in order to prevent his heaviest LCT from striking out at House Liao. If High Command leaves the Hussars in the Capellan March, they may yet end up in a shooting war with the Confederation again.

REGIMENTAL STATUS

First Avalon Hussars LCT

Battalion/Regular/Reliable
90% strength | 100% Upgraded
Current Base: Lee

Seventeenth Avalon Hussars LCT

Battalion/Elite/Reliable
100% strength | 100% Upgraded
Current Base: Talcott

Forty-Second Avalon Hussars LCT

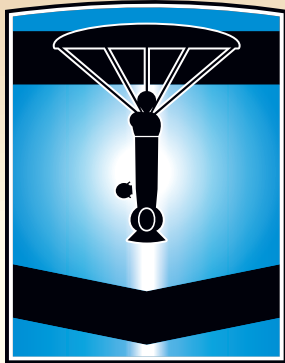
2 Battalions/Veteran/Reliable
85% strength | 100% Upgraded
Current Base: Shoreham

Second Avalon Hussars LCT

Battalion/Regular/Reliable
90% strength | 100% Upgraded
Current Base: Markab

Twenty-second Avalon Hussars LCT

2 Battalions/Elite/Fanatical
75% strength | 100% Upgraded
Current Base: New Avalon



CETI HUSSARS

Tenacity marks the spirit of the Ceti Hussars. Throughout the Brigade's existence it has constantly had to prove itself. Even in the progressive combined-arms military of the AFFS, the Ceti's deep integration of forces has caused confusion and disdain despite over three centuries of solid success. This has bred a certain thick skin and tenacity that served the Ceti Hussars yet again through the Jihad.

Battered in fighting on all fronts, the Ceti Hussars have doggedly held together, proving their fighting style even against the Word of Blake's tightly integrated combined arms doctrine. Under Marshal of the Armies Jon Davion, the Ceti's non-standard force structure has finally won its due praise. Reflective of this are recent training guidelines for Light Combat Teams, which focus heavily on mixed-force compositions even down to the lance level. Our military planners have been observing Ceti Hussar combat performance closely. Given they are the closest active units to the original SLDF RCT concept, it is likely the Hussars' model will serve as an excellent model for the future structure of our own armed forces.

Only two surviving Ceti Hussars commands remain, one of which is the still-integrating Lexington Combat Group. High Command has stationed the Second Ceti on New Hessen and is routing all remaining survivors of the First and Third there. The intention is to ultimately break apart the Second to reform the lost First and Third Hussars brigades. Once complete, this will leave the commands each operating with only one combat regiment each, but AFFS High Command feels it is more important to maintain three light Hussar formations, rather than a single full-strength force with more ground to cover.

CONDITION

The First Ceti Hussars just missed the Word of Blake's invasion of Angol, but that did not save them from the Word's offense. Jumping to Rio, the First found the world already fallen and a hostile naval force defending the jump point. Sacrificing more than ninety percent of their combat equipment, the Lancers escaped on a single JumpShip, an action that left them effectively destroyed. With what little salvage they could gather, the survivors formed part of the Princess-Regent's protective detail during her years in hiding, and only now are the First's personnel beginning to gather on New Hessen to start the process of reforming their command.

The Second Ceti was the rock on which the Taurians pounded themselves in the effort to win the Pleiades Cluster. Holding out for several years of constant warfare, the Second was ground down in material and morale. When they finally pulled out of the Cluster, the Second Hussars were physically operational but a large portion of the command was suffering advanced forms of Post Traumatic Stress Syndrome. The infusion of the Third Ceti's survivors and relocation to the Protectorate front managed to turn things around and quickly rebuilt their numbers, but at a significant loss of combat experience. Now nearly at full strength, it was recently decided to use elements of the Second to rebuild the disbanded Third and semi-functional First.

The Third Ceti did not willingly enter George Hasek's war; they were dragged into it. Assigned to protect the Ridgebrook PDZ command on Taygeta, the Third was a key defense force in the normally contentious triangle between New Syrtis, the Confederation, and the Concordat. When the CCAF finally boiled across the border they assigned a major force to neutralize Taygeta. Forced to fall back to New Syrtis with heavy losses, the Third was quickly embroiled in the street-by-street fighting to defend the March Capital when the Capellans struck there next. The Third fought hard, but unfortunately, the lead-from-the-front mentality of its senior staff left the force broken when much of their command staff was lost. The Third's survivors were rolled into the Second and the Third was deactivated. Only recently has this force been slated for reactivation using elements of the Second Ceti.

The Fourth Ceti Hussars are still adapting to their new existence. As Hasek's war came to a conclusion, the once powerful Lexington Combat Group mercenary command had been reduced to a point that none of its three regiments could field more than thirty percent strength. Buried in debt incurred from buying upgraded equipment from the Federated Suns, the LCG was drowning in insolvency. Unbowed, the tradition-bound LCG approached the AFFS High Command and negotiated their transfer into the AFFS as new Ceti Hussars formation. Long considered a House unit in all but name, the LCG has quickly transitioned into the Ceti Brigade, where the former mercenaries continue to enjoy the respect and latitude of command that made the Federated Suns their dominant employers over the last three centuries. Now, the Fourth Ceti keeps its old traditions alive while forging a new home for themselves as FedSuns regulars.

MORALE

Tradition has kept this Brigade focused and able to push past most of the morale issues that would typically haunt a force that has suffered so much death and loss. But while the brigade remains active, its experience level has suffered. With so many lost to death, injury and mental fatigue, better than half of the current Ceti Hussars have been in service for less than five years.

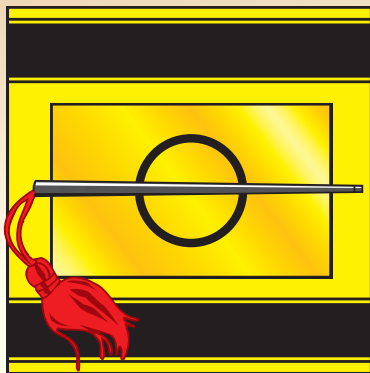
REGIMENTAL STATUS

Second Ceti Hussars RCT

Mixed Brigade/Regular/Reliable
75% strength | 95% Upgraded
Current Base: New Hessen

Fourth Ceti Hussars RCT

Regiment/Regular/Reliable
85% strength | 95% Upgraded
Current Base: Wrentham / Mendham



CRUCIS LANCERS

The heart and soul of the AFFS, the Crusis Lancers held strong through the Jihad despite heavy losses. Down to five of its eight original combat commands, the Lancers are facing a long road to rebuild, but their resolve and morale has never been stronger. The Princess-Regent has personally pledged that the destroyed regiments will be reactivated, but the Lancers are pragmatic and understand that such a promise may be many long years in the offing. For now, the Lancers seem content with the knowledge they are one of the few brigades not being reorganized into smaller Light Combat Teams. It is clear to our researchers that the Crusis Lancers will continue to serve among the AFFS' primary offensive forces for the foreseeable future.

Two Crusis Lancer commands took part in Operation SCOUR, forming a fifth of the Federated Suns' front line contributions. The remaining three Lancer commands held vital garrison posts where they continued to rebuild from the Civil War and Jihad.

CONDITION

At the Jihad's outset, The First Crusis clashed with the Word of Blake on Nanking. With AFFS High Command unavailable, General Davion-Cole took the initiative and launched his unit back across the developing Blake Protectorate border soon after Nanking fell, and the First kept up a near-constant raiding campaign for years afterward, moving their base of operations several times to avoid Word counterstrikes. Refitted with fresh equipment from New Avalon, the First was assigned to the Lyran front during SCOUR. Clashing with their Combine allies nearly as often as the Word, however, the First was seriously depleted by the end of the Terran campaign. Fast-tracked for recovery, the First has just received extensive supplies but the fresh blood has reduced its overall experience level.

After the Third Crusis' destruction and capture by Snow Ravens in an ill-advised raid against the Outworlds Alliance, the surviving conventional assets of that command were reassigned to the Second Crusis' TO&E, to make up for the Second's depleted BattleMech strength. Currently operating as three independent LCT-style commands, the Second now serves as the keystone defensive force on the Combine-Outworlds border.

Stationed on Markesan, the Fourth was tasked with defending one of the Princess-Regent's command bunkers during the early Jihad, when the Regent shuttled between three such centers aboard the FSS *Lucien Davion*. Though they largely stayed one step ahead of the Blakist attacks, one such raid in 3072 came frighteningly close to capturing the Davion leadership. The Fourth rose to the occasion, and valiantly defended the Princess-Regent. Since then, the Fourth has moved to New Avalon with the Regent and has been slowly rebuilding ever since.

The Fifth saw hard action in all phases of Hasek's war, but came out in relatively good shape. Making up the core of the Suns' Task Force I, the Fifth went on to lead assaults in some of the toughest battles against the Blake Protectorate. The Fifth was assigned to Operation SCYTHE's Rio assault because of its large battle armor force. Davion Infiltrators and Grenadiers, working hand-in-hand with FWL Kopis and ComStar Tornados, brought the Word's SDS system down, contributing heavily to our ability to quickly secure Terra. The Fifth has only just left Terra, en route to its new duty post on New Hessen.

The parent unit of McKinnon's Raiders, the Seventh Crusis long lived by its motto of "Anything, Anywhere, Anytime". Suffering horrendous losses time and again, the Seventh always rebuilt, appearing to be stronger for the adversity. It remains to be seen if the latest hurdle will be so easily mounted. Initially welcoming survivors from the war-ravaged Sixth Crusis, the Seventh has found these new troops a mixed blessing. Suicide rates among Sixth's survivors—all of whom witnessed the Blakist nuclear and biological extermination of Galax firsthand—remain high and are having a corrupting influence on this force's overall morale.

MORALE

With the exception of the Seventh, the Crusis Lancers remain steadfast and ready for combat. If the command staff of the Seventh does not find a way to deal with the "survivor's remorse" of the Sixth Crusis warriors now in the Seventh, it may well so damage the Seventh's cohesiveness that this best-equipped of the Lancers regiments will be least ready for combat.

REGIMENTAL STATUS

First Crusis Lancers

Regiment/Regular/Fanatical
55% strength | 100% Upgraded
Current Base: Weekapaug

Fourth Crusis Lancers

Regiment/Regular/Fanatical
70% strength | 100% Upgraded
Current Base: New Avalon

Seventh Crusis Lancers

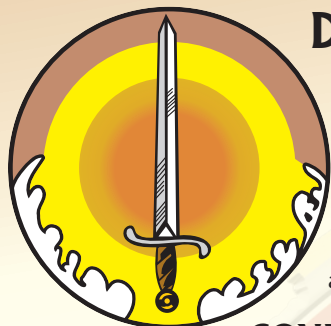
Regiment/Elite/Questionable
70% strength | 100% Upgraded
Current Base: Minette

Second Crusis Lancers

Regiment/Veteran/Fanatical
60% strength | 100% Upgraded
Current Base: Pitkin / Delos IV

Fifth Crusis Lancers

Regiment/Elite/Fanatical
70% strength | 100% Upgraded
Current Base: New Hessen



DAVION BRIGADE OF GUARDS

It stands to reason that the best of the AFFS would have been in the thickest of the fighting the Federated Suns has seen during the Jihad. Of the six active commands at the Jihad's onset, five took part in the siege of New Avalon, with the Davion Light Guards and Third Davion Guards being completely destroyed. After the capital's liberation, the Guards took up Yvonne Steiner-Davion's cry of "never again". Rebuilding quickly, the four remaining commands split their efforts between defending New Avalon and dealing with the Word of Blake threat.

With Terra freed, the Brigade is turning inward again, serving not only as the AFFS' strongest forces, but also using their skills and experience to improve the defenses of New Avalon and her surrounding worlds.

CONDITION

With the First's return to New Avalon, the Davion Assault Guard has just been deployed to Taygeta. This move appears to be signaling that New Avalon and the Princess-Regent are taking a more direct role in handling the continued hostilities with the Taurian Concordat. The DAG has been given clear orders not to engage in offensive operations, but with full JumpShip support and a protective Pocket WarShip screen, they are a mobile force that can react to any Taurian incursions within a sixty light year radius.

The Davion Heavy Guard nominally remains on New Avalon, but has deployed several sub-commands to nearby worlds to act as cadre units for planetary militias, enhancing their ability to deal with future attacks against the heart of the realm.

Wiped out during the attempts to relieve New Avalon, the Light Guard was stricken from the rolls for the first time in the Guards' history. It was expected to take years before the DLG was restored in any manner of combat readiness, but Marshal Davion short-circuited this process through the wholesale absorption of the battered First NAIS cadre. With the majority of the First NAIS made up of Civil War veterans who also survived the savage fighting of the Jihad, Jon Davion re-commissioned the entire cadre as a new Davion Light Guard. Still barely over half strength and sporting NAIS symbols on much of its gear, we believe the unit has at least a year before it will be ready for any actual deployment.

Destroyed during the FedCom Civil War, the First Davion had only just been reconstituted when the Word of Blake struck New Avalon. During the course of the siege the First absorbed survivors from the Second NAIS, Tenth Lyran Guard, New Avalon Cavaliers and even planetary militia forces, and was one of the first to be reformed as a Light Combat Team by 3075. As one of the most combat-ready commands in the AFFS, the First Davion was restored to full RCT status and assigned to SCOUR, where it took part in the heavy fighting of the FedSuns front. On Terra, the First narrowly escaped the nuclear fate that wiped out the Marlette CrMM, but it was still a seriously depleted First that returned once more to New Avalon. Similar to the DLG, the First is now absorbing the majority of the First Albion Cadre in an effort to rebuild its numbers.

Having battled the Word tooth and nail for over a decade, the Second Davion managed to remain a remarkably effective combat force and was nearly at eighty percent combat effectiveness during the landings in Singapore on Terra. What little damage they suffered was more a result of battling Singapore's post-nuclear firestorms, leaving the regiment in good shape when it landed at the historic Andrews Naval DropPort in the Washington Sector of Eastern North America. It was while the Second was still deploying from their DropShips that multiple warheads from Hilton Head destroyed the spaceport, leaving few survivors (mostly injured personnel who were still in Singapore).

With only thirteen surviving 'Mechs and less than two companies of armor, the remnants of the Second are presently attached to the First. With these Terra survivors rendered more of an honor guard than a combat formation, it will be years before the Second is an active force of any kind. As with the First Davion, it is only prestige that keeps this force's name on the combat rolls, though at too statistically insignificant a level for the purposes of this review.

MORALE

As the AFFS' best equipped, best-staffed and most experienced combat brigades, it is not surprising that the Davion Guards are rated at the highest levels of readiness and morale. Only the Second's tiny group of survivors lacks the Guard's overall confidence. Similar to the issues the Seventh Crucis is facing, the survivor's guilt may seriously hamper rebuilding efforts if left unmanaged.

REGIMENTAL STATUS

Davion Assault Guards RCT
Reinforced Regiment/Elite/Fanatical
75% strength | 100% Upgraded
Current Base: Taygeta

Davion Light Guards RCT
Reinforced Regiment/Veteran/Fanatical
50% strength | 100% Upgraded
Current Base: New Avalon

First Davion Guards RCT
Regiment/Veteran/Fanatical
60% strength | 100% Upgraded
Current Base: New Avalon

Davion Heavy Guards RCT
Reinforced Regiment/Veteran/Fanatical
80% strength | 100% Upgraded
Current Base: New Avalon*

***Note:** 60% of the Davion Heavy Guard is deployed in two-company combined arms formations on a dozen worlds within 30 light years of New Avalon.



DENEK LIGHT CAVALRY

With a legacy dating back to the first Star League, the Deneb Light Cavalry is a storied command with roots deeply cemented in the spirit of the original SLDF. This legacy did not prevent the Brigade from suffering horribly during the Jihad. Early in the war, the Brigade lost both its home world of Deneb Kaitos and its founding formation, the Fourth DLC, to Blakist invaders. Trying to take the fight back to the World, the Eighth suffered terrible losses in an ambush on their JumpShips. Finally, the Twelfth took heavy damage when it crossed into Combine territory during the retaliatory raid campaign against the DCMS. With the Twelfth's survivors rolled into the Eighth, the DLC spent the latter part of the Jihad in a state of virtual shellshock, its troops garrisoning Marlette even as the Marlette CrMM took part in Operation SCOUR.

When the Federated Suns' task force freed Deneb Kaitos they discovered a thriving resistance movement on world, being led by survivors from the shattered Fourth Deneb. On hearing this, acting Brigade commander General Suell rallied his men and lobbied High Command passionately to have the Eighth sent to Deneb as a garrison force.

CONDITION

Having slowly recovered from the early Jihad, the Eighth Deneb was roughly 70 percent combat-effective by the time it arrived on Deneb Kaitos. On arrival (and without consulting with New Avalon), General Suell turned Brigade command back over to Major General Andrew Terlicki, who had managed to survive the nearly decade-long Word of Blake occupation. Terlicki quickly integrated his resistance fighters into the Eighth and split the command to reform the Fourth Deneb. Terlicki has made it clear he intends to keep the newly reconstituted Fourth on Deneb Kaitos regardless of what High Command ultimately plans to do with their active garrisons on former Protectorate worlds. (This is a development that, handled properly, we may be able turn to our advantage.)

With the entirety of the surviving resistance fighters in the Fourth, the regiment still resembles a guerrilla command more than it does an SLDF descendant. The remainder of the Fourth is predominantly made up of those Light Cavalry soldiers who share Terlicki's feelings on leaving Deneb Kaitos.

The Eighth is in better shape overall and would be prepared for combat shortly, but is noticeably lacking in its cohesion. With some members openly supporting Terlicki's stance to stay on Deneb Kaitos and others taking a pro-New Avalon stance, stress fractures are beginning to show.

MORALE

The Deneb Light Cavalry's fractured loyalties may be coming to a head soon. Marshal Davion and the Princess-Regent cannot continue to ignore that the Brigade is essentially under the command of a man legally declared dead and espousing a position that openly favors his homeworld above the larger strategic view. This presents us with an opportunity to move in and mediate this situation. If handled correctly, it is possible—perhaps even likely—that the Fourth could be convinced to join our forces in defense of the Protectorate worlds while keeping New Avalon firmly allied with us.

REGIMENTAL STATUS

Fourth Deneb Light Cavalry RCT
Regiment/Veteran/Questionable
15% strength | 70% Upgraded
Current Base: Deneb Kaitos

Eighth Deneb Light Cavalry RCT
Regiment/Veteran/Reliable
35% strength | 100% Upgraded
Current Base: Marlette

FIELD REPORT: AFFS



ROBINSON BRIGADE

It has been nearly three centuries since the Draconis March fielded a truly dedicated combat brigade. While the two Ranger regiments have a long history of service and distinction, they have never had the same level of support and supplies that the Syrtis Fusiliers or Crucis Lancers have enjoyed. Long focused in their hatred of the Draconis Combine, the Rangers have been a stumbling block to good relations between Houses Davion and Kurita time and again. Their conduct in the Civil War further soured this position and likely contributed to the early Jihad attacks by the Combine-based Black Dragons.

The Second spearheaded counterattacks into the Combine early in the Jihad, their fanatical strikes more in line with a Kurita-born regiment than that of the Federated Suns. The few survivors who limped home were folded into the rebuilding First Rangers. Bolstered by a collection of free conventional regiments, the First in turn spearheaded the assaults that freed Robinson from the Word of Blake. They remained on Robinson, poaching the best equipment from the limited production coming out of Robinson BattleWorks.

Mordecai Sandoval petitioned heavily to have the Second Rangers rebuilt and both Rangers upgraded to Regimental Combat Teams. Instead, citing too much bad history, Duke Sandoval and Marshal Davion recently commissioned two all-new formations based on the Light Combat Team structure. These Striker commands fall under authority of the Rangers brigade, but it is hoped the new livery and organization will help to foster a new chapter in the military annals of the Draconis March.

CONDITION

Only four weeks after the orders to form the new combat commands were issued, the First was stripped of two thirds of its BattleMechs to form the Robinson Strikers. Still overstrength from incorporating the Second's surviving aerospace fighters, the First's aero wing fields almost as many fighters as the regiment fields 'Mechs. The free units the Rangers had collected about them were likewise redeployed to support the new Striker commands. About all that the Rangers can call on currently is their battle-hardened experience. Still coming to grips with these changes, the First is currently in transit to garrison station on McComb.

The First and Second Robinson Strikers are built around the Light Combat Team structure, focusing heavily on light and medium equipment in both BattleMechs and armor support. Their battle armor contingents are only a battalion strong but are made up primarily of assault suits supported by VTOL and hover transports. Most notably lacking is any organic aerospace or artillery support. These have been promised, but High Command has yet to commit to a delivery date. Neither command is considered combat effective at this time, having only had a bare four weeks since being formed from the First Rangers and various free regiments.

MORALE

The First Rangers are openly hostile to what they see as punishment for defending the March against hostile aggression. Once nearly an RCT in all but name, only to be fractured by royal edict, the remaining warriors have been openly critical of Duke Tancred's policies and "toadying" to New Avalon. Their rapid redeployment is likely more to get them away from Robinson than it is to bolster border garrisons.

Staffed with recent Sakhara Academy graduates and many veterans of Tancred Sandoval's Civil War brigade, the First Strikers are day to the First Rangers' night, and their dedication to Tancred and AFFS High Command is clearly evident. The newly formed LCT has already taken to referring to themselves as Tancred's Sword, in recognition of the Duke's fencing background, but being only weeks old as of this report, it is too soon to measure their combat effectiveness. Nevertheless, barring disaster, this command will likely prove highly reliable and loyal to Tancred and New Avalon.

Internal strife currently plagues the Second Strikers. Made up of Rangers veterans and new recruits, the LCT is split between their support of the First Rangers and Duke Tancred. In a the month since forming, the command's battle standard has been defaced three times, the word Striker being crossed out and replaced with Rangers. Time will tell if the command staff can truly unite this command, or if the fractious Second Rangers have simply been reborn in Striker clothing.

REGIMENTAL STATUS

First Robinson Rangers

Regiment/Elite/Questionable
35% strength | 100% Upgraded
Current Base: McComb

First Robinson Strikers LCT

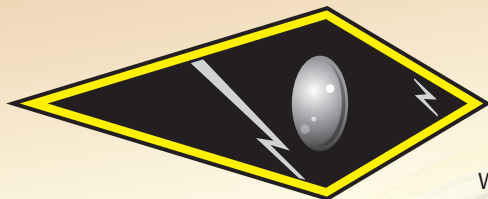
Battalion/Green*/Reliable
100%** strength | 100% Upgraded
Current Base: Robinson

Second Robinson Strikers LCT

Battalion/Green*/Questionable
100%** strength | 100% Upgraded
Current Base: Robinson

*Reflects the effect of command cohesion; the Strikers are made up of combat veterans but their new organization has not been tested in battle. It is expected they will be rated Regular within a year's time.

**Only four weeks old, neither command is considered combat effective, despite being rated at full BattleMech strength



SYRTIS BRIGADES

Before his recent death on the Taurian front, the last three years saw Nathaniel Hasek slowly give in to pressures from New Avalon. Taking a carrot and stick approach, Marshal Davion convinced Hasek to abandon his efforts to rebuild the Fusiliers to full-size RCTs, and instead adapt to Davion's new organizational model. With the lure of a squadron of Pocket WarShips to defend New Syrtis, and assets to support the formation of a new LCT, Nathaniel Hasek eventually agreed to restructure the Fusiliers on the new Light Combat Team concept. This conversion is still underway, creating numerous logistical headaches that have many in the brigade openly questioning their late commander's decision.

The resources New Avalon has been pouring into the Capellan March are obviously part of a calculated play by the Princess-Regent to purchase loyalty (or at least stability) in the fractious March. Obvious or not, it is proving successful. After having seen Angela and Nathaniel Hasek at odds as often as not, New Avalon's steady support in both civilian and military resources has helped cast Regent Yvonne in a favorable light among the rank and file.

CONDITION

Barely three months old, the First Fusiliers are still shaking off construction dust, sorting out personnel and securing the last of the LCT's combat forces. The First's troops, drawn from all over the Capellan March, includes many key positions filled by Marchers who had been serving in other non-Capellan March front line units. Most notably is the unit's commander, New Syrtis-born Francois Wang. Having risen to the rank of Major in the Davion Heavy Guards, she was promoted two full steps and put in command of the new formation. Despite being untried, the First Fusiliers are expected to achieve regular status shortly, thanks to active training with the Davion Assault Guards.

The conversion of the Fifth Syrtis to an LCT on paper was easy. With barely a battalion of operational BattleMechs and heavily depleted conventional forces, changing its unit designation from RCT to LCT put it at nearly full strength for the new formation type. The Fifth recently received a shipment of Hauberk battle armor and is reviewing its infantry for qualified operators to staff out this company of assault suits. Despite these changes, it will be some time before the Fifth is a full combat readiness and adjusted to the new formation deployment style.

Still designated as an RCT, the Sixth Fusiliers is heavily under strength in BattleMechs but sports nearly the full RCT's contingent of conventional forces. Considered the premiere Fusilier regiment, the Sixth Fusiliers has maintained at least two companies of BattleMechs on New Syrtis without fail for the last twelve decades. This honor guard force includes the best and most loyal pilots of the Fusiliers. Unwilling to trade away that tradition for the new LCT formation, Nathaniel Hasek has indicated he will leave the Sixth with a larger 'Mech contingent so it may still maintain its honor guard, even when deployed away from New Syrtis. As the best of the Fusiliers, the Sixth is equipped with only the most cutting-edge technology, including considerable Capellan salvage gleaned from the battlefields of New Syrtis.

The Eighth is in better shape than the Fifth for combat power, but has experienced a higher than normal turnover in personnel, leading to its recent downgrade in experience. It is also possessed of the most varied quality of equipment; the majority of its armor force, for instance, is currently made up of Succession War-era armor pulled from the New Syrtis planetary militia. As with the Fifth, it is an LCT in name only and is experiencing transitional issues despite being technically at full strength.

The Syrtis Avengers rate only below the Sixth on the priority for supplies from Capellan March command. Having thrown themselves into every fight possible since their formation, the Avengers have experienced a high mortality rate that has kept it from fully coming together as a cohesive whole. The 'Mech command is more often than not rushing headlong into battle, while its heavy armor support is still offloading from DropShips. This reckless attitude, which has survived two unit commanders, could spell disaster for the small force as well as lead New Syrtis and New Avalon into conflicts they do not want.

MORALE

The relative peace that has engulfed Capellan March region in the last few months has had a mixed affect on the Fusiliers. Morale is strong in all commands save the Eighth, which is still coming to grips with its new reduced status and the tight leash it has been kept on. The Syrtis Avengers are similarly eager to strike back at the Taurian Concordat, but their new commander has recognized that they remain ill equipped to attempt any such mission without proper backing.

REGIMENTAL STATUS

First Syrtis Fusiliers LCT

Battalion/Green/Reliable
100% strength | 90% Upgraded
Current Base: Taygeta

Sixth Syrtis Fusiliers RCT

Reinforced Battalion/Elite/Questionable
100% strength | 100% Upgraded
Current Base: Hadnall / New Syrtis*

Syrtis Avengers LCT

Battalion/Regular/Questionable
75% strength | 80% Upgraded
Current Base: New Syrtis

Fifth Syrtis Fusiliers LCT

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

Eighth Syrtis Fusiliers LCT

Battalion/Regular/Questionable
100% strength | 90% Upgraded
Current Base: Brusett

*Only the Sixth's two honor guard BattleMech companies are deployed on New Syrtis



CAPELLAN MARCH MILITIA

Between the Word's expanding Protectorate, an increasingly hostile Taurian Concordat and the Capellan Confederation, the Capellan March Militia suffered heavily in the Jihad. Of the six RCTs, only the Warren CMM was not destroyed. The Achernar CMM was completely wiped in the Word's invasion of their homeworld. Sirdar and Valexa finally succumbed to repeated actions against the Confederation, and the New Syrtis CMM was shattered defending the March's capital, its survivors pulled into the Sixth Syrtis Fusiliers.

Were it not for New Avalon's ROaR program, the Capellan March would likely lack March Militia units for years to come, a point that has caused no small amount of conflict between those who support New Avalon's policies and those who oppose them. Despite the program, the recovering Capellan Militias are still all but fiction and are not expected to be combat ready for at least another year. Even then they are expected to be under strength in both BattleMech and conventional strength, even after accounting for the new LCT formation size.

CONDITION

Its veteran warriors absorbed into the Sixth Syrtis Fusiliers, the New Syrtis Militia faces a long road to recovery. Unlike the other reforming Capellan Militias, the New Syrtis CMM is fully staffed with combat personnel and is just awaiting equipment to activate. In the meantime, the entire command—from MechWarrior to infantry grunt—is undergoing ground combat training in an effort to build the combined-arms cohesion that will carry across even after the MechWarriors and tankers are encased in their vehicles.

Holding their own against the invading Kingston Rangers, the Ridgebrook Militia forced the Capellan Strategios to redirect the rest of Task Force Vengeance to crush them. Against the elite First MAC and experienced Prefecture Guard, the Ridgebrook CMM was annihilated, but not before causing significant damage. The command staff of the new Ridgebrook CMM is eager to live up to its fallen predecessor and is actively recruiting new personnel to staff the equipment being routed to them.

The Sirdar and Valexa March Militias have only just been assigned command staffs and have the smallest allotment of equipment currently earmarked for them. Not even expecting battle armor for well over a year, both commands are drafting plans to leverage heavy or specialized infantry formations.

The veteran warriors of the Warren Militia are the only Militia openly chafing at the effects of the ROaR program. With one of their armor regiments pulled away to support the other rebuilding Militias and no real re-supply evident for the depleted 'Mech forces, General Ingram has openly questioned how his force is supposed to hold back the Taurian threat and is resisting his unit's redesignation to an LCT.

MORALE

With the exception of the Warren CMM, morale among the rebuilding units is high. Populated almost exclusively with personnel under the age of thirty, these soldiers have grown up in the era dominated by the Jihad. Loyalty in the newly forming Militias is a mixed bag, with the New Syrtis and Sirdar militias seeing New Avalon's aid as their rightful due. The Valexa and Ridgebrook commanders appear openly supportive of New Avalon and its new centrist policies, while the Warren Militia seems to have loyalty for no one but themselves.

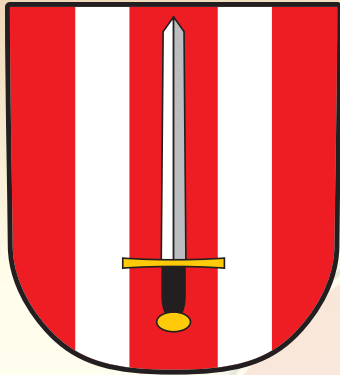
REGIMENTAL STATUS

Warren Capellan March Militia RCT

Battalion/Veteran/Questionable

35% strength | 50% Upgraded

Current Base: Warren



CRUCIS MARCH MILITIA

In a disturbing echo of the FedCom Civil War, the Crusis March Militias saw more combat against former brothers in arms during the Jihad than they did against foreign threats. With the breakaway of the Filtvelt Coalition and Malagrotta Cooperative, the Crusis March saw several of its second-line combat forces defect to these mini states. This put the Crusis Militias in the undesirable position of facing off against former friends and allies, and likely led in no small part to their limited opposition to these rogue states.

General Raymond-Roger Marsin's efforts to stabilize the Davion Outback have begun to pay off, bolstered by increasing support (or at the very least lack of opposition) from New Avalon. Much of the Malagrotta region has been brought back under the Suns' banner and Marsin has stepped up pressure on Filtvelt, forcing the tiny nation to focus its forces on defense. Using personal influence and tactics bordering on dictatorial, he has shunted equipment from Crusis March factories to bolster the Militias' conventional assets. Faced with a rising tide of piracy, saber rattling from Filtvelt and several self-declared independent worlds, Marsin and the Crusis Militias have a busy road ahead.

Marsin is openly supportive of the new LCT model, but has been slow to roll it out, citing active combat operations and not wishing to upset the operational tempo of his Crusis March campaigns.

CONDITION

In the relatively quiet region between the Outworlds and the pirate-riddled Filtvelt region, the Anjin Muerto Militia saw limited action during the Jihad, coming through relatively unscathed. Their greatest losses, in fact, will come from the ROaR program. Over half their 'Mechs and armor have been earmarked to rebuild the Marlette CrMM, though they have yet to be formally reassigned.

Solid loyalty and stability were the hallmarks of the Islamabad CrMM in the Jihad. Holding the line even in the face of the Capellans' invasion of neighboring March worlds and Malagrotta defection, the Islamabad CrMM is one of two Crusis Militias authorized to maintain two 'Mech battalions when it converts to an LCT. Deployed in two subcommands presently, it is already effectively operating as two complete LCTs, both of which stand ready for action on the Filtvelt border.

Following Filtvelt's example, Malagrotta joined together with several neighboring worlds to form the Malagrotta Cooperative in 3073. The Malagrotta CrMM formed the core of this breakaway state's new army, until turncoat "privateers" destroyed them. With Malagrotta once more under Federated Suns control, a new Militia is being raised. Recruits are being pulled from known anti-Cooperative resistance fighters, and will mostly likely be loyal to New Avalon, but could easily face considerable hostility in the worlds they are assigned to protect.

The Kestrel CrMM has spent much of the last ten years operating in small-force actions, chasing down reports of Word incursions, piracy, and enforcing New Avalon's rule among the often-shaky governments of the worlds between the capital and Protectorate. The soldiers of the Kestrel CrMM are looking forward to standing down in the current relative peace.

All but destroyed in the nuclear assault against Dallas/Fort Worth on Terra, nearly all the survivors of the Marlette Militia have since retired, many choosing to remain on Terra. Those few who stayed on active duty have been asked to form the grain of sand around which a new Marlette CrMM will be formed. This Militia has been pushed to the front of the supply lines for rebuilding and will likely be the first new LCT Militia formation to come online.

Effectively General Marsin's flag command, the Remagen CrMM saw extensive action throughout the Jihad. Battling both breakaway FedSuns forces and pirates of all measure, the Remagen Militia has become a highly experienced combat force. Though understrength for an RCT, they have just finished a full refit of existing equipment after the successful conclusion of the Malagrotta campaign, and we believe one of the subcommands will soon be headed into the deeper periphery for pirate-hunting missions. Marsin has requested the Remagen be allowed to maintain a double-size LCT formation and the Princess-Regent has allowed this.

The Tsamma CrMM is nearly unique in having seen no combat in at least a decade's time. While possessed of significant Civil War salvage, General Wagner chose to send repaired equipment to front line units instead of rebuilding his own command. The result is a combat command heavily understrength but holding good favor with High Command.

MORALE

Of the three March Militia commands, the Crusis March forces are the most stable. Tensions exist among the Outback commands, but this is a result of their strong support of General Marsin's tactics and a lack of formal position on him from New Avalon. If the Princess-Regent finds a way to capitalize on Marsin's success and popularity it is likely the entire Crusis March will line up behind New Avalon's new policies.

REGIMENTAL STATUS

Anjin Muerto Crusis March Militia RCT

Regiment/Regular/Reliable
85% strength | 85% Upgraded
Current Base: Anjin Muerto

Kestrel Crusis March Militia RCT

Regiment/Regular/Reliable
70% strength | 90% Upgraded
Current Base: Edwards

Tsamma Crusis March Militia RCT

Regiment/Regular/Reliable
60% strength | 95% Upgraded
Current Base: Tsamma

Islamabad Crusis March Militia RCT

Regiment/Regular/Reliable
65% strength | 100% Upgraded
Current Base: Lihue / Adelson

Remagen Crusis March Militia RCT

Regiment/Veteran/Reliable
70% strength | 100% Upgraded
Current Base: June / Gronholt



DRACONIS MARCH MILITIA

Traditionally focused on the single threat of the Draconis Combine, the Draconis March Militias have had to adapt and change their focus. Starting first with the Civil War and the subsequent Jihad, the Draconis March has seen its loyalty and its strength tested. Credit for how this region's ability to weather the Jihad as well as it has belongs mainly to former commander Katherine Sandoval-Ito. Heading up the DMMs, Duke Tancred's aunt showed a decided flair for logistics and defensive preparations. While these skills did not transfer well to Operation SCOUR, they left a legacy of stability among the Draconis March commands.

CONDITION

Seven of the March's nine pre-Jihad Militia RCTs remain operational today, but most are in the process of being downsized to LCTs. The Addicks DMM was completely wiped out during the Word's initial invasion of their homeworld in 3069, while the Robinson DMM was all but destroyed after the Word raided Le Blanc.

(The remainder was disbanded, and its and survivors rolled into the First Rangers after Robinson's liberation in 3072.)

Still rebuilding from the Civil War, the Bremond DMM saw limited action in the last ten years. It has likewise seen minimal new supplies and a high turnover among its personnel. There are reliable rumors that this command may actually be rolled into the Bryceland DMM.

Surviving the Black Dragon assault on the Bryceland supply depot, the Bryceland DMM has seen low grade action over the last decade. Still understrength, its personnel make up for their lack of numbers with higher than average skill and excellent combined arms tactics. Bryceland is also one of the few DMMs to receive the promised shipments of battle armor in the lead up to its restructuring as an LCT formation.

The Dahar and Raman DMMs weathered the Jihad in relative obscurity, protecting their homeworlds and the surrounding systems but seeing little combat. Both forces are well over LCT strength and have had up to half their equipment earmarked for reallocation through the ROaR program.

Returning from Terra to a hero's welcome, the Kentares DMM is the only Militia in the March already restructured as an LCT. With two full battalions of BattleMechs, the Kentares DMM is flush with battlefield salvage, including a full platoon of captured Blakist Purifier suits.

The Kilbourne DMM was heavily damaged by the Outworlds/Snow Raven raid, but gave as well as it got, bloodying the nose of the Clan forces despite their technological mismatch. The Ravens' willingness to later cease hostilities is credited largely to the ferocity of the Militia's defense.

The Milligan DMM was kept on the move in the early Jihad, countering threats from the Outworlds and later pirate activity from the rimward periphery.

MORALE

With Tancred's cousins Jerome and Mordecai Sandoval-Ito openly protesting the appropriation and forced reductions of their Militia resources under the ROaR program, tensions have risen noticeably throughout the DMMs. That much of the Militia's appropriated equipment was shipped to the Capellan March, while the Robinson DMM remains inactive, has only added to their discontent. While least damaged by the Jihad, the Draconis March is likely where New Avalon will find greatest resistance to its new policies.

REGIMENTAL STATUS

Bremond Draconis March Militia RCT

Regiment/Green/Questionable
35% strength | 40% Upgraded
Current Base: Bryceland

Dahar Draconis March Militia RCT

Regiment/Regular/Reliable
60% strength | 65% Upgraded
Current Base: Cassias

Milligan Draconis March Militia RCT

Regiment/Regular/Questionable
50% strength | 75% Upgraded
Current Base: Cohay

Bryceland Draconis March Militia RCT

Regiment/Veteran/Reliable
65% strength | 75% Upgraded
Current Base: Bryceland

Kentares Draconis March Militia LCT

2 Battalions/Veteran/Reliable
90% strength | 100% Upgraded
Current Base: Kentares IV

Raman Draconis March Militia RCT

Regiment/Regular/Reliable
70% strength | 80% Upgraded
Current Base: Raman

Kilbourne Draconis March Militia RCT

Regiment/Regular/Reliable
65% strength | 55% Upgraded
Current Base: Inner End



ACADEMY AND TRAINING UNITS



The Federated Suns' extensive training commands suffered heavily during the Jihad years. Weathering attacks from all quarters, defections, isolation, and lack of supply, the majority of these forces were combat ineffective by 3078. Yvonne Steiner-Davion's Academy Appropriations War Powers Act deactivated all the surviving commands and transferred their men and materiel to front-line forces. Only the nation's two private academies were spared this directive. It remains unclear if these any of these disbanded training units will ever be reconstituted.

CONDITION

With their warriors and materials now bolstering the Davion Guards, the Albion and NAIS cadres are currently inactive. With the first graduating classes of the rebuilt academies not expected until the end of 3080, the few remaining Cadre supplies have been mothballed. The First Albion and NAIS Cadres may be reactivated at that time, but at a reduced size consistent with the AFFS' new Light Combat Team model.

Always in high demand, graduates of the Goshen War College Training Battalion are currently the most requested new officers in the AFFS. Positioned at the edges of Capellan and Word of Blake space, the College's all-volunteer training battalion saw more live-fire combat in the last decade than it has in the last four decades combined. With a casualty rate upwards of fifty percent, the surviving graduates have proven their battlefield ability. Currently fielding only two companies of 'Mechs, the War College has expanded its battalion with conventional vehicles and battle armor, reflecting the AFFS' shift to a more mixed-force approach.

Long considered one of the best combat academies, Sakhara's training battalion graduates are second only to Goshen in their demand among the current AFFS. Early in the Jihad, then-commander Elkin Odds violated orders and accompanied the Second Robinson Rangers across the Combine border. The survivors trickled back home to find their academy's combat charter revoked by Duke Tancred. The Sakhara Training Battalion has only recently been reactivated thanks to Marshal Jon Davion's sponsorship, but with severe new restrictions on conduct. Lacking a full 'Mech battalion, the Sakhara cadre has been bolstered by a recently added battle armor training contingent.

MORALE

With even the famed Albion and NAIS cadres stripped of their materials, the lesser academies are somewhat mollified. There remains widespread concern that the Regent's actions are too focused on current threats and her War Powers Act will lead to lesser quality graduates in the future.

REGIMENTAL STATUS

Goshen War College Training Battalion
Reinforced Battalion/Green/Fanatical
55% strength | 50% Upgraded
Current Base: Goshen

Sakhara Academy Training Battalion
Battalion/Green/Fanatical
40% strength | 75% Upgraded
Current Base: Sakhara



IRREGULAR FORCES

BREAKAWAY STATES

While Jon Davion led the AFFS contingent in SCOUR, General Marsin took decisive action of his own. With supporting forces, including several small mercenary commands, reinforcing his Remagen March Militia, Marsin drove into the pirate-corrupted Malagrotta breakaway region. In a series of quick assaults, Marsin's forces freed the majority of the region from its bandit occupiers, and reclaimed the leaderless Malagrotta state for the Suns.

With the bulk of Malagrotta dealt with (only Csomad, Armington and Vackisujfalu remain outside of FedSuns control—but only due to local resistance, not pirate holdouts), our analysts believe Marsin will set his sights on the Filtvelt Coalition next. Marsin is currently traveling to New Avalon to attend the Camelot Summit, however, so we will need to wait and see if our suspicions prove true. In the meantime, full details on the Coalition's status will be contained in the upcoming Periphery report.

LYRAN ALLIANCE

Seven Lyran RCTs were still in FedSuns space at the onset of the Jihad. While the Tenth Lyran Guards were expected to stay, the remaining six were only awaiting available transport assets to return to their parent nation when the Jihad erupted. The Tenth Lyran Guards and Fifth Donegal Guards perished in the initial assaults on New Avalon, while the Fourth and Eighth Donegal Guards were destroyed during Hasek's war. The Third and Fifth Lyran Guards, as well as the Seventeenth Arcturan Guards, survived the early Jihad, and all three commands represented the Alliance in Operations SCOUR and SCYTHE.

MERCENARIES

In 3050 the Federated Suns had no fewer than seven multi-regiment mercenary commands in its employ. The AFFS has been considered one of the premiere employers for well over a century, at times employing hired troops up to thirty percent of the AFFS' own BattleMech strength. The Jihad saw many of these commands shattered with no fewer than ten noteworthy outfits destroyed, including the Freeman, the Arcadians, Khorsakov's Cossacks and Wilson's Hussars.

Today, the AFFS only employs a single multi-regiment mercenary force and two other regiment-sized commands. While still a heavy employer of mercenaries, the Suns is replacing the large commands by hiring many smaller forces. From the combined arms Wyld Stallions employed by General Marsin, to the Medusans' DropShip squadrons, the AFFS still relies heavily on mercenaries, but the majority of these forces are now company or smaller in overall size.

One of the only multi-regiment mercenary units still operating in the Inner Sphere, the Illician Lancers are only a reflection of their pre-Jihad force. The Ninth Rangers were completely wiped out in the Capellan/FedSuns conflict while the Fifty-ninth Striker and Fourth Rangers suffered over fifty percent losses before beginning to rebuild. Rivaling the current strength of some AFFS combat brigades, the Lancers are currently positioned defensively on the Taurian border.

The Screaming Eagles have been a foundation stone of AFFS periphery defense for the past two decades. After losing a large portion of their 'Mech command in the early Jihad, the Eagles have yet to rebuild

their BattleMech strength, but have tried to compensate by boosting their conventional assets. As part of a contract renegotiation with New Avalon, the Eagles have recently begun to deploy battle-armored troops. Though it will be still a long time before they are truly recovered, we can count on the Eagles remaining in FedSuns employ for decades to come.

The Twelfth Vegan Rangers barely survived the initial Jihad, after having already suffered heavy casualties in the FedCom Civil War. Reduced to a single combined regiment, the over-sized force saw extensive action in SCOUR and SCYTHE, which further ground down its numbers. Despite this, we expect the Rangers will rebuild and continue operating. Including both dispossessed Rangers and new blood from their homeworld of Verde, they have no shortage of recruits,

The Medusans are an example of the kind of specialist mercenaries the AFFS is hiring. Formed after the Clan Homeworlds campaign, they developed a reputation for excellence in space combat. Despite taking heavy damage in the battle for New Syrtis, the Medusans have nearly rebuilt and currently divide their forces between New Syrtis and Firgrove. AFFS High Command has also requested their senior leadership rotate through Albion's new naval command college.

The recent integration of several older, but heavily damaged mercenary forces into the AFFS—most notably the Lexington Combat Group and the late Cunningham's Commandos (the latter of whom lived briefly as the Second FedSuns Armored Cavalry before their destruction during SCOUR)—has inspired the FedSuns to experiment with combining mercenary forces under unified deployment formations. Dubbed FedSuns Mercenary Commands (FMCs), these forces pull together numerous smaller outfits under a single AFFS command staff, effectively creating a larger combat group with multiple semi-autonomous sub-forces. The first of these "sum of the part" commands supported General Marsin's assault on Malagrotta. Though not nearly as effective as a formally unified command, the centralized logistics and coordination offered by the FMCs still appears to have some merit.

IRREGULAR FORCE STATUS

Illician Lancers Brigade

3 Regiments/Veteran/Reliable
65% strength | 90% Upgraded
Current Base: Mandaree (59th Striker), Montour (4th Rangers), Keuterville (21st Rangers)

Screaming Eagles

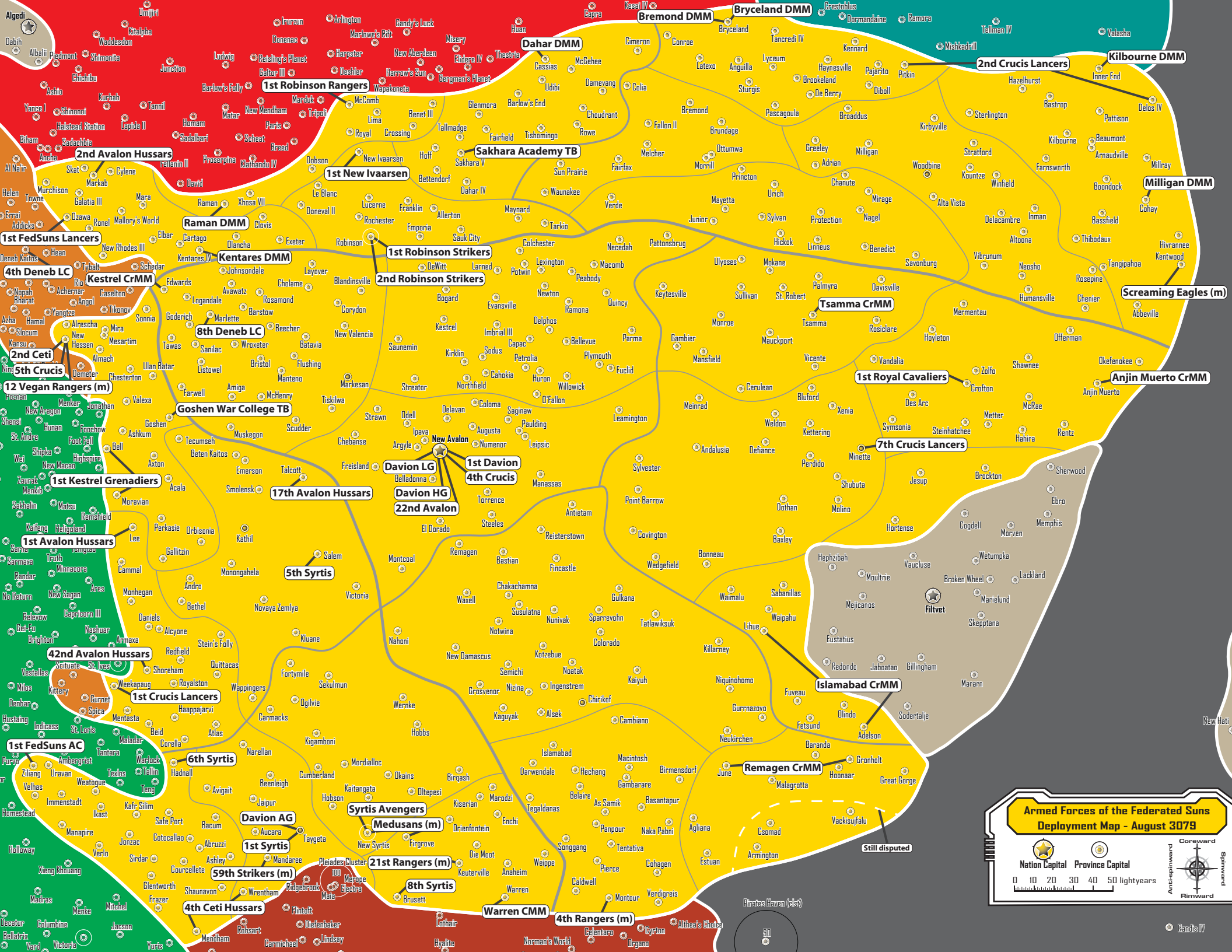
Regiment/Veteran/Reliable
60% strength | 100% Upgraded
Current Base: Kentwood

Twelfth Vegan Rangers

Regiment/Elite/Reliable
60% strength | 100% Upgraded
Current Base: *New Hessen*

The Medusans

2 Reinforced DropShip Squadrons/Veteran/Reliable
90% strength | 90% Upgraded
Current Base: New Syrtis / Firgrove



**Armed Forces of the Federated Suns
Deployment Map - August 3079**

Nation Capital
 Province Capital

0 10 20 30 40 50 lightyears

Foreward
Backward
Rimward
Anti-rimward

1st Robinson Rangers

Dahar DMM

Bremond DMM

Bryceland DMM

2nd Crusis Lancers

Kilbourne DMM

2nd Avalon Hussars

1st New Ivaarsen

Sakhara Academy TB

Milligan DMM

1st FedSuns Lancers

Raman DMM

1st Robinson Strikers

Tsamma CrMM

Screaming Eagles (m)

4th Deneb LC

Kentares DMM

2nd Robinson Strikers

Kestrel CrMM

8th Deneb LC

1st Royal Cavaliers

Anjin Muerto CrMM

2nd Ceti

Goshen War College TB

1st Davion

7th Crusis Lancers

12th Vegan Rangers (m)

Davion LG

4th Crusis

Davion HG

22nd Avalon

17th Avalon Hussars

5th Syrtis

1st Kestrel Grenadiers

New Avalon

1st Davion

4th Crusis

Davion HG

22nd Avalon

1st Avalon Hussars

17th Avalon Hussars

Islamabad CrMM

42nd Avalon Hussars

1st Crusis Lancers

Remagen CrMM

1st FedSuns AC

6th Syrtis

Davion AG

Syrtis Avengers

Medusans (m)

21st Rangers (m)

8th Syrtis

4th Ceti Hussars

Warren CMM

4th Rangers (m)

Still disputed

Rands IV