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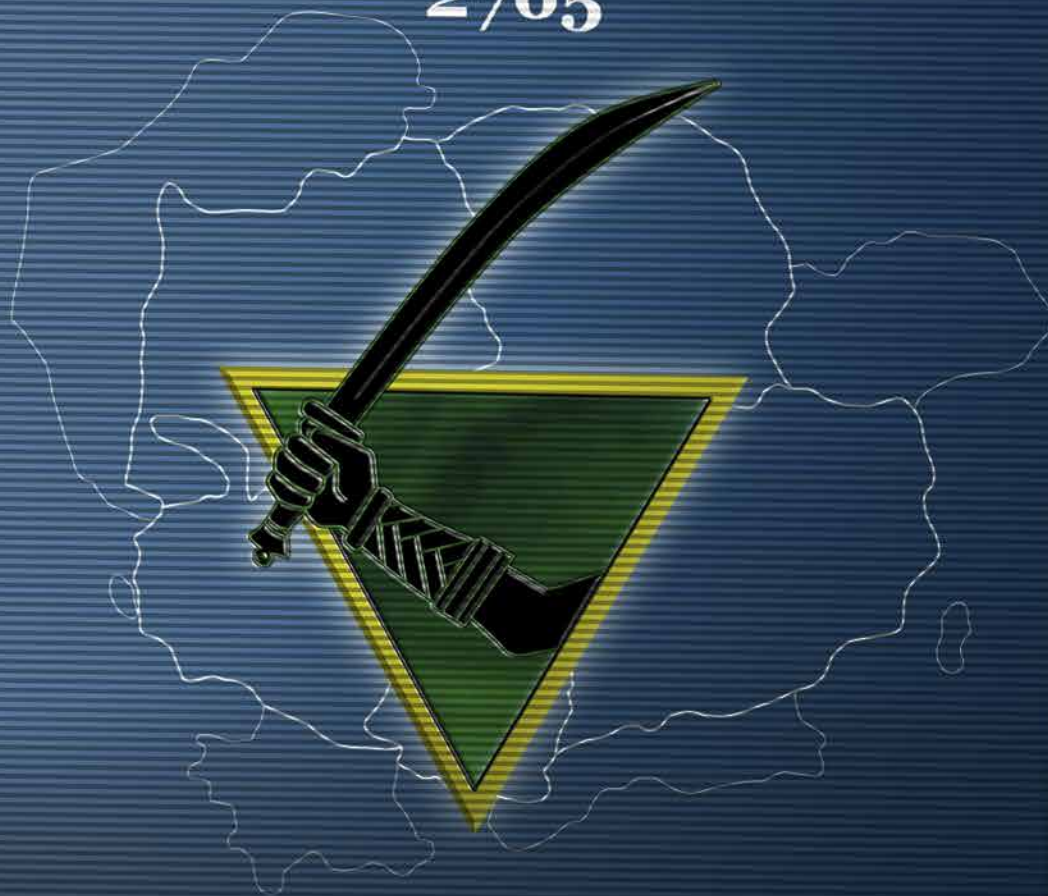


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Field Report: Capellan Confederation 2765



Military and Logistical Assessment of the
Capellan Confederation Armed Forces
OFFICE OF THE SLDFCOM

II-643-003



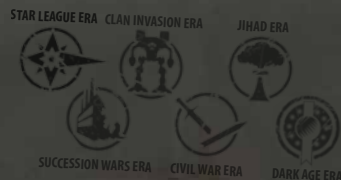
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GATHERING FORCES...

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

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



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FIELD REPORT 2765: CCAF



TO: Aleksandr Kerensky
FROM: Aaron DeChavilier
Date: 2 April 2765

Alex,

Here is the first of the member-state defense overviews you requested. Barbara may like to rattle a good saber but she's just the same as her old man—all bark and no bite. I don't expect any trouble from the Capellans, at least not directly. With how wild and wooly things have been getting lately, I can't fault your desire for a clear picture of what all the players' cards are, though.

Liao likes to talk tough because they're the weakest member-state on the block and they know it. We'll just have to watch them to make sure they don't feel cornered and lash out.

—Aaron

P.S.: That joke yesterday was terrible. Don't ever quit the service.

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

As a follow-up to the SLDF readiness report forwarded to all general officers, we will also be providing this series of military intelligence overviews prepared for SLDFCOM shortly afterward. The purpose of this is twofold: to provide historical perspective for the earlier SLDF report and to allow our commanders to better counter the military forces they may face through understanding the events that have shaped them. Armies, like nations, develop their own cultures and values. Understanding the enemy can mean the difference between survival and total destruction. For the CCAF, this is a lesson they've learned the hard way once too many times. Let's take care not to follow their example, eh, ladies and gentlemen?

—Brigadier General Evan Falange, for the RAFHQ

HOW TO USE THIS BOOK

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

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

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

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

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Special Thanks: To Peter Smith, who cursed Herb with me. To Herb, who keeps letting me play in his sandbox. Most importantly, to my wife, who puts up with me and enjoys playing a giant robot game with a grown man.

FIELD REPORT 2765: CCAF





FRAGILE DÉTENTE

"To generations of the Inner Sphere's inhabitants, the Star League has meant peace and prosperity. These twin fundamental values of such powerful benefit to mankind are all too easily taken for granted by those who have benefited from them the whole of their lives. Though we will not bend to those who would oppress us, or bear responsibility for the false accusations of those who have provoked their own suffering, we will not carelessly throw aside the spirit of unity and cooperation which has brought succor and comfort to billions. It is in this spirit that I have agreed with Prince John Davion of the Federated Suns to suspend our current hostilities.

The Capellan people are all students of Korvin. Unlike our neighbors, we instinctively understand and embrace the importance of working together with our fellow man. It was in the spirit of the Greater Humanity that Terrence Liao extended his hand in friendship to Ian Cameron and Albert Marik, men who at the time could easily have been considered his enemies. It was that act of brave magnanimity that brought the Star League into being, an act that extended the Greater Humanity beyond the Capellan borders to touch and influence every corner of space.

On this day, as Richard Cameron reaches his majority and assumes his rightful place as First Lord of the Star League, I know that it is my duty to carry forward the spirit of Terrence Liao. As it was his power to prevent the deaths of millions with the touch of his hand and the stroke of his pen so too is it mine. I shall be an example to the masses of the Inner Sphere, so that they may know the just nature of the Capellan people, and the righteousness of our cause. I extend my hand now, with a challenge to Prince Davion and First Lord Cameron to clasp it in friendship, and to accept the sincere and peaceful desire of Capellans everywhere to have our worlds recompensed."

—Chancellor Barbara Liao, speaking at the celebration of Richard Cameron's majority, 2762.

CONFEDERATION OVERVIEW

Created from the sudden and drastic merger of several smaller states, the Capellan Confederation experienced almost constant turmoil throughout the Age of War. Only after Terrence Liao accepted Ian Cameron's offer of alliance in the mid-twenty-sixth century was the Capellan state able to put the threat of foreign invasion behind it and build an increasingly stable and peaceful nation. House Liao's support for the League is strong, because the benefits of the League are readily visible to every Capellan. Care must be taken to not confuse this support for loyalty, however. Throughout the history of the Liao dynasty, the friendship or animosity of House Liao is a function of purely which will be of greater benefit to them.

STRATEGIC UPDATE

The repeal of Council Edict 2650 has seen the size of the military expand precipitously in every member-state. Ever wary of their neighbors, House Liao has scrambled to keep the CCAF on par with other member-state militaries by any means necessary. Given that the Confederation lacks the raw industrial might of the Free Worlds League or the technological expertise of the Federated Suns, this has proven no easy task.

Chancellor Barbara Liao has largely continued her father's policy of using quality training and Terran aid to compensate for Capellan material weakness. The culture of the Confederation gears its people to accept constant personal sacrifice for the good of society, and CCAF personnel tolerate harsh physical training and repetitive skill familiarization exercises which would drive other troops to mutiny. The average Capellan soldier scores higher in such tasks as marksmanship, physical training, and Mech hand actuator operation than that of any other League member-state. Unfortunately for House Liao, this same conditioning affects the commissioned officers of the CCAF as well. Joint SLDF-CCAF exercises have revealed many Capellan officers readily consider massive casualties a natural cost of combat, and will throw away huge sums of manpower and equipment to make only meager gains. A Capellan colonel is likely to throw their regiment headlong into a frontal assault that will kill half their troops if it means accomplishing their assigned objective, where an SLDF officer would hold fast and await reinforcements or some other form of tactical advantage.

Ultimately, the Capellan Confederation Armed Forces are a military with limited power projection and offensive potential, ideally suited to halting a hostile invasion and forcing its eventual withdrawal. A shortage of fleet assets, poor strategic initiative, and insufficient reserves make the CCAF only able to accomplish the most limited offensive objectives. The threat posed to the Hegemony by the CCAF has been virtually nonexistent since the twenty-fifth century, and House Liao is wholly aware how much it depends upon the SLDF to protect its sovereignty. The recent tribulations the League has experienced has led to a somewhat panicked attempt by the CCAF to achieve true military parity with its neighbors, but thus far the best they've been able to accomplish is avoiding falling further behind.

GOALS OF THE STATE

Enlightened self-interest has long been the guiding principle of House Liao's foreign policy. Their alliance with the Terran Hegemony has paid major dividends over the past two centuries. Membership in the Star League has secured the borders of the Capellan state, halted threats to its sovereignty, invigorated its economy, and has increased the standard of living for the average Capellan citizen. With Terran support, the Confederation has even achieved its major goal of having Andurien restored to their control, long the focus of Capellan military action. This continued positive association is reflected in the strong support shown to the Star League by Chancellor Barbara Liao and the Capellan people. Possessing a naturally insular society, the Confederation is largely content with the unprecedented stability and prosperity afforded them by the alliance of all the Inner Sphere powers.



However, it would be unwise to misconstrue this arrangement as guaranteed. The continued support of House Liao for the League and House Cameron are wholly contingent on the association remaining beneficial for them. A number of events have shaken House Liao's traditional cooperation with Terra. Our inability to suppress the simmering hostilities between House Kurita and House Steiner led Chancellor Warex Liao to advocate the abolition of Council Edict 2650. Despite our reassurances, Warex remained unconvinced of the SLDF's ability to protect his nation's sovereignty. More idealistic than her father, Barbara Liao has come to possess similar doubts following the Demeter incident that sparked a brief war between the Confederation and Federated Suns. Richard's recent attempt at disbanding the house militaries has further soured our relationship with the Chancellor.

Perhaps the biggest Capellan objective left unfulfilled and perpetual thorn in Capellan-Terran relations has been House Liao's refusal to drop their territorial claims to Chesterton, Sonnia and Demeter. The Capellan Chancellor has proposed a motion to return control of the worlds to the Confederation at every Star League Council session since the induction of the Federated Suns. Since 2582, the council has refused to hear the motion. Attempts by the council to adjudicate the Demeter incident broke down when Barbara Liao insisted that the political status of the worlds be reviewed alongside the investigation. House Liao has long regarded the Camerons' refusal to support their claims to Chesterton as inconsistent with their support for Liao control of Andurien and blatant pandering to the Davions. For our part, we've generally avoided antagonizing the Liaos over the ludicrous nature of their claim to a world that wasn't originally part of the Confederation, in the interest of continued good relations.

LOGISTICAL STATUS

The Confederation has never been known for the depth of their resources, but continued efforts to expand the industrial and military infrastructure of the state have yielded significant returns.

ACADEMIES AND COMMAND CENTERS

In addition to hosting the regional government, nearly every commonality capital boasts its own military academy and brigade military headquarters. All of the CCAF forces assigned to a commonality report to the senior colonel of the commonality, with the exception of the Capellan Hussars, who fall under the direct command of the Chancellor.

The oldest and most highly regarded academy in the Confederation is Capella War College. Established centuries ago just after the creation of the Capellan Hegemony, the school is easily one of the best MechWarrior training centers in the Star League, and many of the SLDF's finest BattleMech pilots got their start on its rolling training fields and extensive simulators. The school's faculty is dominated by adherents of the Lorix Order. As a result, curriculum outside of the realm of BattleMech operation and company level tactics are somewhat wanting.

Sarna Martial Academy turns out large numbers of disciplined graduates every year. SMA cadets spend days performing rote drills and mastering tasks instinctively, all under the harsh oversight of their cane wielding instructors. Graduates follow orders to the letter, but are noticeably lacking in individual initiative. Few are accepted to the SLDF except as armor crewmen and support personnel.

Unsurprisingly, political orthodoxy is one of the most important qualities expected of a student of the Sian Center for Martial Excellence. The pride of the Confederation capital requires the center to turn out well trained, capable officers, but the achievements of the school's alumni rarely match those of the Inner Sphere's other most prestigious military academies. Many graduates of the center nevertheless go on to serve in the Capellan Hussars, owing to their virtually unquestionable loyalty.

GUNS FOR HIRE: THE CCAF DURING THE STAR LEAGUE YEARS

One thing DeChavilier left out of his review of Capellan military assets was House Liao's numerous "independent defense contractors", a euphemism commonly used in the twenty-eighth century for mercenaries. House Liao became a major employer of mercenaries almost immediately following the birth of the Confederation. Numerous internecine power struggles played out within the new Capellan government, and many troops loyalty to the Chancellor was considered suspect. As a bulwark against aspiring usurpers, Franco Liao hired a number of regiments of Terran and Commonwealth mercenaries at his own expense to keep the balance of power firmly in his favor. This arrangement continued throughout the Age of War, with mercenaries forming a veritable second guard corps for the Chancellor, supplementing the CCAF in combat while simultaneously discouraging insurrection by the same troops.

By the twenty-sixth century any internal threat to House Liao had been neutralized long ago, but the employment of independent defense contractors had become institutionalized. With peace settling in across known space and opportunities drying up, the Capellan Confederation became the favored customer of many remaining mercenaries. Supplied from the CCAF supply chain, paid by the Capellan treasury and in many cases wearing barely modified CCAF uniforms, several regiments of mercenaries became virtually indistinguishable from Capellan line troops. Many served on long-term retainer contracts that automatically rolled over unless one party or the other cancelled it. Others were part of a revolving door of small time groups with considerable combat experience brought in to pass their skills on to the line regiments. This integration of contractors into the CCAF was so widespread and seamless that few in the CCAF even really thought much of the distinction. By 2765, House Liao employed no less than nine regiments of "independent BattleMech specialists" and an even larger host of contractors with various other skill sets.



THE HOME GUARD

One unique aspect of the CCAF is the Home Guard, a force of intermediate defensive regiments which falls between the CCAF's line BattleMech regiments and the local planetary militias. The Age of War taught the Capellan Strategists that no matter how quickly news of an invasion arrived it would take significant time to organize a counterattack which could drive the attackers from the besieged world. Unable to garrison every system one jump from a border with a full BattleMech regiment, the Home Guard was created as a corps of regiments that contained the absolute bare-minimum forces necessary for a world to hold out until reinforcements could arrive. Each regiment possesses a battalion of mixed light 'Mechs and heavy tanks, two to three battalions of anti-BattleMech trained infantry, an artillery company and a squadron of conventional fighters. On average, each Capellan duchy boasts three such regiments, although this number fluctuates depending upon the perceived threats to the area.

GUARDING THE VAULT OF HEAVEN

The current Capellan Navy consists of thirty-seven WarShips: five *Du Shi Wang* battleships, a vintage *Black Lion* battle cruiser; ten of the new *Soyal* and six older *Aegis* cruisers; three *Baron*, two *Carson*, two *Lola I* and two *Essex I* destroyers; and six corvettes; three *Vincent* and three *Vigilant class*.

Organizationally, the fleet is divided into six squadrons, one for each of the five commonalities, and a reserve squadron. Each of the commonality squadrons is built around one of the ancient but still formidable battleships, a pair of cruisers, and two to three smaller WarShips. In contrast, the reserve squadron consists of the CNS *Typhon* battle cruiser purchased from the Hegemony, reinforced by six cruisers and three smaller vessels. As most of the commonality squadrons are made up of relics of the Age of War, it falls to the reserve squadron to reinforce the commonality fleets in the event of major military action.

This naval vulnerability is well understood by House Liao, who are currently compensating with increased purchases of assault DropShips and fighter carriers while desperately attempting to acquire WarShip hulls however they can.

Most of the attendees of the St. Ives Martial Academy hail from the upper crust of Capellan society, and compared to the students of other academies, the young men and women attending the SIMA are treated with relative kid gloves by the faculty. In large part, this serves the academy well, as most of the students value their personal and family honor too highly to act out, and the freedom afforded the attendees actually cultivates some of the Confederation's better tactical minds.

The Tikonov Martial Training Institute is known for instilling a stoic and practical outlook in its graduates. The school's extensive military history courses strive to impress upon students a pragmatic outlook on military strategy that encourages coordinated execution over complicated planning. This solid core doctrine has seen many cadets go on to serve both the CCAF and SLDF with distinction.

INFRASTRUCTURAL INTEGRITY

The Capellan Confederation has never possessed a reputation as a major manufacturing power, but the state's economic alliance with the Terran Hegemony has seen a steady increase in both the volume and quality of Capellan industry, both civilian and military. League trade policies have allowed many of the Hegemony's largest manufacturing concerns to take advantage of lower Capellan labor costs and construct large assembly and fabrication plants within the Confederation. Terran industrial giants such as Ceres Metals, HildCo Interplanetary and StarCorps Industries have all set up factories in Capellan space to produce bulk manufactured goods for export throughout the League.

This cost savings has seen a number of SLDF manufacturing contracts assigned to Capellan manufacturers or Terran companies with Capellan production centers. Hegemony laws prevent the exporting of classified manufacturing methods, but the overall savings achieved is significant enough to warrant the cost of shipping completed components to the Confederation for final assembly. HildCo's St. Ives plant, for example, relies on imported parts for assembly of their signature *Pillager* BattleMech. Native manufacturer Hollis Incorporated requires similar arrangements for the manufacture of some of the more advanced models of their *BattleMaster*.

These arrangements have not been without benefit for the CCAF. Most of the combat equipment issued to the CCAF comes from the very same factories, and are of the same or similar models. *Thunderbolts*, *Griffins* and *Thugs* coming off Earthwerks' Tikonov production lines serve in both the SLDF and CCAF. Ceres Metals factory on Indicass supplies Galleon and Goblin tanks to the CCAF between production runs for the Star League Regular Army. Kallon Industries' decision to open multiple plants in the Confederation has made their *Crusader* as likely to appear bearing the dao-wielding arm of Liao as the Cameron star.

While this reliance on foreign manufacturing companies has allowed the Confederation to increase their military infrastructure at a significantly reduced cost, it also saddles them with a severe strategic weakness. Terran companies aren't interested in shipping parts any further than is absolutely necessary to gain the cost benefits they desire. As a result, most of the Confederation's major military industry is clustered near the borders of the Tikonov and St. Ives Commonalities, with only a handful of small time local manufacturers like Hellspont in the safely guarded interior. If a conflict were to break out between the Confederation and another member-state, the Capellan's essential supply apparatus is virtually indefensible and heavily dependent upon components imported from the Hegemony.

Unfortunately, this arrangement has also accelerated the rate at which our advanced technologies are gradually reverse-engineered by the member-states. Corporate interests continue to lobby in favor of moving component manufacturing to the Confederation to decrease their production overhead, and Maskirovka agents and industrial spies have ready access to advanced materials and weapons systems stockpiled awaiting assembly.

FIELD REPORT 2765: CCAF





CAPELLAN HUSSARS

Created at the Confederation's founding as a symbol of its unity, the Capellan Hussars have represented the Confederation's unbreakable resolve and the Chancellor's ultimate authority ever since. Each of the Confederation's member-states gifted their foremost combat regiment to the Hussars, and each Hussars regiment has been symbolically linked to a commonality ever since. This assignment shouldn't be misunderstood to construe the Hussars regiments possess primarily regional loyalties. Every Hussars regiment possesses MechWarriors from each commonality, all of whose fealty is owed only to the Confederation as embodied in the Chancellor.

CONDITION

When an elite Sianese Lancers regiment crushed the mutinous Merik's Grenadiers, they were elevated to the role of permanent companion guard of the Chancellor. Only the most fervently loyal and expert soldiers of the CCAF are inducted into the Red Lancers to guard the person of the Confederation's head of state. Constant training, cycling of personnel, and war games with CCAF and other SLDF member-states ensure the Red Lancers never lose their combat edge.

Blandford's Grenadiers and Gryff's Hussars are the only surviving regiments that have been a part of the Capellan Hussars since their creation. Formed from the merger of the Fourth and Seventh Tikonov Union Guards, the Grenadiers first opponents ironically were also Tikonov natives. Ever since Colonel Blandford forcibly disarmed several armed noble bands that challenged Franco Liao's authority, the Grenadiers have been the hammer successive chancellors have unleashed against any threat of insurrection. Transferred to the Sarna Commonality, many CCAF MechWarriors who are made *barduc* are transferred to the Grenadiers, making it one of the most highly experienced Liao regiments.

Gryff's Hussars are an amalgamation of three regional St. Ives military units: the Knights of Glamorgan, the Royalston Cavaliers, and the St. Ives Mounted Guard. During the Age of War, Gryff's regiment became renowned for their swift deployment and high speed slashing attacks. Lighter than all the Hussars regiments save the Guardians, Gryff's MechWarriors are known for their aristocratic air and flippant regard for their own safety.

The Ares Titans were formed in celebration of the Ares Convention, the first new Hussars regiment since the founding of the Confederation. Honorable to a fault, the Titans are dedicated to martial excellence while upholding the tenants of the Convention. This utter dedication to the craft of war has caused the Titans to somewhat overshadow their fellow Capella Commonality regiment, the Prefecture Guard.

Following the destruction of Merik's Grenadiers, the Prefecture Guard was raised to replace them as Capella's Hussar regiment. Loyal to the core, the Guard hasn't seen combat since the twenty-sixth century. Many of the Guard's MechWarriors are elderly officers awaiting retirement, their primary duties consisting of guarding the halls of government and providing security details for the various Prefects.

The Marshals of Tikonov were created as the dedicated garrison of their namesake world. Tikonov's strategic location and industrial might make it the lynchpin of the Confederation's coreward defenses. Defending the planet's numerous, massive fortresses, only a handful of the Marshal's BattleMechs weigh less than 75 tons. The Andurien Heavy Guard perform a similar function for their own home world, but Andurien's unique environment means the Heavy Guard favors lighter units dispersed across the world, engaging the enemy from a distance.

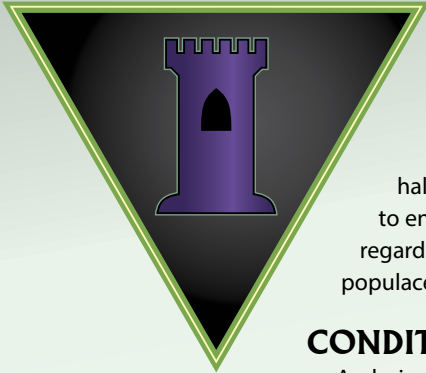
In the late twenty-fifth century, Hendrik Liao ordered the creation of a regiment specializing in unconventional warfare and special operations. A far cry from the powerful guard formations of the rest of the brigade, the Chesterton Guardians spent a nearly a century running black ops on Davion-occupied Chesterton worlds, gun-running for rebels, sabotaging AFFS military depots and evacuating Capellan sympathizers. A high-profile operation in which the Guardians broke several Hargreaves relatives out of a Davion prison in 2563 earned them the nickname "the Scarlet Pimpernel". During the brief Demeter conflict, the Guardians jumped the border and hammered a number of AFFS supply depots, an action which prevented a major Davion offensive and allowed time for the current cease-fire to take hold.

MORALE

The Capellan Hussars are fervent and attentive in all their duties. The Chancellor would tolerate nothing less. The men and women of the Hussars are selected specifically for their loyalty and pride in their duties, and those who fail to continue to exhibit the traits expected of them are quickly transferred.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
Red Lancers	E/F	Sian	Prefecture Guard	R/F	Capella
Blandford's Grenadiers	E/F	Sarna	Marshals of Tikonov	V/R	Tikonov
Gryff's Hussars	V/F	St. Ives	Chesterton Guardians	V/F	Conwy
Ares Titans	V/R	Ares	Andurien Heavy Guard	V/R	Andurien



ANDURIEN HUSSARS

In 2556, a Terran brokered peace agreement ended the Third Andurien War and handed control of Andurien and its neighboring systems back to House Liao. Previously part of the Sian Commonality, Terrence Liao awarded the region full commonality status as a sign of reconciliation.

While the Hussars are ostensibly the military of the Andurien Commonality, only little more than half of their personnel are actually native to the region. Sianese and Capellans were initially recruited to ensure enough loyal troops, but their persistence in the ranks leads even the most loyal Anduriens to regard the Hussars as somewhat foreign. In spite of this, the regiments are generally well regarded by the populace, the result of efforts by numerous commanders to establish the brigade as guardians of the peace.

CONDITION

Andurien's already failing law enforcement agencies rapidly collapsed in the early years of the Commonality, causing many cities to fall to gangs and criminal organizations. One of the initial tasks assigned the First Hussars (The New Guardians) was the elimination of these criminal elements and the restoration of public order. Far from the heavy-handed suppression many expected, the deep respect for the Korvin Doctrine held by Colonel Nathaniel Yong inspired his troops to place the greater good of the people over their own lives. Empowered to take the law into their own hands, The Hussars nevertheless endeavored to investigate each crime fully and never use more than the minimum amount of force necessary. Soldiers of the First are still often seen on patrol in major Andurien cities, armed with nothing more than their ceremonial *daos* and their well-honed negotiation skills.

The recent vigorous expansion of the CCAF has seen the efforts of the First joined by three newly raised regiments. Recruited entirely from native Anduriens, the Third Hussars (The Clapsed Hands) have already managed to become a stain on the brigade's reputation, with rumors circulating that they have been compromised by local mafia. The Fourth (The White and Tans) are of stronger character, but extremely green. Limited in practical peace-keeping or combat experience, their greatest strength is drill and ceremony. The Fifth Hussars (The Corsican Marshals) best take after the First, but their peace-keeping operations have been plagued with complaints of excessive force. During a recent hostage situation at the First Bank of Leyda, Colonel Leona Weiqi responded by ordering a lance of *Stingers* to punch through the building to get between the terrorists and the hostages. Miraculously, only two of the twenty-nine hostages were killed.

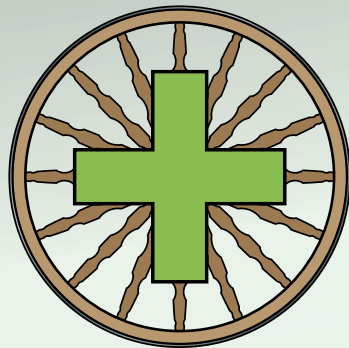
Formed to serve as the Commonality's rapid-response unit, the Second Hussars (The Villanuevan Jinetes) are experienced skirmishers and raiders. Equipped primarily with swift, light 'Mechs, the Jinetes have spent the majority of their history smashing pirate hideouts along the Periphery border. With increasing lawlessness encroaching upon the Commonality, the Second has been reinforced by the Hussars two newest regiments, the Sixth (The Wild Cats) and the Seventh (the Great Beast Hunters). Colonel Momomiya's Wild Cats have rapidly proven tenacious hunters of the brigands plaguing the Commonality's borders, but the Seventh is almost more trouble than its worth. Colonel Peelson's passion for hunting exotic animals has been adopted by the bulk of his troops, who spend more time stalking wild predators than pirates. Their recent unannounced safari to hunt Tigons on Antipolo nearly sparked a war between the Confederation and the FWL.

MORALE

On the surface, the morale of the Andurien Hussars is high, but tension bubbles just below the surface. The populace of the Commonality still sees the Hussars as a foreign military force. Ironically, efforts to assuage this belief by increasing native-borne troops have backfired. The populace regard Hussars from the rest of the Confederation as imposed upon them but generally honorable, whereas native Hussars are seen as pandering opportunists and undisciplined thugs. As a result, there is significant friction both within the Hussars and between them and the population.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Andurien Hussars	V/F	El Giza	5th Andurien Hussars	R/R	Kalmar
2nd Andurien Hussars	V/R	Banfora	6th Andurien Hussars	R/R	Fagerholm
3rd Andurien Hussars	G/Q	Viribium	7th Andurien Hussars	G/Q	Andurien
4th Andurien Hussars	G/F	Pernik			



CAPELLAN CHARGERS

Just as the star Capella shines at the heart of the Confederation, so do the Chargers form the heavily armored core of the CCAF, firmly adhering to the traditions and ideals of the Capellan state. More members of the Lorix Order serve with the Capellan Chargers than with any other brigade, and combat excellence and proper decorum are considered the mere minimum expected of a Chargers' MechWarrior, or cavalier, as they are called. One of the first CCAF brigades to receive BattleMechs, the Capellan Chargers have never been a large formation, but have always maintained that their quality more than made up for any numerical limitations. Active across the entire Confederation during the Age of War, diving into the thick of every major offensive, this tireless campaigning earned the Chargers the occasionally heard nickname "the Rangers"

CONDITION

With the creation of the Star League Defense Force, House Liao transferred a number of their best military personnel into League service, deactivating all but two of the Capellan Charger regiments. Many of those personnel went on to serve with distinction during the Reunification War, including Yuri Bykov, whose gallantry won him the Medal of Valor at the siege of Pinard. Following the dissolution of Council Edict 2650, the CCAF has reactivated the Third and Fourth Chargers. Continued expansion of the Chargers is expected, but the demanding standards of the Brigade have made rebuilding slow.

Always amongst the premier offensive formations of the CCAF, and of the Capellan Hegemony Armed Forces before that, the First Chargers (Greeks Bearing Gifts) have been drastically restructured as the brigade has expanded. Colonel Juliano Papadakis has further enhanced the regiment's already well-honed training regimen, transferring those personnel who haven't been able to keep up along with most of the regiment's lighter equipment to the First's new sister regiments. Top graduates of Capella War College and experienced MechWarriors transferred in from Chesterton and the Periphery border replaced lost personnel. The result is a muscular heavy BattleMech regiment with a significant amount of skill for a unit with so few recent battle honors.

Formed as a heavy guard for the defense of the Library of the Capellan Republic, the Second Chargers (Custodes Librorum) are no longer tied exclusively to the defense of that institute, but still maintain an honor guard at the site. Much like the First Chargers, the Second has maintained their fighting prowess through constant drill, despite several decades of quiet garrison duty.

Most of the equipment and personnel split from the First Chargers were assigned to the newly reactivated Third. Nicknamed the "Bithinian Stratiotai", the Third is made up of mostly light and medium 'Mechs, and its cavaliers carry a large chip on their shoulder for the slight of being discharged from the First.

A Knight Commander of the Lorix Order, Colonel Erica Bagliani has made membership in that organization a prerequisite for joining the Fourth Chargers. The largest assemblage of Lorixian MechWarriors anywhere, The Knights of the Copper Cross are all skilled one-on-one fighters, but hamstrung by their own inflated bravado and sense of personal honor. Lacking in "a proper war" to sate their lust for combat, many have taken to dueling to let off steam, both against one another and other CCAF soldiers.

MORALE

The morale of the Capellan Chargers is beyond excellent, perhaps best communicated by the arrogant swagger affected by many of the brigade's cavaliers. So deeply indoctrinated are the unit's personnel in their own mythos that many of the soldiers see themselves as virtual gods amongst men, particularly in the newer, less experienced regiments. While the Chargers are quite skilled soldiers overall, their increasing belief in their own invincibility will likely only lead them to ruin should they find themselves embroiled in an actual war.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Capellan Chargers	V/F	Vanra
2nd Capellan Chargers	R/R	Les Halles
3rd Capellan Chargers	R/R	Cammal
4th Capellan Chargers	R/F	Aer



CHESTERTON REGULARS

The history of the Chesterton Regulars can be traced directly to the military of the Chesterton Trade League. When Chesterton joined Tikonov and Hamal in forming the Tikonov Grand Union, the Chesterton Army was restructured as the Chesterton Regulars. Despite the capture of the capital by the Federated Suns in 2357, the remaining worlds of the Chesterton province have remained the semi-autonomous holdings of the Hargreaves family, with the region accorded many of the rights and privileges of a full commonality by the Confederation government.

Repeated attempts to reclaim Chesterton during the Age of War destroyed most of the brigade's regiments. Twice Capellan troops managed to seize control of the world, but both times failed to hold it for much longer than a year, the surviving forces easily swept away by Davion relief forces. Repeated House Liao appeals to the Star League council have failed to alter the status quo, but several Star League acts have caused subtle changes in the Chesterton region, both strengthening and weakening Capellan interests there.

Increased trade and the easing of visitation and immigration restrictions has kept the people of the Chesterton region culturally and economically united, and many Chesterton firms, such as McCarron's Interstellar, have become extremely successful importing inexpensive Capellan bulk and industrial goods into the Federated Suns. Yet this unprecedented prosperity has also served to undermine the appeal of returning to the Confederation. Chestertonians are well aware they live better than their cousins inside the Confederation, and those still interested in returning to the Confederation can easily do so by simply immigrating. Unfortunately, none of this stopped the Chesterton issue from flaring into a two-year long skirmish following a terror attack on Demeter.

CONDITION

The Third (The Lightfoot Lancers) and Eighth (The Cheshire Cats) Chesterton Cavalry regiments, along with the Chesterton Cuirassiers (The Swordbreakers), are all that remains of the original Chesterton Army. The Third's specialization in long-range reconnaissance and the Eighth's in guerilla operations allowed them to escape the meat grinders that resulted from the Confederation's desperate campaigns to win back Chesterton, whereas the Cuirassiers have survived mostly through absorbing several shattered commands and giving as good as they received. The remains of the second-tier Chesterton Border Guards were amalgamated into the Ariana Fusiliers. Never particularly impressive to begin with, the Fusiliers have done little to raise their skills beyond their militia predecessors.

The preeminent fighting force of the Regulars is most certainly the Ariana Grenadiers (Men of Harlech). Part of the recent expansion of the CCAF, the Grenadiers were formed from the addition of a number of Tikonov home guard troops to a group of expatriate Chesterton free companies. The result is a battle hardened unit that has proven more than effective at fending off cross border raids, repulsing a Davion attack on the capital of Halloran V in 2761. House Davion sees the Grenadiers as little more than border-hopping rebels, and has demanded the Confederation turn over many of them to face criminal charges.

The same goes for Tristram's Avengers, a formation of expatriate Chestertonians led by Colonel Tristram Sterne. The Capellan government has allowed soldiers to enlist in the Avengers under pseudonyms to "protect their kin back home from unjust retribution by Chesterton's illegal occupiers", and it is widely suspected that the Colonel is none other than Lawrence Fenlon, nephew of Duke Charles of Chesterton who fled the world after implicating the Duke in his mother's murder. The death of Duchess Fenlon remains unsolved, and rumors circulate in the Capellan March the boy has made a deal with the devil to exact his revenge.

MORALE

Two or three decades ago the Regulars were typical garrison troops content to sit on their hands, but the recent series of clashes with the AFFS has tempered them into an experienced fighting force. The cease-fire negotiated by the Chancellor and Prince Jon Davion has held thus far, but without some form of solid resolution, passions could easily boil over into open conflict once again.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
Chesterton Cuirassiers	V/F	New Aragon	8th Chesterton Cavalry	R/R	Mesartim
Ariana Grenadiers	V/F	Almach	Ariana Fusiliers	G/R	Mira
3rd Chesterton Cavalry	R/F	Algot	Tristram's Avengers	R/Q	Conwy



LIAO GUARDS

Raised for the defense of the Republic of Liao, the original Liao Guards were little more than two regiments of mixed infantry and light armor. As the wealth and clout of the Liao family grew exponentially, pride demanded that the troops associated with their family demesne reflect this greater prestige. Equipment grew more lavish, parade paint schemes became more extravagant, and military training took a backseat to playing court and conducting ceremony. By the time Chancellor Androsar Liao passed away, the Liao Guard had become so denuded as to become a virtual circus act. Soldiers of the Guard strutted up and down the squares of Liao with white gloves, giant fur hats, and gold plastic rifles. BattleMechs had had their missile launchers modified to deliver timed fireworks displays. When criminals attempted to kidnap the Chancellor's second cousin at gunpoint during an inspection ceremony, the Highlanders dove for cover while local police subdued the culprits. Chancellor Warex Liao would have none of it. The regiments existing officers were cashiered and the Guards were sent on an extended tour along

the Periphery. After eight years of grueling training and fighting pirates on the Capellan frontier, the Liao Guards remained a decent parade outfit, but the surviving personnel are significantly more competent.

CONDITION

Over forty years of harsh training has finally hardened the First Guard (The Cynthia Highlanders) into a formidable fighting force. To some degree, the Guards reputation amongst the rest of the CCAF as a pack of prancing ninnies has only helped to motivate the Highlanders to live down their unit's former shame. The First Guard placed sixth in the last pan-CCAF exercises. Nevertheless, cat calls of "hey, ballerina!" remain behind many a brawl wherever the Guard is posted alongside other units. Soldiers of the First always wear kilts in place of trousers, whether on combat or parade duty.

The Second Guards (The Duke's Own Horse) has also increased in competence but continues to lag behind the First. A vestige of Victor Liao's chronic love of anachronism, every soldier of the Second is issued an actual white horse, and is expected to be proficient in the riding, care, and grooming thereof. The regiment's MechWarriors cut a beautiful image on horseback at state and ceremonial functions, but the need to transport over a hundred live animals when the Second changes duty stations adds a significant logistical burden.

The Chancellor's younger brother, Colonel Sigismund Liao, was given permission to form a third regiment of Guards (Blades of Justice) in 2759. Fresh from the academy and holding field officer rank only by dint of his family name, the Third is regularly at the mercy of the whims of the young Liao scion. Sigismund insisted on the construction of an underground bunker complex to serve as the Third's base of operation, and at one point tried to convince the pilots of the unit's lance of LAMs that they could lift his *Clint* aloft so that he could be carried into combat "in a fashion sufficiently dramatic for a hero like me." Luckily for the Third, Major Da Ying Hwang handles most of the actual duties of command, leaving Sigismund an amusing and slightly frustrating figure head.

Realizing they'd be unlikely to get any real value out of the Third, the Strategios ordered the creation of the Fourth Guards shortly thereafter. All business and with none of the pomp and splendor of the rest of the Guards brigade, the Fourth were christened the "Asuncion Halberdiers" after their first posting guarding the valuable manufacturing centers of that coreward world.

MORALE

With the exception of the Fourth, the Liao Guards are still shaking off a legacy of superficiality and incompetence. With every step forward, the Guards are reminded of how far they still have to go to gain the respect of their fellow soldiers. Without a conflict in which to prove themselves, it is likely the acceptance they seek will be long in coming.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Liao Guards	V/F	Liao
2nd Liao Guards	R/Q	Sian
3rd Liao Guards	G/R	Gan Singh
4th Liao Guards	R/R	Snailzar



LIAO LANCERS

Every state participating in the conflicts collectively known as the Age of War were responsible for their share of atrocities, but none surpassed those of the Sarna Sabers in terms of sheer savagery. The mutilation of prisoners, chaining of civilian captives to 'Mechs as shields and the decimation of rebellious, conquered populaces are but their most commonly known crimes. They were the favorite brigade of Calvin Liao, who expanded the Sabers and deployed them liberally against his enemies, both in the Free Worlds League and at home. When the final Sabers regiment was shattered in a suicidal assault on Andurien in 2529, not a thought was given to their restoration. The Strategios regarded them as an undisciplined and unprofessional embarrassment, and Salicia Liao once remarked that had they not died in the war she'd have executed the vile lot of them anyway.

In their place it was decided to raise a more conventional and less controversial brigade in Sarna Commonality, built more around time honored military traditions and less around Sarnese theo-political indoctrination. The Liao Lancers, while still heavily recruited from Sarna Commonality, draw personnel from across the Capellan Confederation. The resulting force has become the workhorse formation of the CCAF, and one of its largest formations.

CONDITION

Traditionally, roughly a third of the unit's personnel hail from each unit's namesake world. As the brigade of Sarna Commonality, the first regiment of the new formation was raised at the capital. To the relief of the Confederation's neighbors, the First are by every assessment a respectable unit devoid of the callous bloodlust of their forbearers, albeit fanatically loyal and unquestioning of orders in the typical Sarn fashion.

Six other regiments existed just prior to the recent expansion of the CCAF. The Second distinguishes itself by a thistle pinned to the breast of their uniform, also taken as the unit's symbol. The Third is most notable for the absence of anti-Davion agitators in a unit raised on a Chesterton world. MechWarriors of St. Andre's regiment, inspired by tales from a past age of chivalry, typically wear cravats provided by their lovers, and are allowed to let their significant other decorate a panel on their 'Mech's upper torso. The Fifth Lancers were formed around a core of eco-terrorists who fled Demeter after they failed to halt Davion industrialization of the garden world. The Zion Lancers still harbor a smoldering resentment for the Terran Hegemony developed in conflicts long past. The Seventh, on the other hand, is more strongly associated with opposition to House Marik.

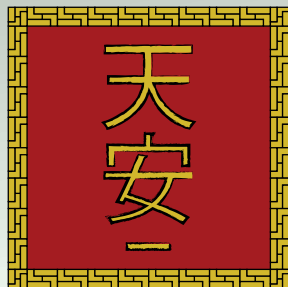
Since the Repeal of Council Edict 2650, the Lancers have been rapidly expanding. Numerous home guard formations have been elevated to the front line brigade and then expanded into full BattleMech regiments, starting with a unit from Old Kentucky. Many were selected for their successful repulsion of bandit and terrorist attacks along the Confederation's borders, meaning that they possessed more actual combat experience than the existing, established regiments.

MORALE

It is hard to generalize regarding the morale of regional units as large and diverse as the Liao Lancers. The older, established units are well supplied and confident in their training. Cultural indoctrination leads Sarns to be unquestioning of orders and both they and Chestertonian troops regard failure or desertion as unconscionable. The newly forming regiments are lacking in many of the aforementioned qualities, however, as haphazard assembly and the rapid retraining are taking their toll on soldiers not accustomed to the expectations of a front line combat unit.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st "Sarna" Lancers	R/F	Bora	9th "Hassad" Lancers	R/Q	Hassad
2nd "Glasgow" Lancers	R/R	Glasgow	10th "Jasmine" Lancers	G/R	Jasmine
3rd "Mira" Lancers	G/R	Anaea	11th "Paches" Lancers	G/Q	Paches
4th "St. Andre" Lancers	G/F	St. Andre	12th "Lee" Lancers	V/R	Lee
5th "Demeter" Lancers	R/F	Angelsey	13th "Jonathan" Lancers	G/Q	Bell
6th "Zion" Lancers	R/R	Zion	14th "Zurich" Lancers	V/R	Liao
7th "Asuncion" Lancers	G/R	Asuncion	15th "Styk" Lancers	G/F	Styk
8th "Old Kentucky" Lancers	V/R	Old Kentucky	16th "Valex" Lancers	G/R	Valex



SIAN DRAGOONS

Created when thirty-six of the first *WAM-Bs* were assigned to provide BattleMech support to the tanks of the Sianese Lancers, the BattleMech eclipsed the role of conventional armor on the battlefield and the Sian Dragoons grew to become the largest Capellan 'Mech formation, providing the bulk of the CCAF's fighting force during the Age of War even as more colorful, elite formations stole the spotlight. Most of the Dragoons' regiments were deactivated with the formation of the SLDF Regular Army, but recent events have seen many reactivated. Once again, the Sian Dragoons are largest brigade of the CCAF.

CONDITION

Most of the Sian Dragoon regiments have colorful histories from before the Star League. While the Red Lancers are the traditional guards of the Chancellor, the responsibility for protecting the capital in the Chancellor's absence traditionally falls upon the First Dragoons (Tianlong Immortals). The Fifth and Sixth Dragoons have similar associations with successful defensive actions; the Fifth (Guards of the Five Points) a floating defensive unit that repulsed the Free Worlds Guards assault on Shiro III in 2529, the Sixth (Grand Base Grenadiers) blunting no less than six raids by the Fusiliers of Oriente on their namesake industrial world.

The brigade's best MechWarriors have long been assigned to The Second Dragoons, christened "the Undefeated of the Rim". True to their boast, the Second has never lost a battle, although much of that likely stems from the way the Confederation has rarely deployed them in combat save to exploit an obvious enemy weak point. As a result, the responsibility for breaking through the enemy's main force has generally fallen to the highly mobile Third (Guan Yu's Jade Cavalry), the adaptive and swift striking Seventh (The Torchbearers of Zanzibar), and the heavy-weight Ninth (The Red Legion). In 2528, Colonel Fei Lin landed the Ninth just outside Amur on Oriente and proceeded to flatten much of the south side in a two hour bombardment, heavily damaging Oriente Weapon Works' main production plant. The feint drew League forces coreward, allowing the Third and Seventh to rout weakened Marik garrisons on El Giza and Mosiro. Colonel Randolph Raleigh's Tenth Dragoons later led a spirited but ultimately doomed defense of El Giza, tying down three Regular Hussar regiments for six months in the remote deserts away from the planet's core habitations. The campaign claimed the lives of all but six of the regiment's soldiers, earning them the nickname "the Desert Giants".

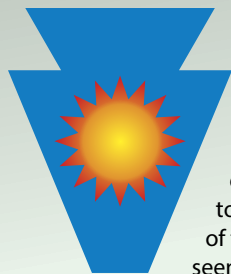
Alarmed protests by the Confederation's neighbors were sparked when the newly reactivated regiments revived their historical doctrines and traditions. Throughout the early twenty-sixth century, the Twelfth (Maledictors), Thirteenth (Red Riding Hoods), Fourteenth (The Needleless Blades) and Fifteenth Dragoons (The Emerald Horde) were utilized in what the Strategios termed "strategic asset suppression", described less euphemistically as the destruction or looting of anything of perceived military value. These attacks sapped the offensive momentum of the Confederation's opponents, but inflicted significant suffering on the local populations. In order to cow enemy civilians into cooperation, these regiments began playing up their reputations as pirates, barbarians, and black magicians, making it difficult today to separate their real crimes from the rumors they themselves perpetuated. Fourteenth Dragoons CO Adam Delacruz's retort to a reporter's question regarding his command's combat readiness ("We're ready to slit throats, torch hospitals and devour Davion kids.") led to the temporary recall of the Federated Sun's ambassador.

MORALE

The breakneck speed at which the Dragoons regiments have been reactivated has placed considerable strain on the logistical and command structure of the brigade. The Strategios is doing their utmost to match incoming recruits with officers best able to engender good performance. The Eleventh Dragoons commander Ying has regularly clashed with her XO Xiangri over whether training doctrine should emphasize field exercises or task-specific drills. Yet Strategios reviews indicate the Lily Light Horse rank the highest amongst reactivated regiments in both, so many academy graduates are being assigned to their command. Discipline cases are being transferred to the Fourth (Ever Endure) and rechristened Sixteenth (Seekers of Good Fortune) where it is hoped new commanding officers can turn them around. Harsh discipline enacted in those regiments make them almost akin to penal units.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Sian Dragoons	V/F	Lukla	10th Sian Dragoons	G/R	Payia
2nd Sian Dragoons	E/F	Ipswitch	11th Sian Dragoons	V/R	Sian
3rd Sian Dragoons	V/R	Aquagea	12th Sian Dragoons	R/R	Zanzibar
4th Sian Dragoons	G/Q	Vard	13th Sian Dragoons	G/Q	Yuris
5th Sian Dragoons	R/R	Holloway	14th Sian Dragoons	R/R	Mendham
6th Sian Dragoons	R/R	Smithon	15th Sian Dragoons	G/R	Lyreton
7th Sian Dragoons	G/R	Itrom	16th Sian Dragoons	G/Q	Arn
8th Sian Dragoons	R/R	Kern	17th Sian Dragoons	G/F	New Troy
9th Sian Dragoons	R/Q	Buenos Aires			



ST. IVES ARMORED CAVALRY

The St. Ives Mercantile Association rarely involved itself in the inter-Capellan conflicts of the twenty-third and twenty-fourth centuries, but when they did so, their lavishly equipped and exceptionally able Armored Cavalry earned the respect of friend and foe. The decentralized nature of the Association meant each member world raised their own regiments, often led and paid for by local nobles or corporate magnates. This independent nature generated strong esprit de corps and keen tactical acumen, but poor strategic coordination meant St. Ives was often forced to cede worlds to better organized attackers. The formation of the Capellan Confederation placed the direction of the SIAC in the hands of the Capellan Strategios, and the brigade quickly became a lead element of the CCAF. The dash and élan of the SIAC have seen it deployed more often outside of its commonality than any other Capellan regional combat command.

CONDITION

Since its inception, the hard-hitting core of the Armored Cavalry has been the St. Ives Lancers. Raised at the expense of wealthy St. Ives aristocrats, the Lancers drew personnel from their founders' household guards, and wanted for nothing in terms of supplies. Even today, most of the members of the Lancers are of minor noble lineage or well-connected with major business interests, ensuring that the regiments continue to be well provided for. One might think a unit made up of the children of lords and wealthy financiers would possess less than rudimentary combat skills, but the Lorix-inspired culture of chivalric duty, a deep pride in their abilities, and regular, public training duels have kept the skills of the Lancers honed to a fine edge.

Traditionally the Lancers have gathered their most experienced and talented MechWarriors in the First regiment (Steadfast Alabaster), while assigning the brashest young duelists to the Second (The Ivory Stallions). Except for missions of the utmost importance, the First is seldom pulled away from the Commonality, leaving most offensive operations to the Second and the ill-fated Third (the Gae Bolg). The Third Lancers have the ignominious distinction of having been destroyed no less than four times, each time in an action where they killed the enemy commander. Two new regiments have recently been added. Dubbed "the Knights of the Pearl" in a media-buzz, the attractive young bluebloods of the Fourth have caused quite a stir at court and in the local tabloids, but their combat skills are considered suspect. The Fifth Lancers, "Gale Force", are a creation of wealthy heiress Qianyuan Ti's personal passion for BattleMechs. Not content to study them from afar, financing the regiment has given Ti an excuse to impose on the unit to regularly entertain her. The success of the St. Ives Lancers prompted Chancellor Stephan Liao to order the creation of an elite regiment following identical principles, but recruiting from the whole Confederation. Dubbed the Capellan Cuirassiers, the resulting shock assault regiment has proved a resounding success.

Soon after Confederation's birth, St. Ives raised the Cheveau Legers as a medium regiment for service outside the Commonality. Not as well connected as the Lancers, the MechWarriors of the Cheveau Leger compensate with intense pride and somewhat foolhardy bravado. The unit retains the distinction of being the only regiment to have fought in every conflict in the history of the Confederation, and against every neighboring state.

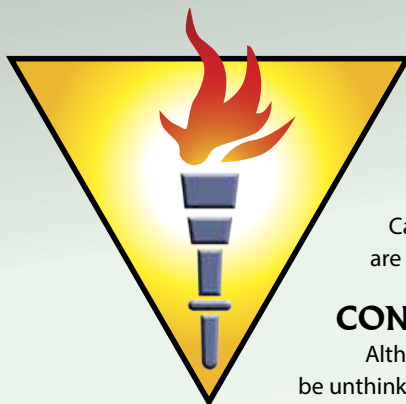
Most of the independent planetary regiments were disbanded with the creation of the SLDF. Those personnel who refused transfer to the SLDF were amalgamated into the new Centauri Guards. Named after the constellation which rests between St. Ives and Terra, this arrangement has remained perpetually unpopular, further exacerbated by the exemption granted to the Teng Hussars. The influential Teng Clan put considerable pressure on the Strategios and Prefecture to preserve their household guard, sparing the Sixth (Coiled Serpent) Hussars deactivation.

MORALE

Regional rivalries and resentment continue to fester in the First (Companions of Chiron) and Second Centauri Guards (The Tauros of Uruk). The recently raised Third Guards (The Tortoise-Shield Borderers) are significantly less affected, but still suffer from internal power struggles. As a result, the Strategios has requested local St. Ives rulers to once again raise their own regiments for CCAF service, a call which has already achieved significant results. Redfield's First Regiment (The Palatine Archers) has ironically excelled in close range combat in Cavalry-wide exercises, and the proficiency of the Second Regulars and Sharpe Rifles are developing rapidly. Concerned the Sixth Teng Hussars are more loyal to the Teng Clan than the Confederation, significant Maskirovka oversight has been placed on the newly forming Seventh. Thus far the Diving Serpent Hussars have been the model of Capellan patriotism.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st St. Ives Lancers	E/F	Atlas	2nd Centauri Guards	R/Q	Hadnall
2nd St. Ives Lancers	V/R	Knutdor	3rd Centauri Guards	R/R	Bacum
3rd St. Ives Lancers	R/R	St. Ives	1st Redfield Regulars	R/R	Bethel
4th St. Ives Lancers	G/Q	St. Ives	2nd Redfield Regulars	G/R	Redfield
5th St. Ives Lancers	R/R	Laong	Sharpe Rifles	G/R	Sharpe
St. Ives Cheveau Legers	R/R	Hurgh	6th Teng Hussars	V/Q	Beid
Capellan Cuirassiers	E/F	Capricorn III	7th Teng Hussars	G/R	Teng
1st Centauri Guards	R/Q	Kumqwat			



TIKONOV LANCERS

Tradition is the heart of the Tikonov Lancers. Nothing matters more to the men and women of the Tikonov Commonality's BattleMech brigade. Maintaining continuity with customs and duties reaching back five-hundred years, this participation in living history is more important to the Tikonov MechWarrior than life itself. Each of the Lancers regiments prides themselves on a heritage that stretches back to the earliest mechanized infantry formations of the Tikonov Union. No other Capellan regiments have so long a history or such established identities. No other Capellan regiments are as rigid in their doctrine and inflexible in their character, either.

CONDITION

Although a number of the Tikonov Lancers regiments were deactivated and folded into the SLDF, it would be unthinkable to create a new Lancers regiment when the traditions of a previously active unit could be revived. Ergo, all of the Lancer regiments serving today claim direct descent from some of the first military units formed outside of the Terran Alliance. The First Lancers possess battle honors from every Tikonov victory in Diana's War against the long vanished Marlette Association. With the introduction of BattleMechs, the First transitioned from a garrison infantry formation into a shock assault unit. Provided the most powerful of Earthwerks' locally produced war machines, the First Lancers became the preferred hammer for every perceived nail. During the Age of War, they answered nearly every challenge to the Confederation's sovereignty with a rapid counter-strike, earning the nickname "Heaven's Swift Retribution". The Second "Winged" Lancers are the rapier to the First Lancers' mace. Probing the enemy's defenses is a task that has traditionally fallen to the Seconds light-weight, jump-capable BattleMechs.

The families of the Tetrarchs and local *sheng* nobility once dominated the whole of the Lancers, but Franco Liao's purging of the noble trained bands also saw many driven from the CCAF. The majority that remained were concentrated in the Third, a state of affairs that continues to this day. Despite half-hearted attempts by the Strategios to liberalize the Third's recruiting standards, the regimental command staff have mostly insured that only descendants of old Union noble families join the unit, those with the "Blood of the Boyars".

Centuries ago the task of evicting competing foreign settlements from Tikonov colonies fell to the Fourth Lancers. Expected to expel civilians from Tikonov worlds at gunpoint, only the most callous and uncompassionate soldiers were assigned to the Fourth. By the Age of War, the "Coreward Reapers" were regularly massacring populations suspected of harboring anti-Capellan guerillas or forcing "undesirables" onto cargo DropShips bound outside the Confederation. The signing of the Ares Conventions ended the worst of the Fourth's crimes, but forced relocations continued right up into the 2560s.

The brutality of the Reapers stood in marked contrast to the clemency granted captive soldier and civilian alike by the Seventh Lancers (The Righteous Horde). When called to battle, the Seventh was possessed by a terrible fury that would allow no hostile to escape, but once combat had ceased those who surrendered found soldiers of the Seventh extended them every courtesy. When high command desired to reign in the excessive behavior of the Fourth Lancers, the Seventh was often deployed alongside them.

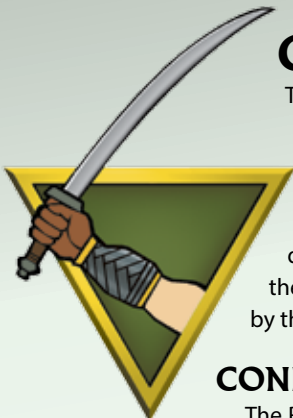
MORALE

History and tradition shape the identity of every Lancers MechWarrior. The powerful legacy of each regiment engenders a sense of purpose and belonging which fires the spirit of the rank and file. Soldiers of the Fifth Lancers take fierce pride in the desperate defensive actions that won them the appellation "Invincible Uhlans", even though no living person remembers those battles. The new recruits who make up the Jolly Poznan Lancers have reveled in playing and singing the traditional polkas of the Sixth.

Unfortunately, this strong sense of identity has not always been beneficial. The unfair reputation for cowardice the skirmishers of the Ilmachna Yellow Jackets garnered three centuries ago returned to burden the fresh recruits of the Eighth almost immediately. New MechWarriors are frustrated by enlisting with a strike already against them hundreds of years after the person who first jeered "Yellow Jackets, White Flags" passed away.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Tikonov Lancers	R/F	Tikonov	5th Tikonov Lancers	R/R	Ibstock
2nd Tikonov Lancers	R/F	Kristiandsund	6th Tikonov Lancers	G/R	Myrvoll
3rd Tikonov Lancers	V/Q	Second Chance	7th Tikonov Lancers	G/R	New Hessen
4th Tikonov Lancers	R/Q	Alrescha	8th Tikonov Lancers	G/Q	Jilin



CONFEDERATION RESERVE CAVALRY

The Confederation Reserve Cavalry is the newest formation of the CCAF, created to provide a ready pool of trained MechWarriors and BattleMechs to serve as rapid reinforcements and replacement personnel for frontline regiments.

Part training cadre, part militia, part volunteer corps, it would be easy to dismiss the viability of the CRC in combat as trivial, but it would be foolish to do so. The Cavalry's regiments are equipped to a similar standard as the rest of the CCAF, and standard doctrine directs the junior Colonels of the CRC regiments to place their forces at the full disposal of any front-line regimental commander they are operating alongside of. This synergy between the CRC and the rest of the CCAF allows Reserve Cavalry and frontline regiments to operate as a single entity without being plagued by the typical power-struggles and doctrinal conflicts that often mar such joint-operations.

CONDITION

The Reserve Cavalry regiments are primarily made up of medium and light BattleMechs, with the exception of the First (Korvin's Faseses) and the Fifth (The Xieng Khouang Tigers), which both possess significant numbers of heavies. Whereas the First has drawn personnel from various home guard formations, making them experienced but somewhat slow to assume initiative, the Fifth is made up almost entirely of fiery new trainees.

The other regiments were left to specialize in more traditional light cavalry roles. The Second Reserve Cavalry (the Peltasts) are equipped to serve as skirmishers, and a number of the regiment's light 'Mechs have been modified to mount LRM racks. The Third, raised on Sarna, is dedicated to practicing the role of lightning raiders. Already having seen a small amount of action out in the Periphery, "the Sarnese Light Horse" has thus far performed well, although rumors have begun to circulate that link the Third to an obscure, modern-day death cult. The CRC's dedicated reconnaissance regiment, the Fifth (Dawn Trekkers) recruits from the Confederation's marginally habitable worlds of the rimward reaches. The hearty pioneers hailing from the Capellans' newest colony worlds are no strangers to harsh environments and long periods of isolation, making them excellent scouts.

The wave of Capellan nationalism that followed the public ceremony investing Barbara Liao with the title of Chancellor inspired Kareem Birzah, local commonality president, to deliver a rousing speech to caste members employed at Firmir Commercial, urging them to enlist in the CCAF. Rallying to cries of "give your all for the Capellan people!", a crowd of over nine-hundred citizens from three different castes marched through downtown Kingston and swamped the office of the local CCAF liaison. Most were ultimately turned away or inducted into the home guard, but enough qualified for CCAF service to warrant the creation of the Sixth Reserve Cavalry, immediately dubbed "The Firmir Yeomanry".

Not to be outdone by Firmir, Lady Elena Zou, a primary shareholder in Mujika Aerospace, approached the Chancellor with an offer to fund the creation of a seventh Reserve Cavalry regiment. Her petition was quickly granted. Mary Zou, Elena's daughter then serving with the Eleventh Sian Dragoons, was promoted to colonel and directed to recruit the best possible candidates for the new regiment. As the top graduates of the Confederation's military academies were all already slated to join established BattleMech regiments, Zou gathered together talented individuals from a variety of unorthodox and overlooked sources. This eclectic troupe of former monks, gladiators, gymnasts, and computer programmers turned MechWarriors hardly looks the part of a CCAF regiment, but after besting the Second CRC in their first operational exercise, few still question the capabilities of "Zou's Finest".

MORALE

The men and women of the Confederation's newest formation are filled to the brim with patriotism and vigor. Neither their meager experience nor their role as fill-ins and place-holders has done anything to diminish their enthusiasm. Considering the high esteem bordering on worship the average Capellan affords any MechWarrior, it is easy to understand the excitement and energy of the CRC, despite their comparatively low status within the CCAF.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Confederation Reserve Cavalry	R/R	Westphalia	5th Confederation Reserve Cavalry	G/R	Repulse
2nd Confederation Reserve Cavalry	G/R	Sakhalin	6th Confederation Reserve Cavalry	G/F	Merdal
3rd Confederation Reserve Cavalry	R/F	Propus	7th Confederation Reserve Cavalry	R/R	Mattisskogen
4th Confederation Reserve Cavalry	R/R	Ambergrist			



2765 CCAF RULES ANNEX

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

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

RANDOM ASSIGNMENT TABLES

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

USING THE RANDOM ASSIGNMENT TABLES

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

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

Record Sheets

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

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

RECORD SHEET SOURCE TABLE

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

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

2765 MASTER EQUIPMENT LEVEL TABLES (CAPELLAN CONFEDERATION)

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Capellan Hussars	+4
St. Ives Armored Cavalry	+3
Capellan Chargers	+3
Chesterton Regulars	+2
Andurien Hussars	+2
Liao Guards	+1
Liao Lancers	+1
Sian Dragons	+1
Tikonov Lancers	+1
Confederation Reserve Cavalry	+0

DICE ROLL MODIFIERS FOR DROPSHIPS

Command	Modifier
Fleet	+4
Transport	+0

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CAPELLAN CONFEDERATION RANDOM ASSIGNMENT TABLES

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	OTT-7J Ostscout [35] (3039)	TRC-4B Chameleon [50] (3058-C)	ARC-2R Archer [70] (3039)	CGR-1A1 Charger [80] (3039)
3	FS9-H Firestarter [35] (3039)	CDA-2A Cicada [40] (3039)	OSR-2C Ostroc [60] (3039)	STC-2C Striker [80] (3058U-C)
4	WSP-1A Wasp [20] (3039)	SCP-1N Scorpion [55] (3039)	KSC-3I Koschei [65] (3075)	XNT-30 Xanthos [100] (3075)
5	STG-3R Stinger [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	CRD-3L Crusader [65] (3039)	PLG-1N Pillager [100] (3058U-C)
6	UM-R60 UrbanMech [30] (3039)	PXH-2 Phoenix Hawk [45] (3085-PP)	WHM-6R Warhammer [70] (3039)	AWS-8Q Awesome [80] (3039)
7	LCT-1V Locust [20] (3039)	CLNT-2-3T Clint [40] (3039)	TDR-5S Thunderbolt [65] (3039)	VTR-9B Victor [80] (3039)
8	FRB-2E Firebee [35] (3075)	GRF-1N Griffin [55] (3039)	CPLT-C1 Catapult [65] (3039)	BLR-1G BattleMaster [85] (3039)
9	STG-3G Stinger [20] (3039)	WVR-6R Wolverine [55] (3039)	KSC-3L Koschei [65] (3075)	EMP-5A Emperor [90] (3058U-C)
10	FS9-K Firestarter [35] (3039)	HBK-4G Hunchback [50] (3039)	CRD-2R Crusader [65] (3075)	STK-3F Stalker [85] (3039)
11	MCY-99 Mercury [20] (3050-C)	WVE-5N Wyvern [45] (3050-C)	CHP-1N Champion [60] (3050-C)	THG-11E Thug [80] (3050-C)
12	SDR-5V Spider [30] (3039)	CRB-27 Crab [50] (3050-C)	GLT-3N Guillotine [70] (3050-C)	EMP-6A Emperor [90] (3058U-C)
13	HER-1S Hermes [30] (3050-C)	HOP-4B Hoplite [55] (3050-IS)	CHP-1N2 Champion [60] (3050-C)	BLR-1Gc BattleMaster [85] (3075)
14	FLC-4N Falcon [30] (3039)	GRF-2N Griffin [55] (Klondike)	KSC-4I Koschei [65] (3075)	PLG-3Z Pillager [100] (3058U-C)
15	PNT-8Z Panther [35] (3039)	GLH-1D Galahad [50] (3075)	WHM-6Rb Warhammer [70] (3075)	HGN-732 Highlander [90] (3050-C)
16	FFL-3A Firefly [30] (Klondike)	OSP-15 Osprey [55] (3085)	KSC-4L Koschei [65] (3075)	BLR-1Gb BattleMaster [85] (3075)
Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Beagle Hover Scout [15] (3050U-C)	Prowler Multi-Terrain Vehicle [55] (3085)	SRM Carrier [60] (3039)	Alacorn Tank Mk III [95] (3058U-C)
3	Tracked APC (LRM) [10] (3039)	Thor Artillery Vehicle [55] (3050U-C)	Thumper Artillery Vehicle [60] (3075)	Alacorn Tank Mk IV [95] (3058U-C)
4	Packrat LPRV PKR-T5 [20] (3039)	Condor Hovertank [50] (3039)	Gallant Urban Assault Tank [70] (Hist:RW)	Fury Tank II [80] (3050U-C)
5	Hover APC (SRM) [10] (3039)	Maxim Hover Transport [50] (3039)	Burke Tank [75] (3050U-C)	Mobile Long Tom [95] (3039)
6	Heavy Wheeled APC [25] (3060)	Goblin Tank [45] (3039)	Magi ISV [75] (3050U-C)	Rhino Tank (MG) [80] (3050U-C)
7	Galleon Tank GAL-100 [30] (3058U-I)	Tiger Tank T-12 [55] (Hist:RW)	Bulldog Tank [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
8	J. Edgar Hovertank [25] (3039)	LTV-4 Hover Tank [50] (XTRPrim2)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
9	Cyrano Gunship [30] (3050U-C)	Turhan UCV [50] (3075)	Marsden Tank II-A [60] (3075)	Puma Tank PAT-005 [95] (3050U-C)
10	Ripper VTOL [10] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Manticore Tank [60] (3039)	Fury Tank II [80] (3050U-C)
11	Chevalier Tank [35] (3060)	Prowler Multi-Terrain Vehicle [55] (3085)	Von Luckner Tank VNL-K65N [75] (3075)	Puma Tank PAT-005 [95] (3050U-C)
12	Beagle Hover Scout [15] (3050U-C)	Maxim Hover Transport [50] (3039)	Demon Tank [60] (3050U-C)	Rhino Tank (ML) [80] (3050U-C)
13	Lightning Attack Hovercraft [35] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	Marksman Artillery Vehicle [65] (3050U-C)	Alacorn Tank Mk VI [95] (3058U-C)
14	Gabriel Recon Hovercraft [5] (3050U-C)	Goblin Tank (SRM) [45] (3039)	Von Luckner Tank (Star League) [75] (Klondike)	Fury Tank II [80] (3050U-C)
15	Maultier Hover APC [15] (3058U-C)	Condor Hovertank [50] (3039)	Manticore Tank [60] (3039)	Mobile Long Tom [95] (3039)
16	Packrat LPRV PKR-T5 [20] (3039)	Tiger Tank T-12 [55] (Hist:RW)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	TR-5 Thrush* [25] (3039)	TR-9 Transit** [50] (3039)	TRB-D36 Thunderbird [100] (3075)	Colossus (2660) (3075)
3	F-10 Cheetah [25] (3039)	HCT-213D Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (3057R)
4	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	STU-K5 Stuka [100] (3039)	Black Eagle (2453) (XTRPrim2)
5	THK-43 Tomahawk [45] (3050-C)	SL-25 Samurai [50] (3039)	CHP-W5 Chippewa [90] (3039)	Fury (2638) (3057R)
6	TR-5 Thrush* [25] (3039)	GTHA-100 Gotha [60] (3050-C)	EGL-R9 Eagle [75] (3075)	Confederate (2703) (3057R)
7	F-10 Cheetah [25] (3039)	TR-9 Transit** [50] (3039)	CHP-W5 Chippewa [90] (3039)	Gazelle (2351) (3057R)
8	RGU-133E Rogue [40] (3050-C)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Dictator (2600) (3075)
9	TRN-3T Trident [20] (3050-C)	HCT-213S Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Triumph (2593) (3057R)
10	THK-53 Tomahawk [45] (3050-C)	GTHA-500 Gotha [60] (3050-C)	HMR-HD Hammerhead [75] (3050-C)	Leopard CV (2581) (3057R)
11	RGU-133F Rogue [40] (3050-C)	F-90 Stingray [60] (3039)	CHP-W7 Chippewa [90] (3039)	Union (2708) (3057R)
12	RGU-133L Rogue [40] (3050-C)	IRN-SD1 Ironsides [65] (3050-C)	AHB-443 Ahab [90] (3050-C)	Overlord (2762) (3057R)
13	THK-63 Tomahawk [45] (3050-C)	F-90 Stingray [60] (3039)	HMR-HE Hammerhead [75] (3050-C)	Achilles (2582) (3057R)
14	ZRO-114 Zero [35] (3050-C)	GTHA-500 Gotha [60] (3050-C)	STU-K5 Stuka [100] (3039)	Intruder (2655) (3057R)
15	F-10 Cheetah [25] (3039)	IRN-SD2 Ironsides [65] (3050-C)	CHP-W7 Chippewa [90] (3039)	Titan (2647) (3057R)
16	RGU-133Eb Rogue [40] (3050-C)	HCT-214 Hellcat II [50] (3050-C)	TRB-D46 Thunderbird [100] (3075)	Vengeance (2682) (3057R)

*TR-5 Thrush uses ferro-aluminum armor. Identical to TR-7 with 1 additional armor point per wing

**TR-9 Transit uses ferro-aluminum armor. Identical to TR-10 with 2 additional armor points aft and 15 AC ammo



BLACK LION I (BATTLE CRUISER)

After the success of the *Dreadnought*-class, Admiral McKenna felt that his new Terran Hegemony required vessels more mobile and affordable to supplement its battleships. While the *Dart*-class cruisers arguably already filled this role, the admiral wanted more.

Legend has it that Admiral McKenna designed the *Black Lion* himself. While there is little doubt that McKenna knew ships, it was mainly the skill of the Hegemony design teams that made it possible to add the multitude of features McKenna requested into a single, living WarShip. In an effort to keep costs down, the original *Black Lions* hared a large number of components in common with the *Dreadnought*.

In service, the *Black Lion* defined the very nature of the Hegemony battle cruiser. Massing more than contemporary cruisers, it served as a command asset for cruiser squadrons, and as a scouting wing for battleships. Admiral McKenna himself would use the lead ship as his flagship, preferring its maneuverability over the *Dreadnought*. As a class, these first *Black Lions* dated quickly, when

new innovations like docking collars became commonly available. This would lead to attempts to replace the *Black Lion* with newer designs like the *Quixote*-class, yet these original *Black Lions* would continue to serve for years to come.

Ultimately, the need for more modern heavy cruisers led to the decision to refit the more numerous and advanced *Aegis*-class ships, and the original first-block *Black Lions* finally passed into mothballs, with most sold to the Great Houses in the lead up to the Reunification War. Here, these venerable ships served well, but many were returned to mothballs during the Golden Age as the Great House navies streamlined and modernized their assets. Most would be stripped for their germanium cores, though a few would remain to see service in the Succession Wars.

The legacy of the original *Black Lions* did not end with the scrapyards, however. In the 2600s, Boeing Interstellar introduced a new *Black Lion*-class for the Star League Navy, based in no small part on the original ship's specs. This larger version, which sported heavier armor and weaponry as well as the ability to transport supporting DropShips, would build a reputation that eventually eclipsed that of its predecessor.





BLACK LION I-CLASS BATTLE CRUISER

Tech: Inner Sphere
Introduced: 2315
Mass: 720,000 tons
Length: 743
Sail Diameter: 1,105
Fuel: 4,000 tons (10,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 5
KF Drive Integrity: 16
Heat Sinks: 1,954
Structural Integrity: 75
Battle Value: 119,805

Armor

Nose: 72
Fore-Sides: 84
Aft-Sides: 84
Aft: 72

Cargo

Bay 1: Small Craft (12) 2 Doors
 Bay 2: Small Craft (12) 2 Doors
 Bay 3: Cargo (93,688 tons) 2 Doors

DropShip Capacity: 0

Grav Decks: 2 (150-meter diameter each)

Escape Pods: 36

Life Boats: 36

Crew: 99 officers, 394 enlisted/non-rated, 104 gunners, 120 bay personnel, 20 first class passengers, 50 second class passengers, 140 marines

Notes: Equipped with 1,080 tons of Standard Armor

Weapons:		Capital Attack Values (Standard)					Class
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme		
Nose (376 Heat)							
3 NAC/20 (45 rounds)	180	60	60	60	—	Capital AC	
3 NAC/20 (45 rounds)	180	60	60	60	—	Capital AC	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
FL/FR (196 Heat)							
2 NAC/20 (30 rounds)	120	40	40	40	—	Capital AC	
3 Killer Whale (30 missiles)	60	12	12	12	12	Capital Missile	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
LBS/RBS (376 Heat)							
3 NAC/20 (45 rounds)	180	60	60	60	—	Capital AC	
3 NAC/20 (45 rounds)	180	60	60	60	—	Capital AC	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
AL/AR (196 Heat)							
2 NAC/20 (30 rounds)	120	40	40	40	—	Capital AC	
3 Killer Whale (30 missiles)	60	12	12	12	12	Capital Missile	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
Aft (376 Heat)							
3 NAC/20 (45 rounds)	180	60	60	60	—	Capital AC	
3 NAC/20 (45 rounds)	180	60	60	60	—	Capital AC	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/5 (80 rounds)	4	2 (20)	2 (20)	—	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	
4 AC/2 (90 rounds)	4	1 (8)	1 (8)	1 (8)	—	Autocannon	



SOYAL (HEAVY CRUISER)

In 2725, tenders went out for a replacement for the Hegemony's aging *Avatar*-class cruisers. For Delhi WarShips, it was an opportunity to hit the big time with a revolutionary new type of combat vessel. Key to their plans was the development of a secret weapon system that had just reached its maturity at the time: the mass driver. Though relatively awkward for pitched battles, mass drivers offered the ability to deliver massive opening volley damage, totally changing the dynamics of naval combat. The designers' proposal to employ such a revolutionary technology in a new ship class offered Delhi a chance to gain a leg up on their competitors in the bidding for a new Star League vessel.

In practice, Delphi's access to mass driver technology and research proved far more limited than they accounted for, and the company specs heavily over-engineered the proposed cruiser to handle the anticipated stresses of firing such a powerful weapon. At over a million tons, the resulting cruiser design rivaled a *Farragut* battleship in sheer size, but the mass driver demanded it. Secondary weapons were skimmed on, but this was considered acceptable as the ship's bow-on combat profile would leave "little need" for broadside weapons. After combat modeling, Delhi representatives felt confident that their ship, though expensive, was competitive and entered their tender as the *Soyal*-class.

When Mitchell Vehicles' *Luxor*-class won the contract, few were surprised. While scuttlebutt suggested the CEO of Blue Nose Clipperships had called in some favors for his business allies at Mitchell Vehicles, few could deny the *Soyal* was oversized and excessively radical. A review of the SLDF's internal records revealed more fundamental problems. The SLDF had already ruled out mass drivers as incompatible with SLDF doctrine, especially since classified targeting advancements had made traditional weapons far more accurate at longer ranges than mass drivers. Of course, as this was classified information, unavailable to Delhi engineers and executives at the time, the result was a great deal of energy spent on designing what was, fundamentally, an unsuitable ship.

At least, as far as the Star League Navy was concerned.

The *Soyal* would have gone no further were it not for the Capellan Confederation. Seeking to modernize its own fleet, the Confederation saw in Delhi's pitch a modern ship with many similarities to their familiar *Du Shi Wang*-class. After some modifications (mostly to remove SLDF-proprietary technology and add quarters for a Maskirovka detachment), the Capellans placed an order for four ships.

Once the first *Soyals* in Confederation colors launched, their unique design caused something of a stir, enough for the neighboring Free Worlds League to place its own orders for the cruiser. Meanwhile the seemingly successful deployment of a mass driver would create uninformed public demands for a SLDF equivalent that ultimately led to the SLS *Surprise* trials in the 2750s.

Ironically, the weapon that made the *Soyal* so fearsome also proved it to be something of a "white elephant" in the end. Beyond some periodic test-firings in the decades after its launch (with results the Confederation invariably classified), these unique ships would not see true action until the Succession Wars. When finally sent into real combat, the all-or-nothing nature of the mass drivers swiftly led to a few spectacular successes for the Capellans—but at the cost of many even more embarrassing defeats. The mass driver's incredibly limited field of fire quickly became the ship's Achilles' heel, and the *Soyals* would eventually all fall prey to faster, more maneuverable vessels that could easily avoid its fire.

SOYAL-CLASS HEAVY CRUISER

Tech: Inner Sphere
Introduced: 2731
Mass: 1,500,000 tons
Length: 1,100 meters
Sail Diameter: 1,200 meters
Fuel: 25,000 tons (62,500)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 7
KF Drive Integrity: 30
Heat Sinks: 779 (1,558)
Structural Integrity: 120
Battle Value: 130,574

Armor

Nose: 140
Fore-Sides: 138
Aft-Sides: 138
Aft: 132

Cargo

Bay 1: Fighter Cubicle (12)	3 Doors
Bay 2: Small Craft (2)	1 Door
Bay 3: BattleMech Cubicle (48)	2 Doors
Bay 4: Cargo (184,422 tons)	2 Doors

DropShip Capacity: 3

Grav Decks: 2 (145-meter diameter each)

Escape Pods: 21

Life Boats: 21

Crew: 70 officers, 345 enlisted/non-rated, 46 gunners, 130 bay personnel, 28 marines

Notes: Equipped with 1,880 tons of Standard Armor

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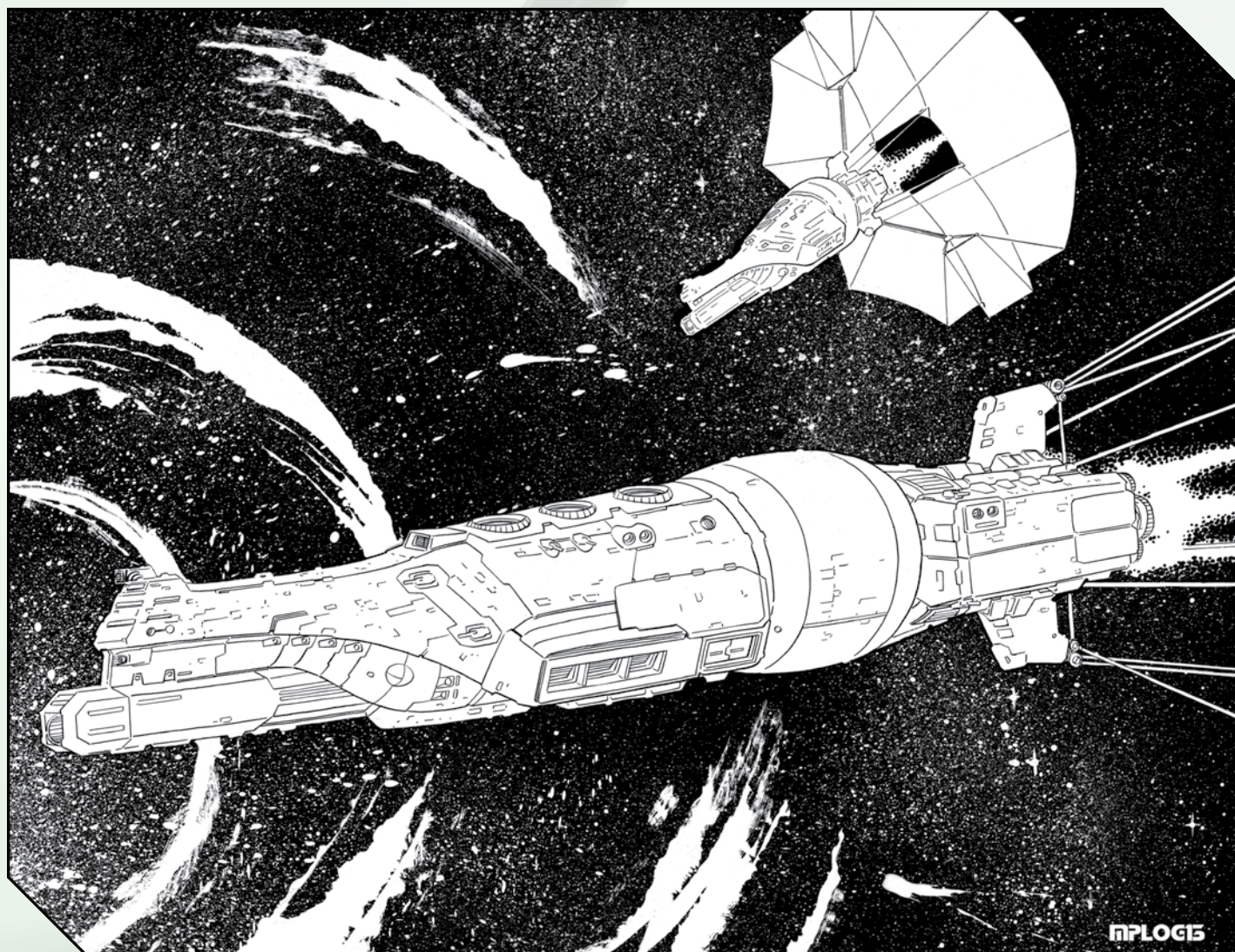
Weapons:

Arc (Heat) Type	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (96 Heat)						
1 Medium Mass Driver (15 rounds)	60	100	100	100	—	Capital AC
2 Heavy N-Gauss (40 rounds)	36	60	60	60	60	Capital Gauss
FL/FR (440 Heat)						
1 NAC/30 (20 rounds)	100	30	30	30	—	Capital AC
1 NAC/20 (20 rounds)	60	20	20	20	—	Capital AC
4 NL45	280	18	18	18	18	Capital Laser
LBS/RBS (200 Heat)						
1 NAC/30 (20 rounds)	100	30	30	30	—	Capital AC
1 NAC/20 (20 rounds)	60	20	20	20	—	Capital AC
2 Killer Whale	40	8	8	8	8	Capital Missile

(60 missiles)

Weapons:

Arc (Heat) Type	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
AL/AR (200 Heat)						
1 NAC/30 (20 rounds)	100	30	30	30	—	Capital AC
1 NAC/20 (20 rounds)	60	20	20	20	—	Capital AC
2 Killer Whale (60 missiles)	40	8	8	8	8	Capital Missile
Aft (316 Heat)						
2 Heavy N-Gauss (40 rounds)	36	60	60	60	60	Capital Gauss
4 NL45	280	18	18	18	18	Capital Laser



MPLOGIS

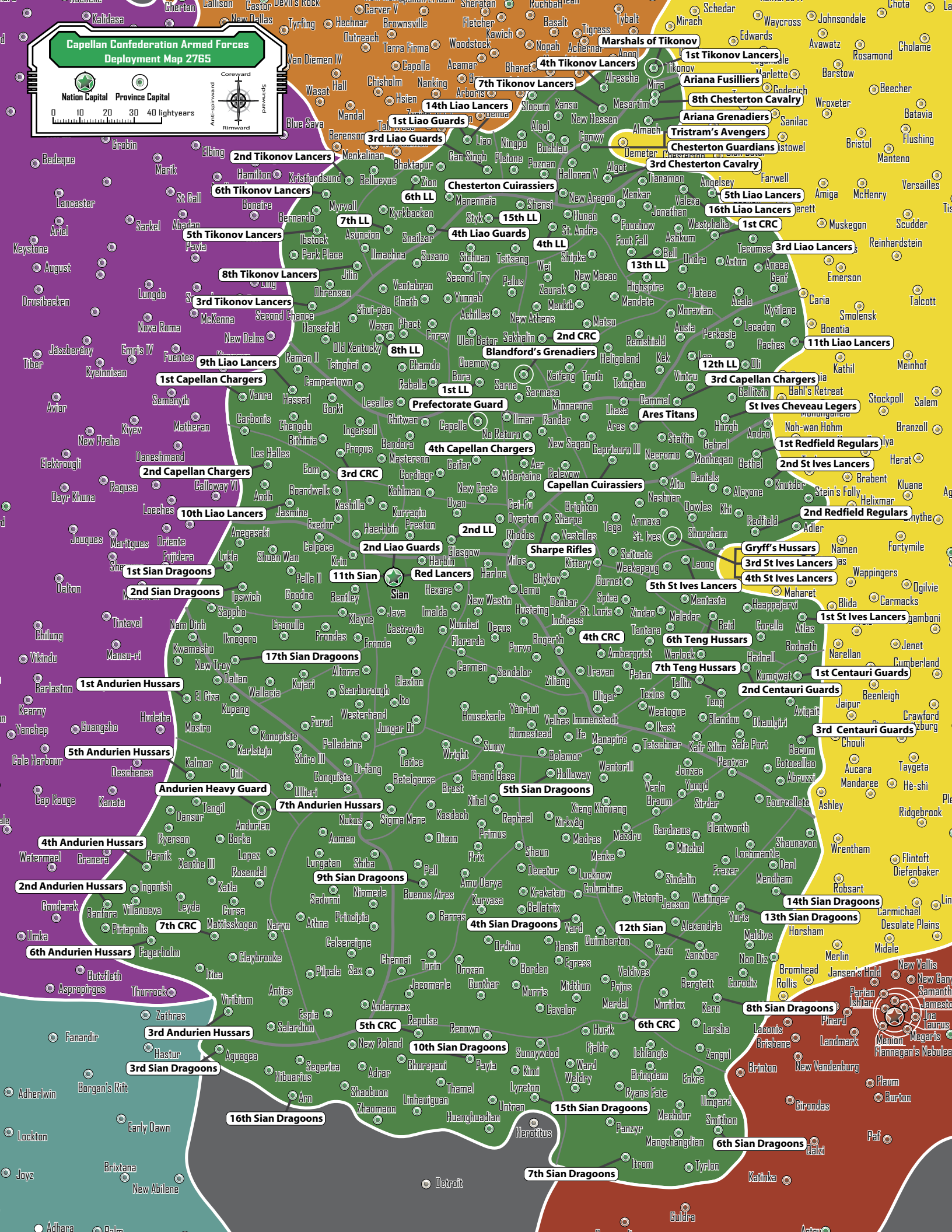
Capellan Confederation Armed Forces
Deployment Map 2765

Nation Capital Province Capital

0 10 20 30 40 lightyears

Coreward Rimward

Anti-clockwise clockwise



BATTLETECH

ARMOR DIAGRAM

WARSHIP RECORD SHEET

WARSHIP DATA

Type: **BLACK LION I**

Name: _____ Tonnage: 720,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 3
 Maximum Thrust: 5
 DropShip Capacity: 0
 Fighters/Small Craft: 0 /24 Launch Rate: 8

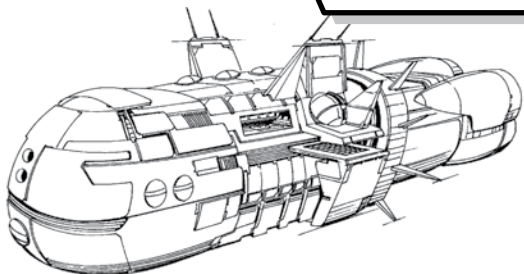
Weapons & Equipment Inventory

Capital Scale		(1-12) (13-24)(25-40)(41-50)					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
3 NAC/20 (45 rounds)	N	180	60	60	60	—	
3 NAC/20 (45 rounds)	N	180	60	60	60	—	
2 NAC/20 (30 rounds)	FL/FR	120	40	40	40	—	
3 Killer Whale (30 missiles)	FL/FR	60	12	12	12	12	
3 NAC/20 (45 rounds)	LBS/RBS	180	60	60	60	—	
3 NAC/20 (45 rounds)	LBS/RBS	180	60	60	60	—	
2 NAC/20 (30 rounds)	AL/AR	120	40	40	40	—	
3 Killer Whale (30 missiles)	AL/AR	60	12	12	12	12	
3 NAC/20 (45 rounds)	A	180	60	60	60	—	
3 NAC/20 (45 rounds)	A	180	60	60	60	—	

Standard Scale		(1-6) (7-12) (13-20)(21-25)					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
4 AC/5 (80 rounds)	N	4	2 (20)	2 (20)	—	—	
4 AC/5 (80 rounds)	N	4	2 (20)	2 (20)	—	—	
4 AC/2 (90 rounds)	N	4	1 (8)	1 (8)	1 (8)	—	
4 AC/2 (90 rounds)	N	4	1 (8)	1 (8)	1 (8)	—	
4 AC/5 (80 rounds)	FL/FR	4	2 (20)	2 (20)	—	—	
4 AC/5 (80 rounds)	FL/FR	4	2 (20)	2 (20)	—	—	
4 AC/2 (90 rounds)	FL/FR	4	1 (8)	1 (8)	1 (8)	—	
4 AC/2 (90 rounds)	FL/FR	4	1 (8)	1 (8)	1 (8)	—	
4 AC/5 (80 rounds)	LBS/RBS	4	2 (20)	2 (20)	—	—	
4 AC/5 (80 rounds)	LBS/RBS	4	2 (20)	2 (20)	—	—	
4 AC/2 (90 rounds)	LBS/RBS	4	1 (8)	1 (8)	1 (8)	—	
4 AC/2 (90 rounds)	LBS/RBS	4	1 (8)	1 (8)	1 (8)	—	
4 AC/5 (80 rounds)	AL/AR	4	2 (20)	2 (20)	—	—	
4 AC/5 (80 rounds)	AL/AR	4	2 (20)	2 (20)	—	—	
4 AC/2 (90 rounds)	AL/AR	4	1 (8)	1 (8)	1 (8)	—	
4 AC/2 (90 rounds)	AL/AR	4	1 (8)	1 (8)	1 (8)	—	
4 AC/5 (80 rounds)	A	4	2 (20)	2 (20)	—	—	
4 AC/5 (80 rounds)	A	4	2 (20)	2 (20)	—	—	
4 AC/2 (90 rounds)	A	4	1 (8)	1 (8)	1 (8)	—	
4 AC/2 (90 rounds)	A	4	1 (8)	1 (8)	1 (8)	—	

Grav Decks: _____ Cargo: _____
 Grav Deck #1: 150-meter Bay 1: Small Craft (12) (2 Doors)
 Grav Deck #2: 150-meter Bay 2: Small Craft (12) (2 Doors)
 Bay 3: Cargo (93,688 tons) (2 Doors)

BV: 119,805

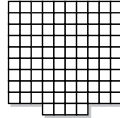


VELOCITY RECORD

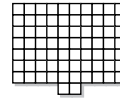
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

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

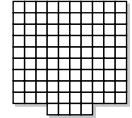
Fore-Left Damage Threshold (Total Armor)
9 (84)



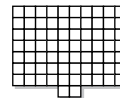
Nose Damage Threshold (Total Armor)
8 (72)



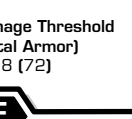
Fore-Right Damage Threshold (Total Armor)
9 (84)



Aft-Left Damage Threshold (Total Armor)
9 (84)



Aft-Right Damage Threshold (Total Armor)
9 (84)



Aft Damage Threshold (Total Armor)
8 (72)

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
---	---	---	---	---	---

 Modifier:

+1	+2	+3	+4	+5	Incp.
----	----	----	----	----	-------

 Crew: 717 Marines: 140
 Passengers: 70 XX
 Other: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 36/36

CRITICAL DAMAGE

Avionics

+1	+2	+5
----	----	----

 Life Support

+2

 CIC

+2	+4	0
----	----	---

 Sensors

+1	+2	+5
----	----	----

 Thrusters
 Left

+1	+2	+3	0
----	----	----	---

 Right

+1	+2	+3	0
----	----	----	---

 Engine

-1	-2	-3	-4	-5	0
----	----	----	----	----	---

HEAT DATA

Heat Sinks: 1,954 Heat Generation Per Arc
 Nose: 376
 Left/Right Fore: 196 / 196
 Left/Right Broadside: 376 / 376
 Left/Right Aft: 196 / 196
 Aft: 376

BATTLETECH

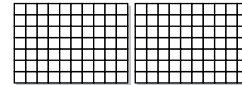
ARMOR DIAGRAM

WARSHIP RECORD SHEET

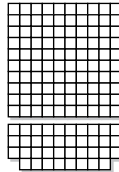
Capital Scale



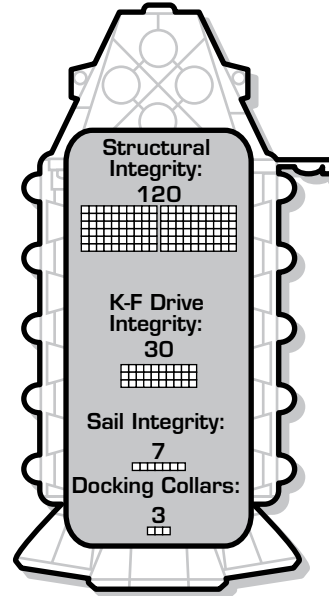
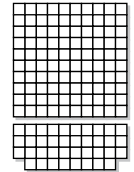
Nose Damage Threshold
(Total Armor)
14 (140)



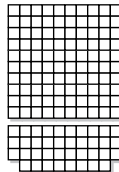
Fore-Left Damage Threshold (Total Armor)
14 (138)



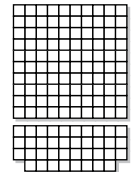
Fore-Right Damage Threshold (Total Armor)
14 (138)



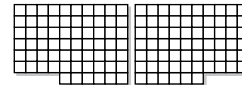
Aft-Left Damage Threshold (Total Armor)
14 (138)



Aft-Right Damage Threshold (Total Armor)
14 (138)



Aft Damage Threshold (Total Armor)
14 (132)



WARSHIP DATA

Type: SOYAL

Name: _____ Tonnage: 1,500,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 3
 Maximum Thrust: 5
 DropShip Capacity: 3
 Fighters/Small Craft: 12 / 2 Launch Rate: 6 / 2

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
1 Medium Mass Driver (15 rounds)	N	60	100	100	100	—
2 Heavy N-Gauss (40 rounds)	N	36	60	60	60	60
1 NAC/30 (20 rounds)	FL/FR	100	30	30	30	—
1 NAC/20 (20 rounds)	FL/FR	60	20	20	20	—
4 NL45	FL/FR	280	18	18	18	18
1 NAC/30 (20 rounds)	LBS/RBS	100	30	30	30	—
1 NAC/20 (20 rounds)	LBS/RBS	60	20	20	20	—
2 Killer Whale (60 missiles)	LBS/RBS	40	8	8	8	8
1 NAC/30 (20 rounds)	AL/AR	100	30	30	30	—
1 NAC/20 (20 rounds)	AL/AR	60	20	20	20	—
2 Killer Whale (60 missiles)	AL/AR	40	8	8	8	8
2 Heavy N-Gauss (40 rounds)	A	36	60	60	60	60
4 NL45	A	280	18	18	18	18

Grav Decks:
 Grav Deck #1: 145-meter
 Grav Deck #2: 145-meter

Cargo:
 Bay 1: Fighter Cubicle (12) (3 Doors)
 Bay 2: Small Craft (2) (1 Door)
 Bay 3: BattleMech Cubicle (48) (2 Doors)
 Bay 4: Cargo (184,422 tons) (2 Doors)

BV: 130,574

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 591 Marines: 28
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 21 / 21

CRITICAL DAMAGE

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

HEAT DATA

Heat Sinks: 779 (1,558)
 Heat Generation Per Arc
 Nose: 96
 Left/Right Fore: 440 / 440
 Left/Right Broadside: 200 / 200
 Left/Right Aft: 200 / 200
 Aft: 316

VELOCITY RECORD

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

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

