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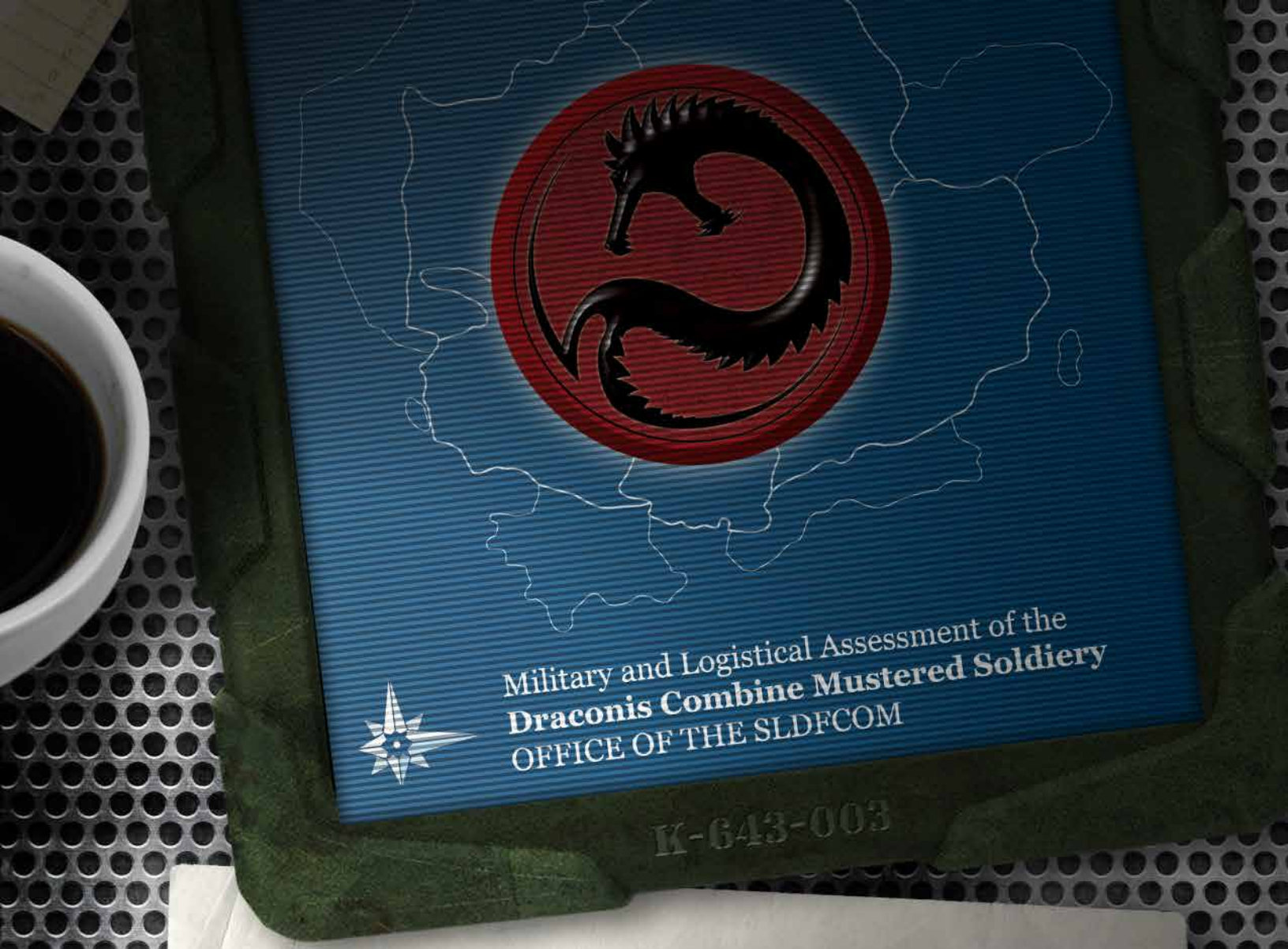
Field Report: Draconis Combine 2765

Military and Logistical Assessment of the
Draconis Combine Mustered Soldiery
OFFICE OF THE SLDFCOM



GATHERING FORCES...

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

Field Report 2765: DCMS describes the state of House Kurita's Draconis Combine 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: DCMS

TO: Aleksandr Kerensky
FROM: Aaron DeChavilier
Date: 11 January 2765

Alek,

Attached is the latest report on the Combine's military forces and it's not good. I pulled this report out of the SLIC, as they're the ones in the best position to explain things.

While it would be easy to simply think of the Combine as Samurais in Space, it would be a gross understatement of the DCMS's threat to our operations. Takiro is cut from the same cloth as his ancestor Shiro, only with about four hundred years of "polish." Takiro also has a lot bigger sandbox and more toy soldiers to play to play with than Shiro ever did.

I feel I should point that while the author of this report, Major Crevan Mallory, is from the Federated Suns, his previous analysis of Combine actions and thoughts have been highly accurate and thoroughly sourced. He's been SLIC's senior Combine watcher for the past three years and takes his responsibilities seriously. Still, I think he's being generous in his time estimates. My own thoughts are that we'll be embroiled in a serious military confrontation with the Combine before the decade is out.

Of all the Inner Sphere powers, the Combine is the one most likely to provoke an interstellar incident. They're already been pushing us, looking for a weakness they can exploit. Subtle they're not.

TO: All RAF Brigade Commands
FROM: Brigadier General Evan Falange
Date: 18 October 3090

While the DCMS of today barely resembles the DCMS of 2765, there are enough parallels between the two that make this document relevant even today, three hundred years later.

As you can see from this document, the Draconis Combine of three hundred years ago differs little from the Combine today. Even though the current Coordinator is disposed to friendly relations with the Republic, we cannot count on that goodwill with successive Coordinators. It is clear that the Combine was expanding its military back in 2765 and there was a good chance that war would have broken out between the Star League and the Combine. The destruction of the Jihad has made any rapid military build-up impossible. For the DCMS to reach its pre-Jihad force levels, it will take decades, if not a century.

However, the Combine would be willing to wait that long. There is no telling what the mindset of the third or fourth generation Coordinator from today will be. But it should be noted that there have been more Shiros and Takiros as Coordinator then there's been Theodores and Hohiros. The Combine culture demands an aggressive military, and while it's a shadow of its former self, it will not remain so.

The military historian, B. H. Liddell Hart wrote over a thousand years ago, "The practical value of history is to throw the film of the past through the material projector of the present on the screen of the future." It is from the past where we will get an idea of what the future will hold.

—Brigadier General Evan Falange, for the RAFHQ

HOW TO USE THIS BOOK

Field Report: DCMS 2765 is a *BattleTech* supplement designed to provide players with information about the state of the Draconis Combine Mustered Soldiery (DCMS) during the height of the Star League

This first section of this book—the *Combine Overview*—is divided into two broad sections, a *Strategic Assessment* and the *Goals of the Dragon*. *Strategic Assessment* is a brief overview of the DCMS' current condition and perceived objectives, while *Goals of the Dragon* presents the political and suspected military benchmarks the Kuritans are likely to use in the future.

The next chapter, *Logistical Status*, covers the state of Academies and Command Centers throughout the Combine, while *Infrastructural Integrity* will present an overview of the state of the Combine's manufacturing infrastructure just before Amaris' coup.

The next chapter, *Military Readiness*, will present a specific update on the status, officers, and notable events of the various brigades of the DCMS, with an eye toward their likely future employment. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

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Special Thanks: To my parents for never finding that drummer I've been marching to all these years and Robert Madson, for those great times across the table back when BattleTech was just getting started. Special thanks to Amanda Duran, whose knowledge of the Japanese culture and language has help me breathe some life into the Combine.

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

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

FIELD REPORT 2765: DCMS

BUSHIDO

Known as the samurai's code of chivalry, *bushido* describes the principles of honor followed by the military class that ruled feudal Japan. It is a synthesis of borrowings from three sources. It borrowed stoic endurance and scorn for suffering and death from Zen, worship of country from Shinto, and the social ethic of the five relationships from Confucianism. *Bushido* emphasizes constant physical and mental training to maintain and improve fighting techniques, and discipline to develop the character, confidence, and inner self-control that the samurai needs to unflinchingly face an opponent in battle to the death. The Kurita samurai owes his Coordinator uncompromising loyalty until death. Indeed, he is willing to sacrifice his life without a moment's hesitation.

—From *The Resurgence of Japanese Culture*, by Darby Pollack, Dragon Tooth Publishing, 2751

Bushido is an outdated code that is both barbaric and bizarre. It has the effect of making the average Combine soldier a mindless killer with no sense of self-survival. Their goal is to kill the enemy, or to die, either on the battlefield or through a disgusting and brutal form of suicide. *Bushido* robs them of the need for compassion or mercy; for on the battlefield, there are only their fellow samurai and the enemy.

—From *Know the Enemy: Draconis Combine*, by Raymond DeChenne, Yellow Bird Publications, Robinson, 2754

COMBINE OVERVIEW

The Draconis Combine is aggressive, xenophobic, and militaristic, with a mindset based on the samurai culture of medieval Japan. Four hundred and forty years ago, Shiro Kurita created his Draconis Combine through dynamic statesmanship, deceit, and force of arms. His decedents have continued his work for the most part, leaving the Combine's relationship with the rest of the League at best tepid, at its worse, actively hostile.

STRATEGIC ASSESSMENT

The Draconis Combine Mustered Soldiery (DCMS) fields one hundred fourteen BattleMech regiments, with thousands of conventional regiments, and several hundred aerospace fighter wings. The bulk of these regiments are organized into nine divisions, each fielding anywhere from five to twenty-nine brigades. Common BattleMechs in the DCMS ranks include *Stinger*s, *Stinger* LAMs, *Wasp*s, *Panther*s, *Shadow Hawk*s, *Dragon*s, *Thunderbolt*s, *Archer*s, *Bombardier*s, *Warhammer*s, *Victor*s, *Stalkers* and *BattleMaster*s. SLDF BattleMechs sold to the Combine are concentrated in the Sword of Light or other fanatically loyal units.

All BattleMech regiments have an attached aerospace fighter wing, and with the exception of the Sword of Light and the Sun Zhang Cadres, also have attached Infantry and armor regiments. These brigades are named after the BattleMech regiment, and vary in number from division to division.

The DCMS is large, robust, and except for Rasalhague Regulars elements, completely loyal to the Coordinator. The current Coordinator, Takiro Kurita, is a twenty-eighth century combination of a Japanese emperor and shogun in both his power and authority. Below him, the four district warlords jockey against each other for the Coordinators' favor. Below the warlords, the military, and below them, the civilian castes that serve to keep the military supplied.

Combine soldiers, especially the MechWarriors, are steeped in *bushido* from the first day of training, and consider themselves the Inner Sphere's elite warriors. They pride themselves on being tenacious in defense, relentless in attack, ruthless in combat, with no fear of death. DCMS training is much harsher than elsewhere in the Star League and only the best warriors become MechWarriors.

However, the DCMS does have weaknesses. Initiative, especially among junior officers, is actively discouraged, and few regimental commanders have the latitude or ability to change strategy to adapt to changing conditions. Orders from superiors are expected to be obeyed without question. There is also a tendency for officers to allow personal ambition to cloud their judgment and their actions on the battlefield. Combined with soldiers' willingness to sacrifice their lives have led to DCMS units taking unnecessary casualties over the years.

Another flaw is the Dragon MechWarriors' ingrained belief that they are the pinnacle of the Combine military caste. These MechWarriors view infantry and armor as lesser soldiers, only useful for soaking up enemy fire or guarding locations. This arrogance has led to poor coordination between different DCMS branches more than once, leading to heavier casualties and failed missions.

The last weakness is the Combine's social stratification. Only a handful of Combine citizens from outside the warrior families have become MechWarriors and female MechWarriors are rare. The unwillingness to accept talented people from lower castes keeps the pool of MechWarriors smaller than it would be otherwise.

GOALS OF THE STATE

The Draconis Combine's stated goal is to rule the entire Inner Sphere and its leaders make little effort to hide it.

From the Alliance of Galedon's founding and expansion, the invasion and occupation of Rasalhague Principality, through the War of Davion Succession, the Draconis Combine has always been an aggressor state. The retaining the Dieron Regulars' name, despite Dieron having never been a part of the Combine, shows that the Dragon's dreams of expansion are still alive.

The Combine exploits its neighbors on all fronts—militarily, socially, and through espionage. DCMS units probe for weaknesses among its neighbors and SLDF garrison units, the *Ronin* War (also known as the First Hidden War) being a prime example of this probing. The ISF

looks to gain military technology and secrets from the Star League members while keeping theirs firmly under their control. For years, the Combine has strived to be self-sufficient in military manufacturing, as the cost of the civilian market. Socially, the Combine wages a propaganda war against the Star League, pushing men and women of military age to the DCMS instead of the SLDF. Since joining, the Combine has tried reaping the benefits of Star League membership while limiting its responsibilities.

Only because it is surrounded by the Lyran Commonwealth, Terran Hegemony and the Federated Suns has the Combine's ambitions been kept in check. But as the War of Davion Succession showed, the Combine will use any pretext to expand its territory at their neighbors' expense.

The Combine remains a part of the Star League only as long as they see a benefit to do so. When they believe they have taken all they can get, they will undoubtedly withdraw and pursue their own goals. In the meantime, the DCMS probes for weaknesses in its neighboring states.

SLIC has discovered that a number of the DCMS regiments are significantly over strength. The two most likely scenarios are the DCMS will be using the extra troops to replace expected casualties, or this is an attempt to hide new brigades that are being formed. Based on current intelligence, SLIC believes that the Combine is forming new brigades.

Unless there is a radical shift in the Combine mindset, and soon, SLIC predicts the Combine will initiate another major war with a neighboring state within the next twenty-five years, with a fifty percent chance of that war being against the Hegemony.

YOUHEI

With the strong emphasis on *Bushido* and loyalty to the Coordinator, mercenaries were not always welcomed inside the Combine three hundred years ago. Officially called *youhei* (soldiers-for-hire)—or more commonly, and derisively, *sorobanzuku*—mercenaries kept a low profile while working inside the Dragon's borders.

Despite the hostile atmosphere among the DCMS at the time, there was a market for mercenaries. Most mercenaries had either DCMS or SLDF training, though a few with LCAF or AFFS backgrounds were seen in Combine employ. Their advantages were that they could think outside the Combine cultural box and could be sacrificed if needed. Around 2765, SLIC estimated there was the equivalent of eight to ten regiments of mercenaries scattered across the Combine, mostly in platoon to company-size elements.

CONTINUED ON P. 5

YOUHEI (CONTINUED)

The number of *youhei* that could be hired at any time was strictly limited, with the Rasalhague District operating under even tighter restrictions, to prevent a build-up of rebel forces. Any non-state employment of mercenaries for longer than three months had to be approved by the ISF.

The three primary employers then, as now, were nobles, corporations and the state.

Nobles generally used mercenaries as bodyguard, estate security, or training cadre for their household guard. They are also used as "problem solvers." This involved violence that the employers didn't want to be publicly traced back to them. Missions like assassination, kidnapping, hostage retrieval, and location destruction were as common then as now. These contracts were usually for one mission and lasted less than three months.

Corporations used mercenaries for the same reasons as the nobility did, but hired larger teams and heavier weapons such as armored vehicles and, in a few cases, BattleMechs. Mercenaries that specialize in corporate espionage and counter-espionage were especially valuable to a company.

As seen in the Waldorff Raid of 2742, the Combine itself will use mercenaries when they don't want something traced back to them. The pirate raids against the Commonwealth were supposed to keep the LCAF off-balance and secure for the Combine valuable resources. But the mercenaries' incompetency in operational security left enough evidence for the Commonwealth to point the finger at the Combine. This loss of face caused the Combine's mercenary hiring to be curtailed for over a decade.

While mercenaries have never been warmly welcomed in the Combine, the Dragon does use them to its advantage.

LOGISTICAL STATUS

The Combine strives to be self-sufficient in all phases of its military manufacturing base. The military training concentrates on MechWarriors and aerospace pilots in the harshest training program in the Star League. There is evidence that both the manufacturing and training programs are being expanded to support an growing DCMS, At the current rate of expansion, SLIC estimates that there will be five to ten additional DCMS brigades before the decade is out.

ACADEMIES AND COMMAND CENTERS

A DCMS soldier's training starts in one of many the training camps located across the Combine. Most recruits will serve in planetary militia, though those with connections or who show aptitude will be assigned to the better armor and infantry regiments. MechWarriors, aerospace fighter pilots, spacecraft crews, and those slated to become infantry or armor officers are assigned to schools.

The Sun Zhang MechWarrior Academy on New Samarkand is the largest MechWarrior institute in the Inner Sphere. On average, Sun Zhang graduates 850 cadets every year from the toughest military training program anywhere. Open to Combine citizens only, all candidates are investigated by the ISF including physical, mental, and political evaluations. Once accepted, the cadet is subject to a four-year barrage of political indoctrination, intense physical training, and strict military discipline. The result is a well-trained, fanatically loyal, MechWarrior or aerospace pilot. After graduation, the cadets spend time in one of the Sun Zhang Cadre regiments before being assigned to a line regiment.

The Galedon Military Academy is the second-most prestigious school for MechWarriors and aerospace pilots in the Combine. Open to only Galedon District residents, the requirements to get into the GMA are nearly as stringent as Sun Zhang. Once in, the cadet faces a hard four years of physical training and class work. Those who graduate spend the next two years in the Second Galedon Regulars before moving on to one of the other Galedon District brigades.

The Sun Tzu School of Combat is unusual in that unlike both Sun Zhang and GMA, the student body also includes cadets who are slated for the infantry and armor regiments. Also unlike the two larger schools, Sun Tzu teaches their cadets how to use BattleMechs, armor and infantry in a combined-arms approach. This makes the Sun Tzu graduates unique in the DCMS. Only their small numbers and the DCMS High Command's bias have kept these officers from being more influential on Combine military thinking.

Besides these three major schools, there are other schools that train soldiers for the DCMS. The University of Proserpina has a MechWarrior program, its graduates sent to the Proserpina Hussars for blooding. The Dieron Regulars have their own school, the Dieron Warriors' Academy (DWA). Located on Shimonita, the DWA produces several dozen highly trained, if somewhat apolitical, MechWarriors every year.

For a DCMS officer to advance to senior command level, they must attend either the Pagoda for Luthien Officers or the Wisdom of the Dragon. The Pagoda for Luthien Officers is for those who have the right political and noble background and teaches mostly military administration. The Wisdom of the Dragon is more combat-oriented, teaching tactics and strategy. Both are also heavily steeped in social and cultural interaction, making those who excel in these schools among the best in the Combine.

Military training in the Combine is the harshest anywhere in the Inner Sphere. They have a higher number of students who fail, but those who succeed are the toughest and most dedicated warriors, making them dangerous opponents.

INFRASTRUCTURAL ASSESSMENT

The Combine's major military industrial goal is control all phases of the manufacturing process. From the raw ore to the finished product, the state wants everything to be done from inside its borders. If they cannot build or mine it themselves, they will attempt to buy it—and, if that fails, they will attempt to steal the item.

Because the military plays such an important part in the Combine, the state's industries are heavily geared toward military over civilian products. While this reduces the average standard of living among Combine civilians, it leaves the DCMS well equipped and supplied with enough resources to carry out several major operations at the same time.

The Luthien Armor Works (LAW) (*Dragon)* Wells Technologies (*Charger*), along with Alshain Weapons (*Panther*), Gorton, Kingsley, and Thorpe Enterprises (*Phoenix Hawk*), and LexaTech Industries (*Archer*, *Stinger* LAM) are the leading BattleMech manufactures within the Draconis Combine. Wakazashi Enterprises (Star Dagger) also supplies aerospace fighters to the DCMS, while Buda Imperial Vehicles (coolant truck) is its top military vehicle manufacturer. In addition to building the *Wolverine* and *Warhammer* BattleMechs, Amalgamated Sword and Steel also produces a third of the Combine's small arms and infantry support weapons.

One area where the Combine is weak is their WarShip production. Limited JumpShip construction and maintenance facilities forced the Combine to mothball a number of its WarShips after the Reunification War. However, SLIC has found indications the Combine is refurbishing a number of those WarShips. DropShip traffic has picked up at both the Stellar Trek Shipyards at Chatham, Dharma HyperSpace yards at Schuyler, and several other, smaller space yards. Security has also been increased at these sites, making confirmation difficult.

As noted earlier, what the Combine doesn't possess within its own borders, it tries to obtain by other means. The ISF is very active in industrial espionage, concentrating mostly on Hegemony companies. It was by this method in 2461 that the Combine gained plans for the BattleMech, and the Dragon persists in attempting to acquire advanced military technology by any means necessary even to this day.

Ironically, this century-long drive to become self-sufficient, and the continuous attempts to obtain technology for its own use has actually added delays to the achievement of this goal. Hegemony manufacturers are hesitant to either invest in Combine industry, or build factories in its space. The business climate for foreign markets within the realm can range for hostility to indifference, which offsets the cheap Combine labor and land. Of the five Great House member states, the Draconis Combine has the fewest SLDF manufacturing contracts.

But that has not stopped this realm from becoming the Hegemony's largest buyer of military equipment. Most of the purchases are BattleMechs, mostly SLDF second-hand designs and a handful of approved new designs directly from Hegemony factories. In addition, BattleMech replacement parts are flowing to the Combine in large amounts. SLIC has noticed a five percent increase in military purchases over the last two years, another sign that the DCMS is increasing its forces.

Also growing is the Combine's manufacturing base. Both LAW and Wakazashi Enterprises are looking to expand their assembly lines, and construction on several new plants on interior Combine worlds has been confirmed. The number of mining permits issued within the realm has increased threefold over the past five years and there is a noticeable uptick in civilian DropShip and JumpShip construction.

At the current time, the Draconis Combine remains dependent on Hegemony supplies to fuel its military machine, but the SLIC believes that at its current rate of industrial expansion, House Kurita will be 75 percent industrially self-sufficient within two decades, approaching 90 percent self-sufficiency by 2800.

BRUTAL TRAINING

What I saw on my visit to the Sun Zhang Academy is disturbing.

The cadets are awake before dawn and spend two hours on physical training. After fifteen minutes for a shower, they have thirty minutes for breakfast. Four hours of classroom training are followed by two more hours of physical training, thirty minutes for lunch, then four more hours of classroom, another two hours of physical training, and an hour-long lecture on tenets of *bushido*, leaving only a few hours for dinner, studying and sleep. This is the cadets' schedule seven days a week. There are no weekend passes, and the cadets get only a few state holidays off.

That's the cadets' schedule in their first year at the academy.

Second-year cadets add simulator time to that schedule, while third and fourth-year students pilot real BattleMechs and aerospace fighters in live-fire exercises that last anywhere between six hours and a week.

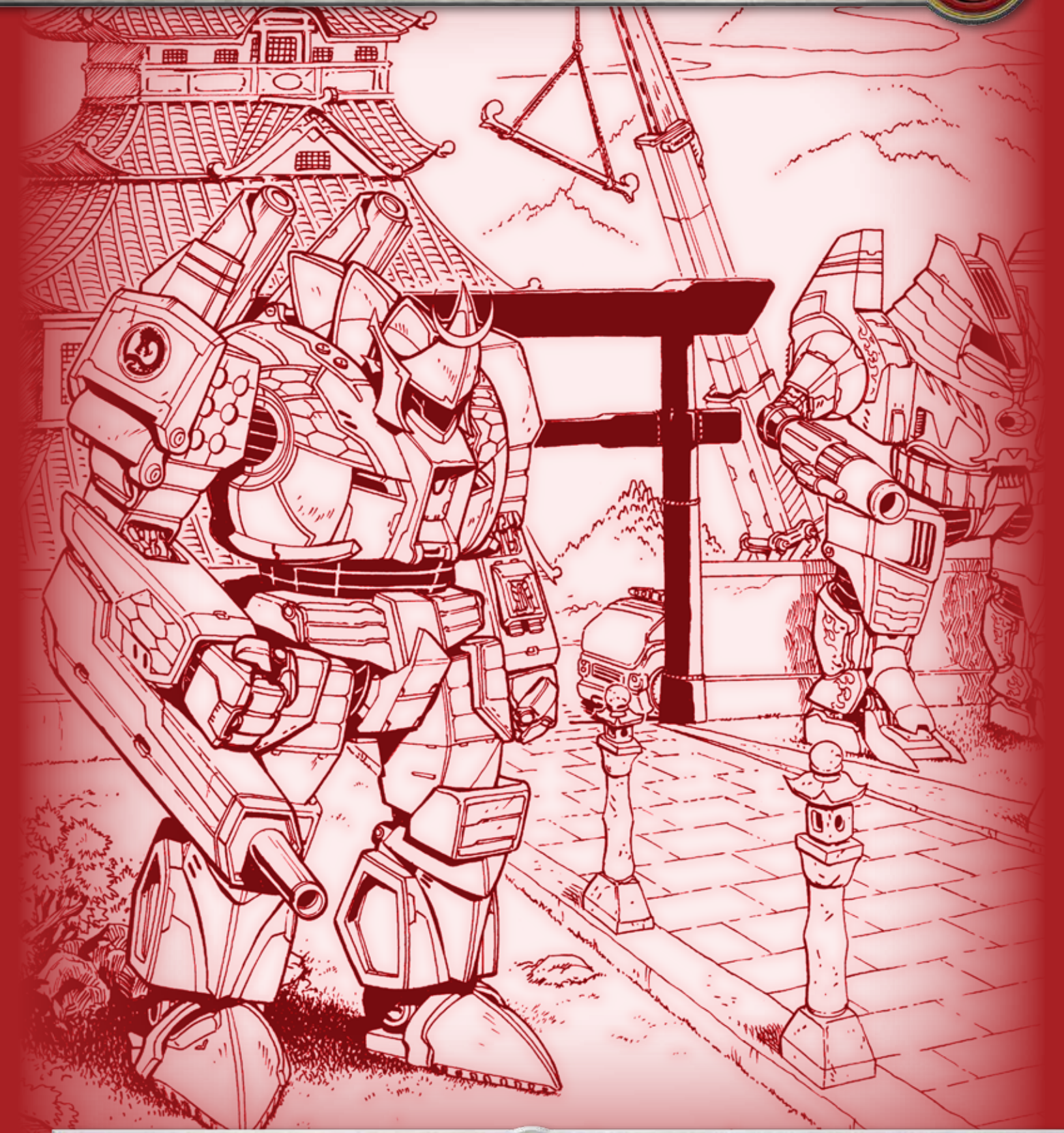
A fourth-year cadet averages four hours a sleep a night.

Discipline is strict and punishment—both verbal and physical—is far beyond anything the SLDF allows. It is a rare cadet who hasn't been severely beaten at least once, either by an instructor or fellow cadets. They are drilled in *bushido* and loyalty to the Coordinator from the time they wake up until they go to bed. They are expected to act like samurai at all times, and duels between students over perceived honor slights are acceptable.

Add in the ISF's relentless observation, and it's clear that Sun Zhang cadets are under intense pressure. In the week I was there, there were two suicides and two more fatal incidents classified as "accidents." When I asked *Sho-sa* Ito, my guide, about them, he just shrugged and said, "We train *samurai*, not children."

—From SLDF document J23454/2751-4-30, "Examination of Combine Training Methods" by Major Vaughn Reece, 2751

FIELD REPORT 2765: DCMS



SWORD OF LIGHT

Originally numbering a dozen BattleMech and conventional regiments, Coordinator Takiro Kurita reformed the corps in the 2740s, reducing it to five reinforced BattleMech regiments and turning them into "the soul of the DCMS." Easily identifiable by their flat red color scheme and flaming-sword insignia, these troops are used to spearhead major attacks or suppress rebellions across the Combine. Answerable only to the Coordinator, they are temporarily assigned to a Warlord's command, but each *tai-sho* remains responsible for his regiment's actions.

CONDITION

Unlike most of the other corps, the Sword of Light regiments do not have integral armor and infantry forces assigned to them. Instead, such supporting troops are assigned as needed, and always placed under the direct command of the Sword of Light's *tai-sho*. Support regiments are treated with little respect or honor; SOL *tai-sho*s have been known to sacrifice their armor and infantry assets in order to protect their BattleMechs, or to employ these temporary assets as diversionary units, allowing the Sword MechWarriors to strike elsewhere and seize all the glory.

Each Sword of Light BattleMech regiment represents one of the five pillars of Combine society, reflected in the color of the Kurita dragon emblem each soldier wears or emblazons on his regiment's BattleMechs. The First Sword represents the Pillar of Ivory, or religion. The Second embodies the Pillar of Steel, or the military. The Fourth symbolizes the Pillar of Jade, or the economy. The Fifth signifies the Pillar of Gold, or government. And the Seventh represents the Pillar of Teak, or culture.

The average 'Mech and aerospace fighter in this brigade is weighted toward the heavy end of the spectrum, but there still remain enough light and medium 'Mechs and fighters to give them a good response time in battle. Most of the 'Mechs and aerospace fighters in the Swords of Light are of Combine manufacture, but equipment brought from the Star League for DCMS use typically see their first deployments in these regiments

All five regiments have four BattleMech battalions, giving the regiment commander tactical flexibility that few of his peers enjoy. This extra battalion, combined with elite-grade training and its MechWarriors' zealousness, makes the Sword of Light a dangerous opponent. For air support, each Sword of Light regiment also has two wings of aerospace fighters, made up of the best and most fanatical pilots in the DCMS.

Every element that makes up a Sword of Light regiment, from personnel to training to equipment, is calculated to raise the regiment's abilities to be superior to any other formation in the Star League. Sworders are elite warriors, given the toughest jobs and missions that require skill and determination to complete. In return, they are treated by Combine society with great deference and respect.

A Sword of Light regiment is never short of supplies. They are always first in line for new equipment from the Procurement Department. On the battlefield, they have priority over any other DCMS unit for resupply and first choice of any salvage. Each regiment has DropShips and JumpShips permanently assigned to it, and is not dependent on outside transport.

Training is thorough and constant, in a number of environments, and under all sorts of conditions. Sworders are trained to overcome any obstacle in their way, or die trying. Most of the time, they achieve their objective.

Relations between the Sword of Light regiments and the SLDF are far from warm. On three of their current base worlds—Capra Awano, and Goito—relations between the Sword of Light and the local SLDF infantry divisions are cold at best. On Luthien, The Coordinator's presence forces the Sword of Light regiments stationed there to be civil to the SLDF soldiers, but it's a chilly politeness.

There are indications that the Coordinator is quietly forming additional Sword of Light regiments. All five of the active commands are currently over strength anywhere from a couple of lances to two companies. These extra forces are equal to two battalions' worth of troops. In addition, SLIC has noticed increased supplies to all Sword of Light regiments above their normal allotment, but there are no signs of movement or preparations for movement in any of the Sword of Light's bases.

MORALE

In order to qualify to become a member of a Sword of Light regiment, any soldier, from MechWarrior to tech, must first have at least five years' flawless service in another Combine BattleMech regiment. Those who graduate from the Sun Zhang Academy or GMA are given a slight preference.

The applicant must then undergo a rigorous examination of his mental, physical, spiritual, and political abilities. In addition, an extensive background check by the ISF is made. If a candidate fails any of the exams, he is eliminated from consideration. Those who are accepted are highly motivated and fervently loyal to the Coordinator.

Since Urizen Kurita II, it has become tradition that the Coordinator's heirs, if qualified, serve in one of the Sword of Light Regiments.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Sword of Light (The Ivory Dragon)	E/F	Capra
2nd Sword of Light (The Steel Dragon)	E/F	Luthien
4th Sword of Light (The Jade Dragon)	E/F	Luthien
5th Sword of Light (The Gold Dragon)	V/F	Awano
7th Sword of Light (The Teak Dragon)	V/F	Goito

ARKAB LEGIONS

Most Muslims did not leave Terra until the mid-twenty-fifth century. In their eventual travels to settle their own worlds, many distinct groups of Arabic and Berber peoples merged into what is now called the Azami. The Azami settled on several worlds inside the Combine's border and began building their new society.

The Combine tried to assert its authority over these worlds in 2497, only to find the fierce Azami well-versed in warfare and immune to a local virus that decimated the DCMS invaders. Impressed by their fighting skill, the Combine government negotiated an agreement with these peoples. In return for being granted limited autonomy, the Azami had to swear an oath of loyalty to the Combine and the Kurita family.

The Azami were found to be natural MechWarriors, and the Combine, eager to harness the Azami's fighting spirit, supplied them with BattleMechs. By 2515, there were three Arkab Legions in operation, and the brigade reached its current size of five BattleMech regiments in 2523. Specializing in reconnaissance and raiding, the Arkab Legions prefer speed over armor and firepower, fielding mostly fast light and medium 'Mechs. On the battlefield, they exhibit the same fierce fighting spirit as their ancestors did three centuries ago, favoring lighting raids and ambushes.

The *tai-sho* of the First Arkab is considered the nominal commander over the entire Legion brigade, though it is rare for two or more of the Legions to operate together.

CONDITION

Almost all the BattleMechs, aerospace fighters, and armor fielded by the Azami are older models obtained through the DCMS Procurement Department. Replacements and supplies are also routed through the DCMS, though the Azami's continued belief they are allies of the Combine and not subjects has made the Procurement Department at times reluctant to supply the Legions in a timely matter. This has led to some minor incidents between the Legions and the Combine at large, through the problems are usually resolved quickly.

In addition to an aerospace fighter wing, each Legion has three regiments of armor and three infantry regiments attached to each Arkab BattleMech regiment. These regiments use hovercraft exclusively, including large number of the Sabaku Kaze ("Desert Wind") scout hover tank, in order to keep up with the BattleMech regiments. Unlike most of the other brigades, the armor crews and infantry have an excellent working relationship with the MechWarriors and aerospace pilots. The Legion's MechWarriors refer to the tankers and infantry as "little brothers", while "big brothers" is used by the infantry and tankers to refer to the MechWarriors and all three use "cousins" to refer to the aerospace pilots.

The First, Third, and Fifth Legions are recon specialists first, hit-and-run specialists second. The Second and Fourth are expert raiders, using their speed to strike at static targets and retreat quickly. For the most part, they operate independently from other DCMS units. In cases of invasion, they are matched with heavier regiments, to give the invasion force speed, long-range reconnaissance, and the ability to conduct deep strikes into enemy territory.

Most of the Azami warriors are taught on their native homeworlds, either by family members or in training camps. A few Azami enter the Sun Zhang MechWarrior Academy and, after their time in the cadre, return to the Legions, to pass on their knowledge to the others.

The ISF keeps a wary eye on the Arkab Legions, but with the Azami being an insular populace, the ISF finds it almost impossible to plant undercover operatives inside the brigade. Instead, the DCMS Regimental Liaison Team (RLT) attached to each Legion is made up of ISF officers. The Azami know the RLT is spying on them, and the RLT knows the Azami knows, but both sides maintain the polite illusion that nothing is going on.

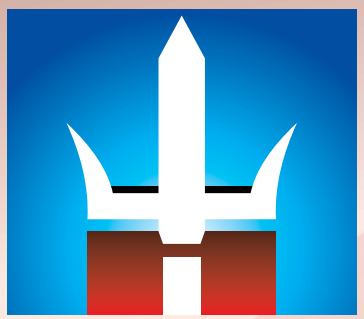
MORALE

The Azami warrior is well-trained, fervent in his beliefs, and fully commits himself to any mission that he is assigned. But he isn't a blind follower of the Coordinator, who he sees as an ally and not as his ruler.

It isn't uncommon to find members of a lance or even at a company level related to one another either by blood or marriage. Fathers, sons, uncles, nephews, brothers, brothers-in-law, and cousins—all serving in the same unit—is considered a common occurrence among the Arkab Legions. This tradition of fighting alongside family only strengthens their mutual commitment to the warrior's path, and reinforces a bond that is strong on and off the battlefield.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Arkab Legion	V/R	Algedi	4th Arkab Legion	R/R	Arkab
2nd Arkab Legion	E/R	Jeju	5th Arkab Legion	G/R	Sulafat
3rd Arkab Legion	V/R	David			



BENJAMIN REGULARS

The Benjamin District is bordered by the Lyran Commonwealth, the Terran Hegemony, and the Federated Suns. Because of this, soldiers in the Benjamin Regulars are expected to be able to fight any of the three surrounding states' armed forces. This mental flexibility is favored over the correct political views other DCMS units demand. Despite that, the Regulars are considered reliable, and their district's location gives them some leeway with the ISF.

CONDITION

The nineteen brigades of the Benjamin Regulars form the core of the district's forces. Considered the most flexible and innovative of all the district commands, the Benjamin Regulars favor an even mix of 'Mech and aerospace weight classes, spread evenly across all the regiments. The mix gives its field commanders greater choice of tactics and the ability to tailor their forces for any operations. Unlike some of the other districts, the Benjamin regiments are generalists, able to adapt to changing conditions, enemy actions and battlefield terrain. "Jack of all trades, master of none," best describes the Regulars' training and mindset.

Attached to each Benjamin Regulars 'Mech regiment are an aerospace wing, four armor regiments, four infantry regiments, and an artillery regiment. These forces, like those of the BattleMech regiment, are also a mix of weight classes. The highest concentration of Sun Tzu graduates who command such brigades are in the Benjamin Regulars, and these commanders favor a strong combined-arms approach.

The Seventh, Twelfth, and Seventeenth Regulars are being rebuilt after a number of bandit raids seriously damaged them over the last year. Their questionable reliability rating is thus because they are still rebuilding, rather than in a state of political flux; the SLIC estimates it will take another six months to a year before all three groups are back to full strength. In the cases of the Fourth and Nineteenth brigades, a new commanding officer has recently been installed, and is still settling in. With all five of these formations headed by Sun Zhang graduates, it should be noted that these forces demonstrate poorer coordination between their 'Mech assets and conventional units than the rest of the Benjamin divisions.

Because of their central location between three states, the DCMS Procurement Department considers the Regulars a high priority. This results in more expedited shipments, to keep most of the Benjamin regiments at maximum strength. Technicians train constantly, and have developed methods to shave minutes off major repair projects.

Life for a Benjamin Regular is one of constant training. A Regulars MechWarrior must be able to fight against any of the three enemy military forces, as well as the bandits and pirates that plague the border regions. Soldiers are expected to adapt to changing battlefield conditions on the fly, and officers in command positions are encouraged to be open to their subordinates' ideas. Relations with the SLDF are better here than in the other border districts, and there are periodic talks of training exercises between the two militaries.

Leadership ability is important in the Regulars. Lance commanders and those higher up must show they have the ability to command at the next level. Political reliability only comes into consideration at battalion level or higher.

MORALE

The average Regular is more concerned with keeping his warrior's edge than he is worrying about maintaining the correct political attitude. Benjamin Regulars officers, meanwhile, have to pay more attention to what they say and do in public, though they're more relaxed in private. The ISF keeps a close eye on these regiments, but generally ignores minor offenses and concentrates on making sure they don't grow into something worse. In return, the Regulars generally steer clear from political issues and keep their grumbling to late supplies and local conditions.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Benjamin Regulars	R/R	Najha	11th Benjamin Regulars	V/R	Kaus Media
2nd Benjamin Regulars	R/R	Sendai	12th Benjamin Regulars	G/R	Osumi
3rd Benjamin Regulars	R/R	Dover	13th Benjamin Regulars	R/R	Maule
4th Benjamin Regulars	G/Q	Benjamin	14th Benjamin Regulars	R/R	Deshler
5th Benjamin Regulars	G/R	Irurzun	15th Benjamin Regulars	V/R	Silkeborg
6th Benjamin Regulars	R/R	Benjamin	16th Benjamin Regulars	R/R	Reisling's Planet
7th Benjamin Regulars	V/R	Tangerz	17th Benjamin Regulars	G/Q	Matar
8th Benjamin Regulars	V/R	Rukbat	18th Benjamin Regulars	V/R	Skat
9th Benjamin Regulars	V/R	Elix	19th Benjamin Regulars	G/Q	Kuzuu
10th Benjamin Regulars	R/R	Kaus Borealis			

DIERON REGULARS

A history lesson is pertinent here:

In 2310, Shiro Kurita, founder and leader of the Alliance of Galedon visited several nearby interstellar states, including recently created Dieron Federation, to convince them to join his alliance. Using his considerable political skill and the mutual distrust of these proto-state leaders at the time, Shiro maneuvered them into joining his power bloc. As part of the agreement, each state had to send a certain percentage of its citizenry to New Samarkand for indoctrination and military training. The first draft of the original Dieron Federation's citizens, roughly three thousand men and women, thus went to New Samarkand in late 2310.

However, the states quickly discovered that Shiro had lied to them, and several worlds withdrew from the Alliance. Shiro's strong-armed response over the next few years included the invasion of several worlds, the executions of many opposing planetary leaders, and a wave of fear among those former Alliance worlds that had yet to capitulate to Kuritan rule.

In 2316, when Director-General James McKenna and his newly formed Terran Hegemony began expanding to nearby worlds, the game changed. Given a choice between an increasingly brutal Alliance of Galedon, and the much-closer influence of the Terran Hegemony, with their mix of implied military threat and gentle diplomacy, Dieron and other planets close to Terra chose to join the Hegemony. Shiro Kurita was furious at the loss of those worlds to McKenna, but as he was unable to match the Hegemony's naval or military strength, and with his forces tied up securing other rebelling systems, he could not contest Dieron's annexation. Despite this, a brigade of Dieron natives remained steadfastly loyal to House Kurita, and Shiro decided to keep their name as a promise that Dieron would once again part of his empire.

While there aren't many in the Regulars who can currently trace their roots back to Dieron, there is a general belief among the troops that Dieron should be part of the Combine and that one day, it will be. In the meantime, the Dieron Regulars are a corps without a homeworld.

CONDITION

To keep the idea alive that Dieron is part of the Combine, these Regulars are depicted in the press as "exiles waiting for the chance to go home." The fact that none of the soldiers today were born on Dieron is never mentioned. Dieron Regulars battalions are frequent guests of governors' whose worlds lie close to the Hegemony border, where they are held up as "the hope of the future." Because of this, the senior command staffers are thoroughly trained in protocol and diplomacy. These troops are spread out across the Benjamin District, the closest they can be to Dieron.

The Regulars are not show troops. Most are considered medium-weight brigades, and the First is a heavy, reinforced regiment trained in planetary defense or assaults. Each brigade spends six months to a year on the Combine border before rotating back to an interior world, where additional training and strengthening the unit is done. While they have faced only bandits, the Dieron commands have demonstrated that they are well-trained and led.

Three medium armor and three infantry regiments are part of each brigade, with up to four independent artillery regiments assigned as needed. Like the BattleMech regiments, the support regiments' senior staff officers are trained to be effective representatives of the Combine. In the field, however, there is a tendency for the Dieron commanders to waste their armor and infantry forces on security missions or feints.

As a "symbol of the future," the Dieron Regulars suffer very little in the way of delays or problems from the Procurement Department. They have the best reputation, as there is almost always some action in the offering, and political correctness is not as important as it is in the Sword of Light regiments.

When it comes to receiving replacements, there is a list of criteria that the Bureau of Administration must follow when assigning troops. Warriors that can trace their family back to the draftees from the Federation are given a preference for any open slots, followed by those natives from those Combine worlds closest to Dieron, then natives from other Benjamin District planets. Sun Zhang graduates with a Dieron draft background are sent to the top of the list. Graduates from the Dieron Warriors' Academy are a close second. Currently, all five 'Mech regiment commanders here are both descendants of the Dieron draft and Sun Zhang MechWarrior Academy graduates.

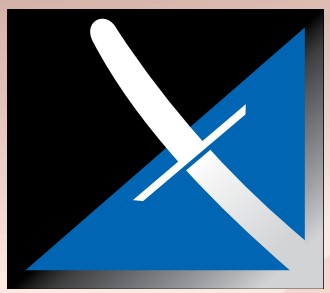
MORALE

Despite the belief that Dieron belongs to the Combine, the average Dieron Regular is a pragmatic soldier, more concerned with getting the job done quickly and completely than they're earning glory and honor for themselves or their unit. The ISF keeps an eye on them, mostly to make sure they stay that way.

The relationship between the Dieron soldiers and the SLDF is limited. Only the Third and Fourth Dieron share their current base worlds with Star League troops, and the bases used by bother forces are located far apart from each other. Suggestions for joint training exercises from the 410th BattleMech Division's commanding officer, Major General Onyewu, to the commander of the Fourth Dieron were met with a polite, "We'll think about it." That was six months ago.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Dieron Regulars	E/F	Alya	4th Dieron Regulars	R/R	Mara
2nd Dieron Regulars	R/R	Shimonita	5th Dieron Regulars	V/F	Biham
3rd Dieron Regulars	V/R	Junction			



GALEDON REGULARS

Fully a quarter of the DCMS' BattleMech strength is concentrated in the twenty-nine brigades of the Galedon Regulars. Several of these brigades can trace their origins to those raised and commanded by Urizen Kurita, brother of the Combine's founding Coordinator, Shiro Kurita. Responsible for two-thirds of the Dragon's border with the Federated Suns, and a large section of its Periphery border, the Galedon Regulars are considered to be the most respected brigades outside of the Sword of Light.

CONDITION

Because the Galedon Regulars must defend important worlds such as New Samarkand and Galedon V, the respective birthplaces of the Kurita dynasty and the Draconis Combine as a whole, all of the soldiers who enter these regiments must first be approved by the ISF. While not as intense as those faced by either those entering the Sword of Light or the Rasalhague Regulars, the ISF background and political reliability check for the Galedon Regulars is nevertheless a thorough one.

Thanks to their role as the guardians of the Dragon's heritage, the DCMS Procurement Department is prompt when a Galedon command requests supplies. These brigades are thus the best supplied outside of the Sword of Light regiments, and they are second only to the Sword in terms of new BattleMech models or equipment. Most of the Galedon brigades are close to full strength or over strength.

The Galedon Regulars have several heavy and assault regiments, while the rest are evenly split between light and medium-weight forces. The Twelfth, Seventeenth, and Thirty-seventh Galedon suffered major losses within the last year and are in the middle of rebuilding.

Because of the Federated Suns threat, each Galedon 'Mech regiment is assigned the support of five armor regiments, five infantry regiments, an artillery regiment, and a reinforced aerospace fighter wing. The aerospace and armor weight is equivalent to the weight of the BattleMech regiment it is assigned to. Coordination between the different regiments is poor, however, as the high number of Sun Zhang and Galedon Military Academy graduates in command positions suffer from MechWarrior elitism, and treat their attached support forces as little more than cannon fodder. Friction between Galedon MechWarriors and their comrades from other branches varies from mild hostility to physical confrontations.

Because of the district's size, the Galedon Regulars have an excellent working relationship with the Draconis Combine Port Authority, which controls the major transportation points at Galedon V and New Samarkand. This relationship gives them access to any necessary transport they may require on a moment's notice.

MORALE

About one third of the Sword of Light MechWarriors began their career in the Galedon Regulars, and each year, a large percentage of Sun Zhang graduates from the cadres find themselves assigned to the Galedon brigade. These younger, well trained warriors bring with them high morale and a burning desire for victory.

At the same time, this also leads to pockets of fanaticism similar to what we've seen in the Sword of Light regiments, combined with a ruthlessness not usually seen among district brigades. A Seventeenth Galedon Regulars MechWarrior was responsible for the Santiago Massacre in 2572, and that one event has tainted the rest of the Inner Sphere's view of them to this day. They harbor a deep hatred for the Federated Suns, which is returned by the Davion troops on the other side of the border. The War of Davion Succession saw vicious fighting between Galedon regiments and the AFFS, and both the Third and Eighth Galedon have been accused of war crimes against Federated Suns civilians. SLDF troops stationed with Galedon Regulars on the Combine side of the border are constantly subjected to hostility and low-level harassment.

With the ongoing bandit activity along the Combine-Suns border, the Regulars get plenty of combat experience. Regiments are routinely rotated along the border to give them a chance of action. Furthermore, it is not uncommon to find Galedon Regulars officers on leave spending some time teaching at the Sun Zhang MechWarrior Academy passing on their practical experiences to the new generation of Combine MechWarriors.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Galedon Regulars	E/F	Medron
2nd Galedon Regulars	V/R	McComb
3rd Galedon Regulars	R/R	Benet III
4th Galedon Regulars	R/F	Misery
5th Galedon Regulars	V/F	Enif
6th Galedon Regulars	E/R	Galedon V
7th Galedon Regulars	R/R	Kawabe
8th Galedon Regulars	G/R	Worrell
11th Galedon Regulars	V/R	New Samarkand
12th Galedon Regulars	R/Q	Dunklewälderdunklerflüssenschattenwelt
13th Galedon Regulars	R/R	Cassias
14th Galedon Regulars	V/F	Galedon V
15th Galedon Regulars	R/R	Oshika
16th Galedon Regulars	R/R	Delacruz
17th Galedon Regulars	R/Q	Tatsuno
18th Galedon Regulars	R/R	Bad News
20th Galedon Regulars	V/R	Sinope
21st Galedon Regulars	R/R	Valentina
22nd Galedon Regulars	V/F	Bryceland
23rd Galedon Regulars	R/R	Gandy's Luck
24th Galedon Regulars	V/R	Lima
27th Galedon Regulars	R/F	Thestria
29th Galedon Regulars	R/R	McGehee
30th Galedon Regulars	V/R	Ludwig
31st Galedon Regulars	G/R	Ningxia
36th Galedon Regulars	R/R	Echo
37th Galedon Regulars	G/Q	Lima
39th Galedon Regulars	R/R	McGehee
40th Galedon Regulars	R/F	Misery

PESHT REGULARS

The Pesht District is the only district without a major state on its border. Only the largely uninhabited reaches of the Periphery marks this region's frontier, and so, beyond a few bandit raids, the forces stationed here see little combat.

Nevertheless, Pesht District is an important area, because the Combine's capital world of Luthien is located here. For this simple reason, loyalty to the Coordinator is the most important attribute a member of the Pesht Regulars can possess. More than a few noble sons who were deemed to be too valuable (or too inept) to risk in combat have found themselves assigned to the Pesht regiments, placed under the watchful eye of veteran NCOs and officers. These Regulars rarely leave the District, and then only do so to support internal operations, or to assume garrison duties over another Combine world so that other line regiments can be deployed for action elsewhere.

CONDITION

While they are not front-line brigades, the Pesht Regulars do serve a couple of major functions. The primary role is to serve as "show troops" for the district's citizens. They are thus masters of close-order drill and formation marching. It is a rare to see a major parade in the capital district that does not feature at least a battalion of Pesht Regulars matching in it. To most of the people who live there, the Regulars may be the only DCMS BattleMechs they will ever see in person. This display of Combine might has helped bolster DCMS recruiting levels in the Pesht District, where SLDF recruiting levels are remarkably low.

The Regulars' second, and far less glamorous, role is to back up the Sword of Light brigade during times of civil unrest. While the Pesht regiments are not expected to participate in actual population suppression, their presence tends to send a strong signal to any would-be rebels about the Dragon's might, and frees up Sword of Light elements from security and garrison duties. Once a rebellion has been crushed, the Regulars' presence enables the Swords to be withdrawn far faster than they would be otherwise. Since rebels rarely have BattleMechs, the mere sight of a Pesht Regulars *BattleMaster* is usually enough to choke off any thoughts of attack.

The BattleMech and aerospace fighter weight of the Regulars varies from regiment to regiment. The Second and Tenth Regulars are assault regiments, while the rest tend to field a mix of medium and light 'Mechs, backed up by only a few heavy and assaults. Most of their machines are older models, and are generally those built within Combine borders.

Because their role is less combat-oriented, secondary forces assigned to each Pesht Regulars regiment consist of only one aerospace fighter wing, three armor regiments, and five infantry regiments. If a Pesht force is expected to see combat, extra forces—such as artillery—may be assigned as needed. When acting in support of the Sword of Light in suppressing rebellion, Pesht forces are used to garrison "pacified" areas, to dig insurgents out of urban areas, and to make frontal assaults against prepared positions.

The Pesht Regulars' supply situation is unusual. Some equipment—such as actuators, myomers and internal structure—are readily available for the Regulars' use, but other common items—like armor, weapons, and ammunition—are more difficult to obtain. The DCMS Procurement Department does not see the need in wasting combat expendables on regiments that rarely so combat. Unless a Pesht regiment is going to be deployed along the Periphery, involved in a support mission, or to cover another command's border post, the Regulars are issued enough combat expendables for only one or two major battles.

Most Pesht regiments are understrength, as some of their best troops have been skimmed to help fill in holes in other district brigades. (A few have even qualified for the Sword of Light regiments.) Replacements have been slow in coming from the Bureau of Substitution, as their primary concerns are brigades with forces on the borders.

MORALE

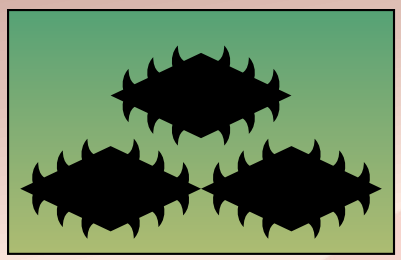
Despite the treatment, morale in the Regulars is good. They see very little combat, travel through the Pesht District and sometimes beyond, and are treated warmly by the locals most of the time. While they have their fair share of sub-standard soldiers, there are enough competent warriors in position able to minimize any damage these soldiers can do.

The Pesht Regulars have little contact with SLDF forces. Only the Third is stationed on a world alongside Star League forces and they have kept their distance from the SLDF garrison. Attempts to open communications with other Pesht Regulars have been politely but firmly rebuffed.

The ISF keeps a close watch on the Pesht units, but it's unlikely that they have the ability or the motivation to revolt against the Coordinator.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
2nd Pesht Regulars	R/F	Pesht	6th Pesht Regulars	G/R	Qandahar
3rd Pesht Regulars	G/F	Luthien	7th Pesht Regulars	R/R	New Sapporo
4th Pesht Regulars	G/R	Isfahan	9th Pesht Regulars	R/F	Bjarred
5th Pesht Regulars	R/F	Land's End	10th Pesht Regulars	G/R	Hassi R'mel



PROSERPINA HUSSARS

The Proserpina Hussars are free-floating brigades with a long history of serving the Combine. The first mention of the Hussars can be found as a tank regiment in Shiro Kurita's Alliance of Galedon. When they were upgraded to BattleMechs, they chose lights and fast mediums to form the core of their regiments. For the last four hundred years, the Hussars have been loyal servants of House Kurita.

Used as reaction forces, the Hussars are frequently on the move, spending only one or two months on a given world before relocating to another. This makes the Hussars the most traveled of any DCMS brigades, with some veterans making landfall on two hundred different planets in their career.

CONDITION

This mobility is something of a curse for the Hussars. The Procurement Department often lags on the regiments' movements, and supplies commonly arrive on the wrong world. It thus is not unusual for supplies to take three to six months to finally reach the same Hussars battalion that actually requested them. The problem is so chronic that the Hussars' technical staff takes these delays into account when ordering material, so that on-hand supply levels for a given regiment are higher than the norm to cover any shortfalls.

Proserpina Hussars brigades are the smallest of the DCMS, with only two armor and two jump infantry regiments assigned to each BattleMech regiment. These small numbers work well with the Hussars' hit-and-run style, with the armor forces comprised exclusively of hover tanks while the infantry employs laser rifles and short-range missile launchers. Each Hussars aerospace wing is trained in close ground support. Sun Tzu graduates tend to thrive in the Hussars, giving the smaller brigades extra punch that only comes from combined arms.

As can be expected of their mobile nature, each Hussar brigade has ready access to its own JumpShips and DropShips. In the case of the First Hussars, two *Vigilant*-class WarShips—the DCS *Iwate* and DCS *Wakayama*—add to their naval prowess. DropShip crews and aerospace pilots, expected to be as adaptable as the MechWarriors, are able to fight equally well in either atmosphere or space.

With the exception of the First, all of the Prosperpina Hussars regiments are either near full strength or over it. The First, on paper an expanded regiment of four 'Mech battalions and two aerospace fighter wings, was involved in a campaign against Periphery pirates in the years 2757-2763, and suffered forty percent casualties. It has been rebuilding the best it can while still on the move, but still operates below capacity, partly because of the regiment's constant redeployments. Some MechWarriors assigned to the First have taken three to four months to finally catch up with their regiment (and one soldier reportedly had to chase the First for ten months before he could get to his post).

Speed, quick reactions, and the ability to fight hard form the core of the Hussars' combat style. As a group, these regiments prize combat ability far more than political correctness. To them, it all boils down to living, fighting, and dying. Anything else beyond those items is immaterial.

Unlike most of the other DCMS units, the Hussars are always looking to challenge SLDF units, in order to hone their edge against the best. These training exercises are usually competitive, the Hussars' fast, hard-hitting style a challenge for the Star League forces. The edge has gone to the SLDF, but most exercises have been very close, and the Hussars have won a surprising number over the years.

One of the main sources for Hussars recruits is, naturally, the University of Proserpina, which has its own MechWarrior program. Boasting a well-rounded training program taught by retired Hussars veterans, the top ten percent of the graduating cadets are sent to the Hussars. The rest are often sent to other regiments, though all cadets are trained in the Hussars' fighting style.

The Prosperina Hussars also have a unique tradition: Hussars regimental commanders reserve the right to test the abilities of any soldier the DCMS assigns to their unit. The exact conditions of these tests are up to the commander, but they generally involve multi-day exercises in which the soldier must prove to the commander's satisfaction that they can fight and react in a highly fluid and mobile combat situation. If they fail the test, they are quickly transferred to a regiment outside of the Hussar brigades. For an officer to rise to command one of the Hussars brigades, they must have won both the Bushido Blade and the Proserpina Bar.

MORALE

Like the Dieron Regulars, the Hussars are more worried about being the best soldiers they can be, and leave the political affairs to others. There is a streak of fatalism inherent in the Hussars though, and combined with their confidence in their abilities, have led to situations in which Hussars units took higher casualties then they would have otherwise. Senior Hussars officers are careful to keep their distaste for politics hidden around government officials, in order to keep the peace. The ISF knows the Hussars apolitical attitude, but continue to monitor the situation for any changes relating to it.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Proserpina Hussars	E/F	Proserpina	4th Proserpina Hussars	E/R	Conroe
2nd Proserpina Hussars	V/F	Homan	7th Proserpina Hussars	V/R	Sutama
3rd Proserpina Hussars	V/R	Chandler	9th Proserpina Hussars	R/R	Santiago

RASALHAGUE REGULARS

The Rasalhague Regulars are the second largest division in the DCMS, and perhaps the most problematic. Responsible for the Rasalhague District, these brigades reflect the make-up of their home region and undergo a level of ISF scrutiny found nowhere else in the Combine. Unlike other districts, the people of Rasalhague openly resent being a part of the Combine, and chafe under Combine culture. The ISF is very active in this district at all levels of society, including the military.

CONDITION

The Combine's reluctance to fully trust the Rasalhague Regulars can be seen in the actions they've taken to keep them off-balance. For starters, most Rasalhague regiments tend to be moved from one garrison post to another without any warning. Rare is a Rasalhague commander who knows about the change of station before the DropShips are inbound to pick them up. Officially, this constant motion is to "give the soldiers a wide knowledge of the worlds they are expected to defend," but in reality, this is merely an effort to keep the Regulars from becoming comfortable with the local populations long enough to feel a kinship with them.

Another sign of the High Command's distrust is how all rebellions in the Rasalhague District (of which there have been seven in just the last thirty years) are put down by Sword of Light regiments supported by Pesht Regulars. This wariness is well founded, of course; three of the most recent rebellions were led by Rasalhague Regulars elements. In cases where the Regulars are implicated, their rebel elements are destroyed and their parent regiment reinvestigated by the ISF to weed out anyone who may have aided the insurgents.

Finally, the ISF monitors every single soldier assigned to the Rasalhague Regulars. To even get into these regiments, a warrior must undergo an extensive background check second only to those applying to the Sword of Light. The background search is not only to weed out possible subversive elements, but also to spot any Lyran or SLIC infiltrators. ISF agents, both visible and undercover, are embedded within each regiment. The scrutiny is so heavy that the SLIC estimates that five percent of the ISF's field agents are actively assigned to monitoring the Regulars' personnel.

By tightly controlling news to these regiments on events both within and beyond the district, the ISF makes it difficult for Rasalhague rebels to coordinate actions with each other in times when the Dragon becomes distracted. This lack of information is not limited to regimental commanders; SLIC indicates that the Rasalhagian warlord during the Waldorff incident, *Tai-sho* Hagen Sorenson, was unaware of the plan beforehand and resigned after the entire matter was publicized across the Star League.

Relations between the Rasalhague Regulars and the SLDF units stationed in the district are strained, The Dragon, pleading a lack of resources, have used the Star League's Sixteenth Army to crack down on the Combine's native political dissidents and Rasalhague secessionists, by claiming that these groups are anti-League anarchists and terrorists. The Regulars have not responded well to the Star League's actions, and there have been several clashes between SLDF troops and Rasalhague Regulars on planets where both forces are stationed. No fatalities have yet occurred, but there have been serious injuries and destroyed equipment.

The makeup of each Rasalhague brigade's support regiments is also designed to limit rebellions. The three armor and five infantry regiments assigned to each 'Mech regiment are made up of at least fifty percent non-Rasalhague soldiers, as are seventy percent of the regimental commanders. In several brigades, this has created additional friction between the various commands. It is also common for the DCMS to shuffle these support regiments to other Regulars brigades—once again, without warning.

The First Rasalhague Regulars are the showpiece of the Rasalhague District. Based on the SLDF striker regiments, the First has light- to medium-weight BattleMechs, a dedicated aerospace fighter wing, and a company of Land-Air 'Mechs. It also contains a significant number of Star League-designed BattleMechs, produced both within the Combine or purchased from SLDF surplus. The First Rasalhague's LAMs are thus one of the most advanced tools in the Combine's arsenal, produced by LexaTech Industries on Irece. Staffed with fervently loyal soldiers, and receiving some of the best equipment the Dragon can offer, the First is often held up to the rest of the Rasalhague District as the example of the benefits reaped from fidelity to House Kurita. What is conveniently left out is that only about a quarter of the regiment's soldiers are actually Rasalhague natives; the rest merely hail from other Combine districts that have groups of Rasalhague expatriates.

Conditions vary from one regiment to the next, depending on its perceived loyalty. A few, like the First, are treated better than other Regulars. Others, like the Eighth, are under virtual house arrest when they are not on-duty. Unlike the other districts, the ISF has a hand in most of these brigades' military decisions, including personnel movement and supply requests. Transfers of personnel from one subcommand to another within a regiment must be approved by the senior regimental ISF agent, as is any promotion to a command position. As political reliability carries more weight than leadership ability in this district, this has left several regiments understaffed, led by politically reliable officers who are not as adept in battlefield command as their counterparts in other districts.

The DCMS Procurement Department will not ship anything to any Rasalhague brigade without the approval of the brigade's senior ISF agent. The ISF scrutinizes all supply and personnel movements, looking for any signs of any anti-Combine activity. Because of this scrutiny, the Regulars supply stocks are twenty to thirty percent below normal levels.

With the exception of the First Regulars, most of the District's force field older BattleMechs, mostly mediums and lights, with only a small number of heavies and assaults scattered among the reliable regiments.

MORALE

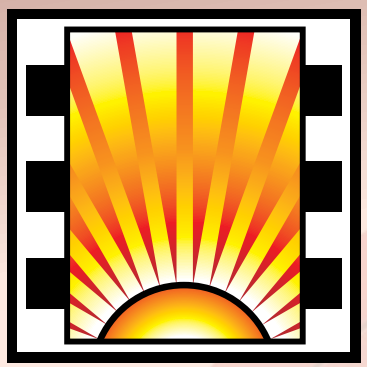
Life for a Rasalhague Regular is difficult. Not only do they face combat against "pirate" raiders (most suspected of being backed by Lyran kroner), they must face the ISF's scrutiny every moment of every day. Even after surviving the background checks, a Rasalhague Regular may find himself constantly shadowed by operatives, have his communications monitored, his quarters subjected to random searches and inspections, and face unannounced ISF "interviews" several times a year.

The ISF's close examination affects these forces' battlefield actions as well. Battle plans are conservative and complex, as district planners try to account for every single possibility that might occur in the operation. Officers must be briefed on all contingencies, and must follow those orders exactly, lest they be suspected of duplicity. The intense pressure of having ISF agents looking over their shoulder adds to the senior officers' stress levels, leading to physical and mental breakdowns. As a result, Rasalhague Regulars command officers serve, on average, eighteen to twenty-four months less than in other districts.

Because of all these factors, morale in the brigade is the lowest in the DCMS. Soldiers view all but a few long-term friends with suspicion, and newcomers are invariably treated as potential ISF agents. The average length of service in the Regulars is five years, as most soldiers grow tired of the constant mistrust and instead transfer to other regiments, retire, or simply disappear. Desertion rates among these regiments are estimated to be five times higher than any other DCMS division, with most deserters winding up in Rasalhague resistance groups.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Rasalhague Regulars	E/F	Richmond	14th Rasalhague Regulars	R/F	Tovetin
2nd Rasalhague Regulars	R/R	Alshain	15th Rasalhague Regulars	R/Q	Kempten
3rd Rasalhague Regulars	R/R	Rubigen	16th Rasalhague Regulars	R/Q	Soverzene
4th Rasalhague Regulars	G/F	Marawi	17th Rasalhague Regulars	V/F	Mualang
5th Rasalhague Regulars	R/R	Sternwerde	18th Rasalhague Regulars	R/R	Luzerne
6th Rasalhague Regulars	R/F	Ferleiten	19th Rasalhague Regulars	R/Q	Kiruna
7th Rasalhague Regulars	G/R	Rasalhague	20th Rasalhague Regulars	V/R	Nykvarn
8th Rasalhague Regulars	R/Q	Trondheim	21st Rasalhague Regulars	R/R	Pinnacle
9th Rasalhague Regulars	V/Q	Damian	22nd Rasalhague Regulars	R/R	Vipaava
10th Rasalhague Regulars	R/R	St. John	23rd Rasalhague Regulars	R/R	Engadin
11th Rasalhague Regulars	R/F	Christiania	24th Rasalhague Regulars	R/R	Rasalhague
12th Rasalhague Regulars	V/R	New Oslo	25th Rasalhague Regulars	R/F	Utrecht
13th Rasalhague Regulars	G/R	Bruben	26th Rasalhague Regulars	G/R	New Bergen



SUN ZHANG CADRE

The Sun Zhang Cadre is the first assignment for all Sun Zhang MechWarrior Academy cadets, providing them with their final, ultimate test of skills. In these cadres, they will experience real combat, and are expected to become true warriors of the Dragon. Deaths among the cadets are high, and include a fair number of suicides, but those who survive and graduate to other regiments are treated with greatest respect for the rest of their lives.

CONDITION

The reason for the high casualty rates in these forces can be found in the brutal treatment each cadre cadet is subjected to. Building on the harsh treatment they received at the Sun Zhang Academy, these warriors can expect to perform tasks such as leading patrols to locate enemy raiders, conduct combat drops onto pirate bases, advance through minefields under enemy fire, and perform long marches in a short period of time. Instructing officers have standing orders to be as rough and inhumane to their charges as possible, in order to weed out any who are unfit to serve in combat.

Every SZMA academy cadet must serve at least one nine-month term in the cadres. Only the most exceptional cadets graduate after their first term, while the rest will serve two or more terms. Those who do complete their tours with the cadres are blooded warriors, who often find that life in a regular BattleMech command is somewhat boring in comparison.

Like the Proserpina Hussars, the Sun Zhang Cadres are free-floating regiments, sent where they are needed. While they can be placed under the temporary command of a district warlord, the prestige of these cadres is such that they answer first to the DCMS High Command and the Coordinator himself. Each cadre is expected to be on the front lines of any fighting, testing their cadets under live fire.

Of all the DCMS forces, the cadres are the most hostile toward the SLDF. Young, full of patriotic fire and having spent four years undergoing the most severe training, Cadre MechWarriors are always spoiling to prove themselves, and their SLDF counterparts are prime targets.

There are no conventional supporting regiments permanently assigned to the cadres. If and when needed, such regiments are assigned on a temporary basis only. The MechWarrior elitism common to the SZMA virtually assures that any such forces assigned to a cadre will be treated as nothing more than *sorobanzuku*—good only for stopping enemy fire.

With the exception of the battalion command lances, cadets make up the Cadres' entire force. Exceptional cadets are awarded company commands, while lance command rotates through the lance members, giving each MechWarrior his chance to lead. After nine months, each cadet is expected to have completed several missions as a lance commander.

All Sun Zhang Cadres depend on light BattleMechs to serve as the force's backbone. Instructing officers will have medium or fast heavies as their personal rides, but assault 'Mechs in these formations are virtually unheard of.

Owing to their prestige, the Procurement Department responds quickly to the cadres' needs, keeping them well-supplied. Both medical and technical support within these regiments are top-notch, with access to some of the Dragon's best technicians and doctors, teaching the best students from Combine's technical and medical schools.

MORALE

After four years of intense training and political indoctrination, the cadets serving in the cadres only feel an increase in the pressure on them. A few buckle under and commit suicide, while others die recklessly in combat. Those who survive their tour in the cadres are among the toughest MechWarriors in the Inner Sphere.

To keep themselves at full strength, all cadre regiments keep extra candidates on standby, ready to fill in holes. These extra cadets are typically assigned to the Cadre's command company staff, and are assigned duties by the senior officers until a slot opens in one of the active battalions.

Because of the constant turnover in cadets, the experience level for these regiments remains low.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Sun Zhang Academy Cadre	G/F	Luthien	8th Sun Zhang Academy Cadre	R/F	Minakuchi
2nd Sun Zhang Academy Cadre	G/F	Rasalhague	9th Sun Zhang Academy Cadre	G/F	Latexo
3rd Sun Zhang Academy Cadre	G/F	Galedon V	10th Sun Zhang Academy Cadre	G/F	Nexus Ri
4th Sun Zhang Academy Cadre	R/F	Benjamin	11th Sun Zhang Academy Cadre	G/F	Korramabad
5th Sun Zhang Academy Cadre	G/F	New Samarkand	12th Sun Zhang Academy Cadre	R/F	New Oslo
6th Sun Zhang Academy Cadre	G/F	Aldrecht			

DRACONIS COMBINE ADMIRALTY

As of 2765, the Draconis Combine Admiralty (DCA) is comprised of forty-two capital WarShips, two to three times as many transport JumpShips, and hundreds of assorted DropShips. On paper, the DCA is divided into eight fleets, each based around a *Samarkand*-class carrier. Two fleets are assigned to each district. In addition, both of the Combine's *Vigilant*-class corvettes, the DCS *Iwate* and the DCS *Wakayama,* are permanently assigned to the First Proserpina Hussars. The Combine's WarShips rarely take on the role of troop transports, leaving the task of moving forces and supplies exclusively via the realm's military transport JumpShips and DropShips.

CONDITION

Because of the lack of widespread WarShip construction facilities, the Draconis Combine does not have many heavy capital ships. Instead, they chose to concentrate on lighter, faster destroyers and corvettes, backed up by a few cruisers and the *Samarkands*' aerospace fighters. Over half the active DCA WarShips are destroyers or corvettes. Many of these vessels are older Terran Hegemony designs such as the *Lola I*-class destroyers, *Vincent Mk39*-class corvettes, and the older *Aegis* and *Cruiser* class heavy cruisers.

Hampered by limited production capacity, the Combine's in-house WarShip program lags behind those of other states. As a result, there are only two Combine designed-and-built WarShip classes currently in service: the *Samarkand*-class carrier and the *Narukami*-class destroyer.

The *Samarkand*-class carrier carries two complete wings of aerospace fighters, but its lack of firepower and armor makes it unsuitable for unassisted ship-to-ship fighting, which may explain the Combine's willingness to export them. At the current time, in fact, most of the *Samarkand*s produced serve in the SLDF as escort carriers, but the DCA has retained eight of these ships—two of the older *Block I*s and six of the newer *Block II*s—for its own use. The *Samarkand* is thus the only ship class found in all eight Combine fleets.

The *Narukami*-class destroyer is designed to be a swift killer, able to outrun whatever it can't outfight. Only problems with the *Narukami*'s oversized drives and a structure unable to handle the stresses have kept the *Narukami* from becoming the dominant destroyer in the DCA. At the current time, the DCA has been forced to mothball most of them. The six that remain operational are all assigned to the Pesht-based fleets, where they are rarely far from a shipyard able to repair any problems. Rumors that an upgraded *Narukami* is being considered have been noted, but SLIC has no hard evidence of such a ship at this time.

MORALE

Depending on the Coordinator, the DCA's fortunes have waxed and waned. As recently as fifteen years ago, there were as few as thirty active DCA WarShips. Takiro Kurita has recently been expanding his navy; mostly bringing WarShips out of mothballs and expanding the pool of naval personnel to man them.

While MechWarriors may claim to be the pinnacle of the warrior class, and see the DCA as nothing more than a taxi service, DCA officers and their crews are well-trained, aggressive, proud, and fanatically loyal to the Coordinator. Though the ISF does still vet these crews, an officer's background is less important in the Combine admiralty than elsewhere. Thus, it is possible for a talented person from the lower classes to become an officer and rise through the ranks here. ISF agents are still assigned to every ship, both to keep an eye on its crew, and to serve as a symbol as the Coordinator's power.

Despite their small size and lack of heavy WarShips, the DCA cannot be easily dismissed. If Takiro continues to expand the DCA at its current rate, SLIC estimates that within twenty years, the fleets will be three times their current size.

FLEET STATUS

Fleet (District)	Exp/Loy	Flagship
1st Fleet (Galedon)	V/R	DCS *An Ting*
2nd Fleet (Galedon)	V/F	DCS *New Samarkand*
3rd Fleet (Benjamin)	V/R	DCS *Hagiwawa*
4th Fleet (Benjamin)	R/F	DCS *Benjamin*
5th Fleet (Rasalhague)	V/R	DCS *Trondheim*
6th Fleet (Rasalhague)	V/F	DCS *Radstadt*
7th Fleet (Pesht)	R/R	DCS *Kagoshima*
8th Fleet (Pesht)	R/R	DCS *Irece*

2765 DCMS 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 Draconis Combine. As such, they generally focus on special Random Assignment Tables (RATs) tailored to the late Star League-era DCMS, while also providing data on the *Narukami* and *Cruiser*-class WarShips that played a significant role in the Combine 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 Draconis Combine 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
Hist:RW	CAT35231	Historical: Reunification War
XTRPrim2	CAT35XT002p	Experimental Technical Readout: Primitives V2
XTRRetro	CAT35XT008	Experimental Technical Readout: RetroTech

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

2765 MASTER EQUIPMENT LEVEL TABLES (DRACONIS COMBINE)

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Sword of Light	+4
Galedon Regulars	+3
Proserpina Hussars	+2
Dieron Regulars	+1
Sun Zhang Academy Cadre	+1
Rasalhague Regulars	+1
Arkab Legions	+1
Pesht Regulars	+0

DICE ROLL MODIFIERS FOR DROPSHIPS

Command	Modifier
Fleet	+4
Transport	+0

DRACONIS COMBINE RANDOM ASSIGNMENT TABLES

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	SDR-5V Spider [30] (3039)	SCP-1N Scorpion [55] (3039)	OSR-2C Ostroc [60] (3039)	STC-2C Striker [80] (3058U-C)
3	MON-66 Mongoose [25] (3050U-C)	CDA-2A Cicada [40] (3039)	BMB-12D Bombardier [65] (3050U-C)	GOL-1H Goliath [80] (3039)
4	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	ARC-2R Archer [70] (3039)	BNC-3E Banshee [95] (3039)
5	WSP-1A Wasp [20] (3039)	HBK-4G Hunchback [50] (3039)	RFL-3N Rifleman [60] (3039)	BLR-1G Battlemaster [85] (3039)
6	STG-3R Stinger [20] (3039)	WTH-1 Whitworth [40] (3039)	CPLT-C1 Catapult [65] (3039)	KGC-000 King Crab [100] (3050U-C)
7	PNT-8Z Panther [35] (3039)	PXH-1 Phoenix Hawk [45] (3039)	GLT-3N Guillotine [70] (3039)	STK-3F Stalker [85] (3039)
8	PNT-9R Panther [35] (3039)	WVR-6K Wolverine [55] (3039)	WHM-6R Warhammer [70] (3039)	AWS-8Q Awesome [80] (3039)
9	STG-3G Stinger [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	DRG-1N Dragon [60] (3039)	CGR-1A1 Charger [80] (3039)
10	LCT-1V Locust [20] (3039)	GRF-1N Griffin [55] (3039)	CRD-2R Crusader [65] (3075)	VTR-9B Victor [80] (3039)
11	PNT-9R Panther [35] (3039)	PXH-1K Phoenix Hawk [45] (3039)	TDR-5S Thunderbolt [65] (3039)	LGB-0W Longbow [85] (3039)
12	MON-66 Mongoose [25] (3050U-C)	WVR-6K Wolverine [55] (3039)	ARC-2R Archer [70] (3039)	THG-11E Thug [80] (3050U-C)
13	OTT-7J Ostscout [35] (3039)	PXH-1Kk Phoenix Hawk [45] (ER2750)	WHM-6Rk Warhammer [70] (ER2750)	STK-3Fk Stalker [85] (ER2750)
14	HSR-200-D Hussar [30] (3050U-C)*	KTO-19 Kintaro [55] (3050U-C)	LNC25-01 Lancelot [60] (3050U-C)	CP-10-Z Cyclops [90] (3039)
15	THE-N Thorn [20] (3050U-C)*	CRB-27 Crab [50] (3050U-C)	CPLT-C1b Catapult [65] (3039)	HGN-732 Highlander [90] (3050U-C)
16	HER-1S Hermes [30] (3050U-C)*	WVE-5N Wyvern [45] (3050U-C)	EXC-B2 Excalibur [70] (3050U-C)	CRK-5003-1 Crockett [85] (3050U-C)
Roll	**Light Vehicles**	**Medium Vehicles**	**Heavy Vehicles**	**Assault Vehicles**
2	Beagle Hover Scout [15] (3050U-C)	Prowler Multi-Terrain Vehicle [55] (3085)	SRM Carrier [60] (3039)	Alacorn Tank Mk III [95] (3058U-C)
3	Tracked APC (LRM) [10] (3039)	Thor Artillery Vehicle [55] (3050U-C)	Thumper Artillery Vehicle [60] (3075)	Alacorn Tank Mk IV [95] (3058U-C)
4	Packrat LPRV PKR-T5 [20] (3039)	Condor Hovertank [50] (3039)	Gallant Urban Assault Tank [70] (Hist:RW)	Fury Tank II [80] (3050U-C)
5	Hover APC (SRM) [10] (3039)	Maxim Hover Transport [50] (3039)	Burke Tank [75] (3050U-C)	Mobile Long Tom [95] (3039)
6	Heavy Wheeled APC [25] (3060)	Goblin Tank [45] (3039)	Magi ISV [75] (3050U-C)	Rhino Tank (MG) [80] (3050U-C)
7	Galleon Tank GAL-100 [30] (3058U-I)	Tiger Tank T-12 [55] (Hist:RW)	Bulldog Tank [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
8	J. Edgar Hovertank [25] (3039)	LTV-4 Hover Tank [50] (XTRPrim2)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
9	Cyrano Gunship [30] (3050U-C)	Turhan UCV [50] (3075)	Marsden Tank II-A [60] (3075)	Puma Tank PAT-005 [95] (3050U-C)
10	Ripper VTOL [10] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Manticore Tank [60] (3039)	Fury Tank II [80] (3050U-C)
11	Chevalier Tank [35] (3060)	Prowler Multi-Terrain Vehicle [55] (3085)	Von Luckner Tank VNL-K65N [75] (3075)	Puma Tank PAT-005 [95] (3050U-C)
12	Beagle Hover Scout [15] (3050U-C)	Maxim Hover Transport [50] (3039)	Demon Tank [60] (3050U-C)	Rhino Tank (ML) [80] (3050U-C)
13	Lightning Attack Hovercraft [35] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	Marksman Artillery Vehicle [65] (3050U-C)	Alacorn Tank Mk VI [95] (3058U-C)
14	Gabriel Recon Hovercraft [5] (3050U-C)	Goblin Tank (SRM) [45] (3039)	Von Luckner Tank (Star League) [75] (Klondike)	Fury Tank II [80] (3050U-C)
15	Maultier Hover APC [15] (3058U-C)	Condor Hovertank [50] (3039)	Manticore Tank [60] (3039)	Mobile Long Tom [95] (3039)
16	Packrat LPRV PKR-T5 [20] (3039)	Tiger Tank T-12 [55] (Hist:RW)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
Roll	**Light Fighters**	**Medium Fighters**	**Heavy Fighters**	**DropShips**
2	SPR-H5 Sparrowhawk [30] (3039)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Gazelle (2351) (3057R)
3	THK-43 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	TRB-D36 Thunderbird [100] (3075)	Vulture (2312) (3075)
4	SWF-606 Swift [25] (3050U-C)	HCT-213R Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (3057R)
5	F-10 Cheetah [25] (3039)	LCF-R15 Lucifer [65] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Lion (2595) (3057R)
6	TRN-3T Trident [20] (3050U-C)	SL-25 Samurai [50] (3039)	SL-15 Slayer [80] (3039)	Dictator (2600) (3075)
7	S-2B Star Dagger** [30] (XTRRetro)	LTN-G15 Lightning [50] (3075)	RPR-100 Rapier [85] (3050U-C)	Triumph (2595) (3057R)
8	RGU-133E Rogue [40] (3050U-C)	HCT-213 Hellcat [60] (3075)	SL-15 Slayer [80] (3039)	Leopard CV (2581) (3057R)
9	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	TRB-D36 Thunderbird [100] (3075)	Achilles (2582) (3057R)
10	SPD-502 Spad [30] (3050U-C)	SL-25 Samurai [50] (3039)	RPR-100 Rapier [85] (3050U-C)	Intruder (2655) (3057R)
11	SB-27 Sabre [25] (3075)	HCT-213D Hellcat [60] (3075)	SL-15 Slayer [80] (3039)	Achilles (2582) (3057R)
12	SWF-606 Swift [25] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	STU-K5 Stuka [100] (3039)	Leopard CV (2581) (3057R)
13	SB-27b Sabre [25] (Klondike)	SL-26 Samurai [50] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Achilles (2582) (3057R)
14	ZRO-114 Zero [35] (3050U-C)	F-90 Stingray [60] (3039)	AHB-443 Ahab [90] (3050U-C)	Intruder (2655) (3057R)
15	THK-63 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Leopard CV (2581) (3057R)
16	RGU-133L Rogue [40] (3050U-C)	LTN-G15b Lightning [50] (Klondike)	HMR-HDb Hammerhead [75] (3075)	Model 96 "Elephant" (2600) (3075)

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

** Use S-2 Star Dagger with standard components. Replace engine with 240 rating. Replace small laser with medium laser. Armor layout is 34/22/18.

NARUKAMI (DESTROYER)

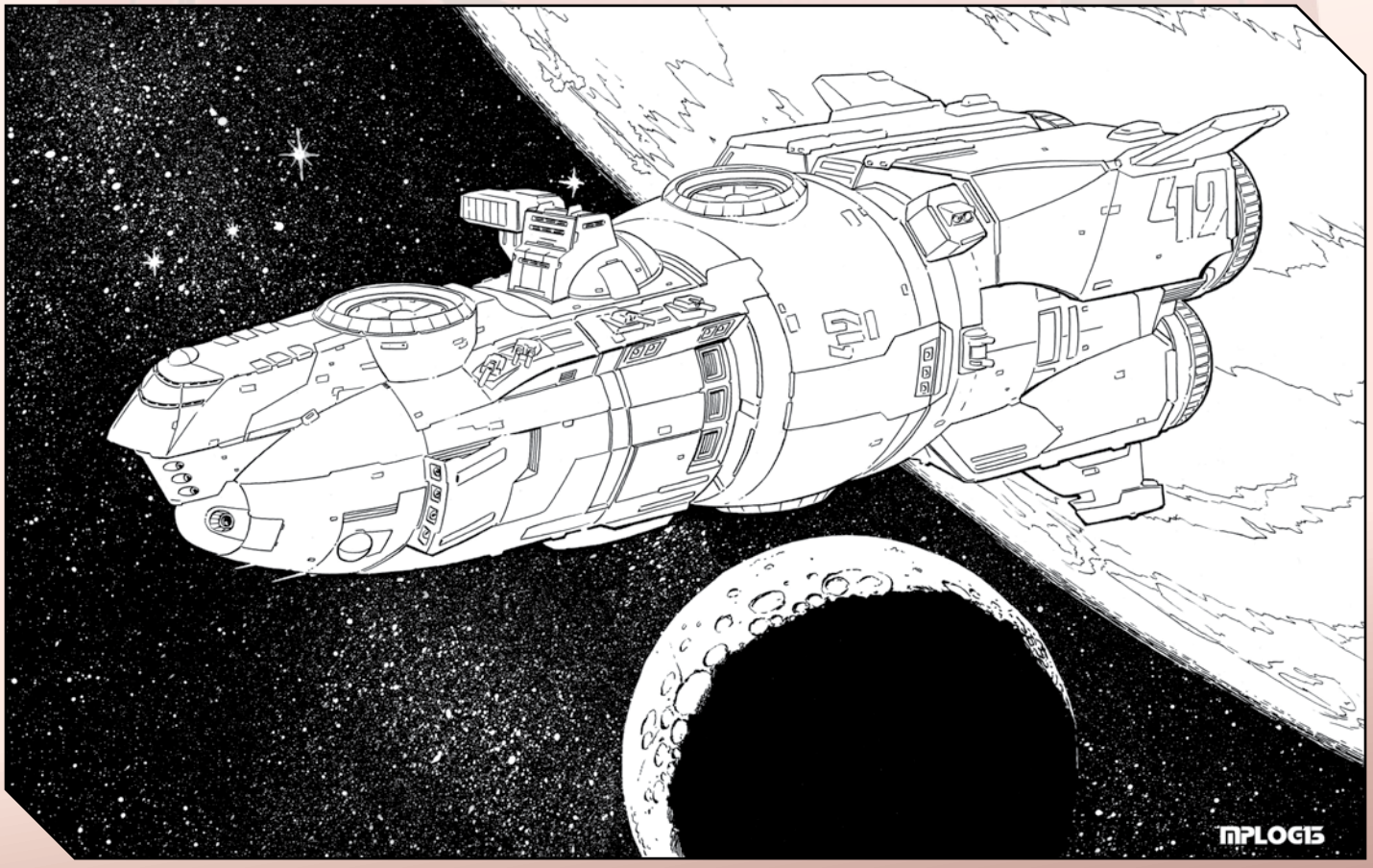
Historically suffering from a relatively weak industrial base, it took the Draconis Combine a long time to develop its own WarShips, but the lag allowed them to better observe trends and design their ship accordingly. Most notably this meant the inclusion of docking collars, but also allowed the time to develop a complete doctrine based around small hard hitting ships reflecting the Combine's industrial limitations. The resulting *Narukami*-class remains one of the most effective WarShips ever built, even by modern standards.

When compared to the contemporary *Lola*-class, the *Narukami* had higher thrust, more firepower and more protection, yet it was not without fault. The big maneuvering drive could push its light hull beyond structural limits, causing stress fractures and engine failures. Combined with a lack of cargo capacity, this impacted the *Narukami*'s time on station. Indeed, the *Narukami* proved so expensive to operate in peace time that the DCA found it more economical to mothball the class, and resort to "inferior" Hegemony castoffs.

While expensive to maintain, *Narukami*s were cheap enough to produce. The series was launched twice in history, the first in the twenty-fourth century, and again in the wake of the Amaris Coup. The first generation *Narukami*s led eventful lives, with actions in the Reunification War before ongoing drive failures led to the decommissioning of the class during the Star League's peak years.

The Block II ships—unveiled after Kerensky's liberation of Terra—took advantage of newer armor technologies to free up mass for an improved secondary armament, but changed little else in terms of structural and engine design. Additionally, the flight decks of the second-generation *Narukami*s were rearranged, reflecting the success and proliferation of aerospace fighters. Along with *Samarkand II* carriers, these later ships would form the backbone of the Draconis Combine's navy during the early Succession Wars.

Ultimately it was not be battle that saw the final end of the *Narukami* class, but economics. With their fragile industry shattered during the wars, it proved financially impossible for the Combine to maintain these temperamental vessels. The few survivors were mothballed and survived to the 3060s. Unfortunately, the Combine's attempts to reactivate them to face the Clans came to nothing due to extensive damage to their ancient jump cores, and complete failures in the maneuvering drives. The last were eventually scrapped by the time of the Jihad.



NARUKAMI-CLASS DESTROYER

Tech: Inner Sphere
Introduced: 2380 [Block I], 2770 [Block II]
Mass: 670,000 tons
Length: 610 meters
Sail Diameter: 1,100 meters
Fuel: 4,000 tons (10,000)
Tons/Burn-day: 39.52
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 5
KF Drive Integrity: 15
Heat Sinks: 1,300
Structural Integrity: 50
Battle Value: 130,988 [Block I], 134,418 [Block II]

BLOCK I

Armor

Nose: 75
Fore-Sides: 75
Aft-Sides: 70
Aft: 65

Cargo

Bay 1: Small Craft (12)	6 Doors
Bay 2: Cargo (53,483 tons)	2 Doors

DropShip Capacity: 3
Grav Decks: 2 (200-meter diameter each)
Escape Pods: 45
Life Boats: 0
Crew: 40 officers, 160 enlisted/non-rated, 45 gunners, 60 bay personnel
Notes: Equipped with 667 tons of Improved Ferro-Aluminum Armor.

Weapons:		Capital Attack Values (Standard)				
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	Class
Nose (490 Heat)						
2 Heavy NPPC	450	30	30	30	30	Capital PPC
5 Large Lasers	40	4 (40)	4 (40)	—	—	Laser
FL/FR (545 Heat)						
2 Medium NPPC	270	18	18	18	18	Capital Laser
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	220	70	70	70	—	Capital AC
5 Large Lasers	40	4 (40)	4 (40)	—	—	Laser
5 Medium Lasers	15	3 (25)	—	—	—	Laser
LBS/RBS (295 Heat)						
2 NAC/35 (100 rounds)	240	70	70	—	—	Capital AC
5 Large Lasers	40	4 (40)	4 (40)	—	—	Laser
5 Medium Lasers	15	3 (25)	—	—	—	Laser
AL/AR (275 Heat)						
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	220	70	70	70	—	Capital AC
5 Large Lasers	40	4 (40)	4 (40)	—	—	Laser
5 Medium Lasers	15	3 (25)	—	—	—	Laser
Aft (110 Heat)						
10 Large Lasers	80	8 (80)	8 (80)	—	—	Laser
10 Medium Lasers	30	5 (50)	—	—	—	Laser

BLOCK II

Armor

Nose: 75
Fore-Sides: 75
Aft-Sides: 70
Aft: 65

Cargo

Bay 1: Fighters/Small Craft (12/2)	6 Doors
Bay 2: Cargo (53,600 tons)	2 Doors

DropShip Capacity: 3
Grav Decks: 2 (200-meter diameter each)
Escape Pods: 45
Life Boats: 0
Crew: 40 officers, 160 enlisted/non-rated, 45 gunners, 34 bay personnel
Notes: Equipped with 500 tons of Ferro-Carbide Armor.

Weapons:		Capital Attack Values (Standard)				
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	Class
Nose (500 Heat)						
2 Heavy NPPC	450	30	30	30	30	Capital PPC
5 PPC	50	5 (50)	5 (50)	—	—	PPC
FL/FR (580 Heat)						
2 Medium NPPC	270	18	18	18	18	Capital Laser
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	220	70	70	70	—	Capital AC
5 Large Lasers	40	4 (40)	4 (40)	—	—	Laser
5 PPC	50	5 (50)	5 (50)	—	—	PPC
LBS/RBS (330 Heat)						
2 NAC/35 (100 rounds)	240	70	70	—	—	Capital AC
5 Large Lasers	40	4 (40)	4 (40)	—	—	Laser
5 PPC	50	5 (50)	5 (50)	—	—	PPC
AL/AR (310 Heat)						
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	220	70	70	70	—	Capital AC
5 Large Lasers	40	4 (40)	4 (40)	—	—	Laser
5 PPC	50	5 (50)	5 (50)	—	—	PPC
Aft (180 Heat)						
10 Large Lasers	80	8 (80)	8 (80)	—	—	Laser
10 PPC	100	10 (100)	10 (100)	—	—	PPC

CRUISER (CRUISER)

The *Cruiser*-class cruiser (which, according to legends among its crews, was "named by a committee led by Captain Hobb V. Ess"), was originally a Terran ship class and contemporary of the *Dreadnought*. It was a frequent vanguard vessel for James McKenna's "persuasion campaigns" against neighboring star systems during the Hegemony's early days.

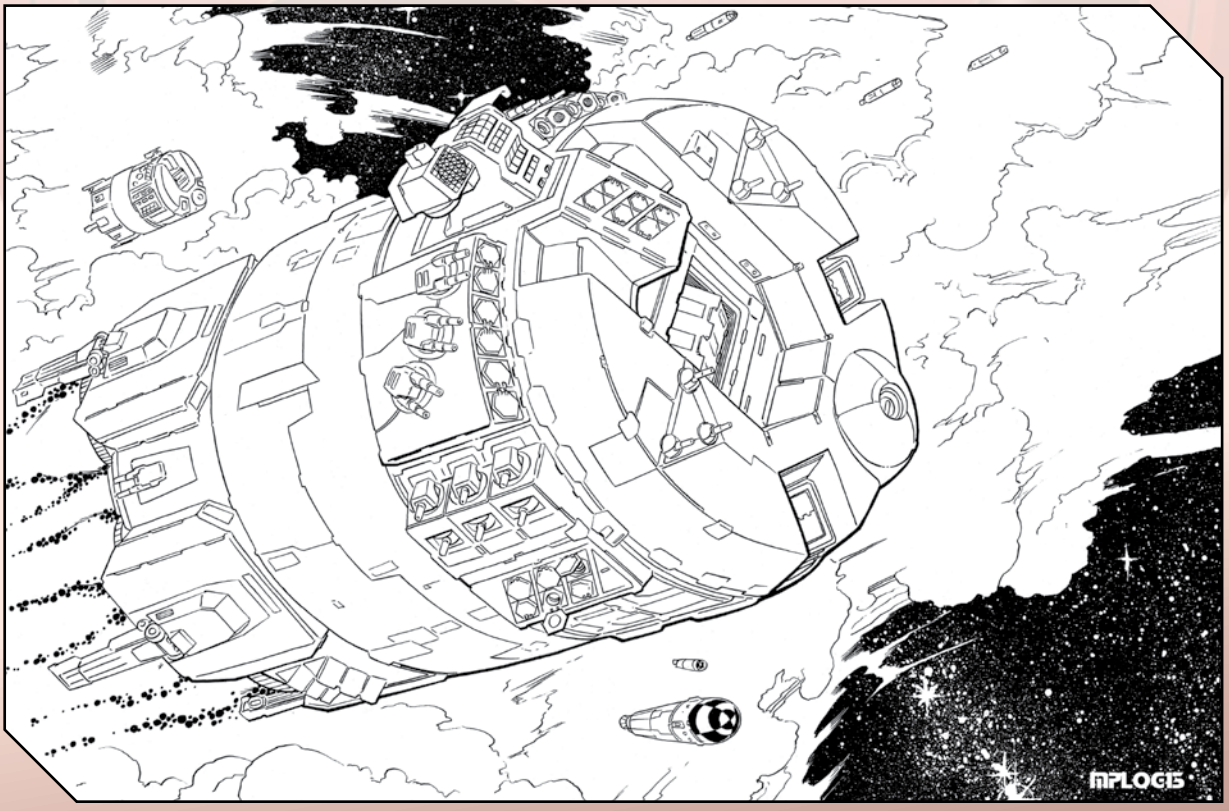
Like the *Aegis* and *Athena* that followed, the *Cruiser* was built to conceptual WarShip specs dating to the late twenty-second century, when the Terran Alliance feared that it would face separatist colonies in the stars. Over a century later, James McKenna faced that very problem—in the form of the Alliance-settled colonies cut loose by the Alliance's Demarcation Declaration—and decided the old plans for purpose-built combat JumpShips would work well. This resulted in the *Dreadnought* and supporting ships such as the *Cruiser*.

Despite serving as a go-to vessel during the early years, the *Cruiser*'s career with the Hegemony navy was relatively short-lived. The last Hegemony *Cruiser*s were mothballed in 2405, but several would get a new lease on life after being sold to the Great Houses. While the Cruiser suffered no serious mechanical problems and performed well for its era (especially against the contemporary WarShips and armed merchantmen it often faced), its retirement from Terran service stemmed from a number of operational and design deficiencies that irritated crews and admirals alike.

These flaws started with its concept. As a missile cruiser envisaged by twenty-second century designers with no living experience in space combat, the ship was built to some outdated notions. Its main weapons—batteries of bow-mounted White Shark missile launchers, supplemented by high-accuracy Barracuda arrays to anti-fighter work—would have been daunting had the missiles been fitted with nuclear warheads as its designers anticipated. But James McKenna limited them to conventional, kinetic-kill warheads, which left the vessel relatively lightly armed even with the numerous tertiary naval autocannons added to deal with hostile small craft and DropShuttles. This made *Cruisers* most threatening only in high-speed closing engagements.

Secondly, as pre-docking collar ships, *Cruiser*s mounted their DropShuttles, small craft, and cargo in a set of interconnected large nose bays, with bow and flank doors. This arrangement was meant to put a lot of sacrificial mass and volume at the bow of the ship that its designers assumed would usually be kept towards the enemy. This worked as planned, but the enormous shift in center of mass between empty bow bays and full bays meant the *Cruiser*'s pivot point shifted uncomfortably and sometimes unpredictably.

But the *Cruiser*'s most frequently-remarked flaw was that it was "just plain ugly". The ship was a squat, compact cylinder, with large doors on its port and starboard sides and bow. With a flat bow and stern, its nicknames started at "Beercan Battleship" and descended through "Killer Space Keg" before becoming obscene.



CRUISER-CLASS CRUISER

Tech: Inner Sphere
Introduced: 2325
Mass: 500,000 tons
Length: 240 meters
Sail Diameter: 1,200 meters
Fuel: 5,000 tons (12,500)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 12
Heat Sinks: 1891
Structural Integrity: 75
Battle Value: 65,658

Armor

Nose: 64
Fore-Sides: 58
Aft-Sides: 58
Aft: 52

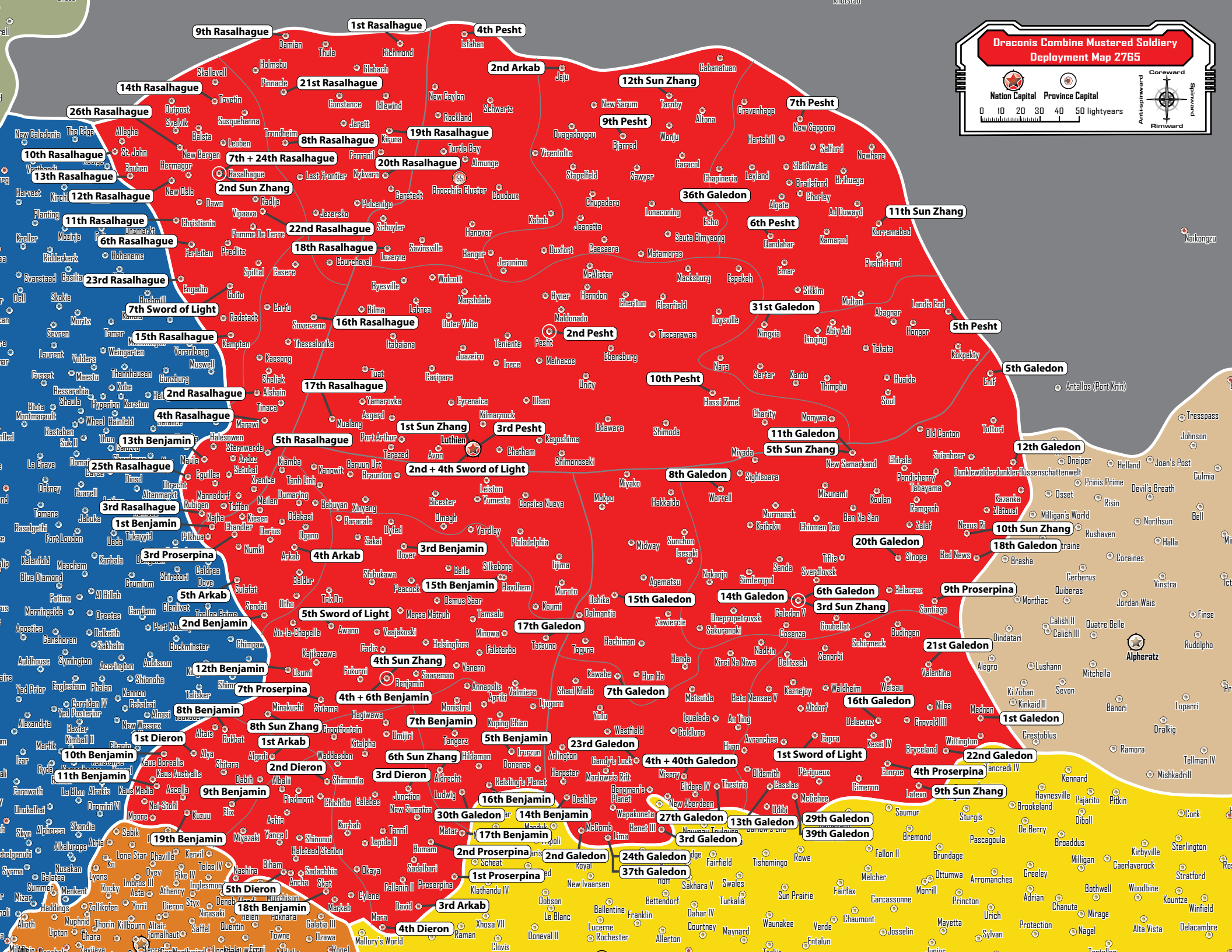
Cargo

Bay 1: Small Craft (6)	2 Doors
Bay 2: DropShuttle Bay (10,000-ton capacity)	2 Doors
Bay 3: Cargo (94,536 tons)	1 Door

DropShip Capacity: 0
Grav Decks: 1 (100-meter diameter)
Escape Pods: 150
Life Boats: 0
Crew: 50 officers, 150 enlisted/non-rated, 90 gunners, 500 steerage class passengers, 30 bay personnel, 90 marines

Notes: Equipped with 750 tons of Standard Armor

Weapons:		Capital Attack Values (Standard)				
Arc (Heat) Type	**Heat**	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (240 Heat)						
6 NAC/10 (60 rounds)	180	60	60	60	—	Capital AC
3 Barracuda (30 missiles)	30	6	6	6	6	Capital Missile
3 Barracuda (30 missiles)	30	6	6	6	6	Capital Missile
FL/FR (270 Heat)						
6 NAC/10 (60 rounds)	180	60	60	60	—	Capital AC
3 White Shark (30 missiles)	45	9	9	9	9	Capital Missile
3 White Shark (30 missiles)	45	9	9	9	9	Capital Missile
LBS/RBS (240 Heat)						
6 NAC/10 (60 rounds)	180	60	60	60	—	Capital AC
3 Barracuda (30 missiles)	30	6	6	6	6	Capital Missile
3 Barracuda (30 missiles)	30	6	6	6	6	Capital Missile
AL/AR (180 Heat)						
6 NAC/10 (60 rounds)	180	60	60	60	—	Capital AC
Aft (240 Heat)						
6 NAC/10 (60 rounds)	180	60	60	60	—	Capital AC
3 Barracuda (30 missiles)	30	6	6	6	6	Capital Missile
3 Barracuda (30 missiles)	30	6	6	6	6	Capital Missile


Draconis Combine Mustered Soldiery
Deployment Map 2765
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
9th Rasalhague
1st Rasalhague
4th Pesht
2nd Arkab
12th Sun Zhang
7th Pesht
14th Rasalhague
21st Rasalhague
26th Rasalhague
19th Rasalhague
8th Rasalhague
10th Rasalhague
7th + 24th Rasalhague
20th Rasalhague
13th Rasalhague
2nd Sun Zhang
12th Rasalhague
36th Galedon
11th Sun Zhang
11th Rasalhague
22nd Rasalhague
6th Pesht
6th Rasalhague
18th Rasalhague
23rd Rasalhague
31st Galedon
7th Sword of Light
16th Rasalhague
5th Pesht
15th Rasalhague
2nd Pesht
10th Pesht
5th Galedon
17th Rasalhague
2nd Rasalhague
4th Rasalhague
1st Sun Zhang
3rd Pesht
11th Galedon
13th Benjamin
5th Rasalhague
5th Sun Zhang
12th Galedon
25th Rasalhague
2nd + 4th Sword of Light
8th Galedon
3rd Rasalhague
10th Sun Zhang
1st Benjamin
20th Galedon
3rd Proserpina
4th Arkab
3rd Benjamin
18th Galedon
5th Arkab
15th Benjamin
15th Galedon
14th Galedon
6th Galedon
9th Proserpina
2nd Benjamin
5th Sword of Light
3rd Sun Zhang
17th Galedon
21st Galedon
12th Benjamin
4th Sun Zhang
7th Proserpina
4th + 6th Benjamin
7th Galedon
16th Galedon
8th Benjamin
7th Benjamin
1st Galedon
8th Sun Zhang
1st Dieron
5th Benjamin
23rd Galedon
1st Arkab
1st Sword of Light
22nd Galedon
10th Benjamin
6th Sun Zhang
4th + 40th Galedon
2nd Dieron
4th Proserpina
11th Benjamin
3rd Dieron
9th Sun Zhang
9th Benjamin
16th Benjamin
27th Galedon
13th Galedon
29th Galedon
30th Galedon
14th Benjamin
39th Galedon
19th Benjamin
17th Benjamin
3rd Galedon
2nd Proserpina
2nd Galedon
24th Galedon
37th Galedon
1st Proserpina
5th Dieron
18th Benjamin
3rd Arkab
4th Dieron

BATTLETECH

WARSHIP RECORD SHEET

WARSHIP DATA

Type: NARUKAMI (BLOCK I)

Name: _____ **Tonnage:** 670,000

Thrust: **Tech Base:** Inner Sphere

Safe Thrust: 5

Maximum Thrust: 8

DropShip Capacity: 3

Fighters/Small Craft: 0 / 12 **Launch Rate:** 0/12

Weapons & Equipment Inventory

Capital Scale

Bay	Loc	Ht	SRV (1–12)	MRV (13–24)	LRV (25–40)	ERV (41–50)
2 Heavy NPPC	N	450	30	30	30	30
2 Medium NPPC	FL/FR	270	18	18	18	18
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	FL/FR	220	70	70	70	—
2 NAC/35 (100 rounds)	LBS/RBS	240	70	70	—	—
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	AL/AR	220	70	70	70	—

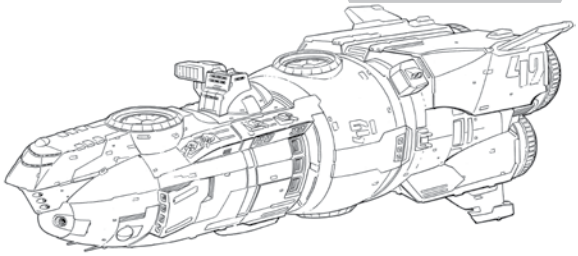
Standard Scale

Bay	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
5 Large Lasers	N	40	4 (40)	4 (40)	—	—
5 Large Lasers	FL/FR	40	4 (40)	4 (40)	—	—
5 Medium Lasers	FL/FR	15	3 (25)	—	—	—
5 Large Lasers	LBS/RBS	40	4 (40)	4 (40)	—	—
5 Medium Lasers	LBS/RBS	15	3 (25)	—	—	—
5 Large Lasers	AL/AR	40	4 (40)	4 (40)	—	—
5 Medium Lasers	AL/AR	15	3 (25)	—	—	—
10 Large Lasers	A	80	8 (80)	8 (80)	—	—
10 Medium Lasers	A	30	5 (50)	—	—	—

Grav Decks:
Grav Deck #1: 200-meter
Grav Deck #2: 200-meter

Cargo:
Bay 1: Small Craft (12) (6 Doors)
Bay 2: Cargo (53,483 tons) (2 Doors)

BV: 130,988



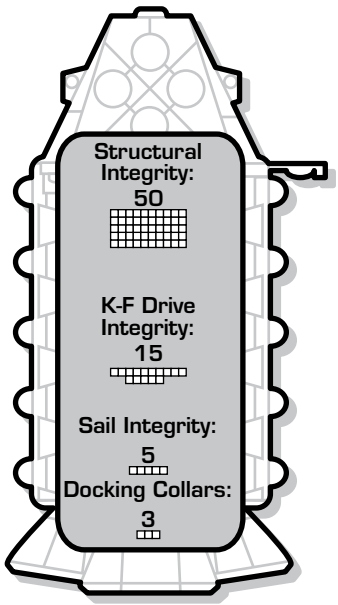
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold (Total Armor)
8 (75)

Fore-Left Damage Threshold (Total Armor)
8 (75)

Fore-Right Damage Threshold (Total Armor)
8 (75)



Aft-Left Damage Threshold (Total Armor)
7 (70)

Aft-Right Damage Threshold (Total Armor)
7 (70)

Aft Damage Threshold (Total Armor)
7 (65)

CREW DATA

Gunnery Skill:_____ **Piloting Skill:**_____

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

Crew: 305 **Marines:** 0
Passengers: 0
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 0 / 45

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 1,300

Heat Generation Per Arc

Nose:	490
Left/Right Fore:	545 / 545
Left/Right Broadside:	295 / 295
Left/Right Aft:	275 / 275
Aft:	110

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BATTLETECH

WARSHIP RECORD SHEET

WARSHIP DATA

Type: NARUKAMI (BLOCK II)

Name: _____ **Tonnage:** 670,000

Thrust: **Tech Base:** Inner Sphere

Safe Thrust: 5

Maximum Thrust: 8

DropShip Capacity: 3

Fighters/Small Craft: 12 / 2 **Launch Rate:** 12

Weapons & Equipment Inventory

Capital Scale

Bay	Loc	Ht	SRV (1–12)	MRV (13–24)	LRV (25–40)	ERV (41–50)
2 Heavy NPPC	N	450	30	30	30	30
2 Medium NPPC	FL/FR	270	18	18	18	18
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	FL/FR	220	70	70	70	—
2 NAC/35 (100 rounds)	LBS/RBS	240	70	70	—	—
2 NAC/20 (100 rounds), 1 NAC/30 (50 rounds)	AL/AR	220	70	70	70	—

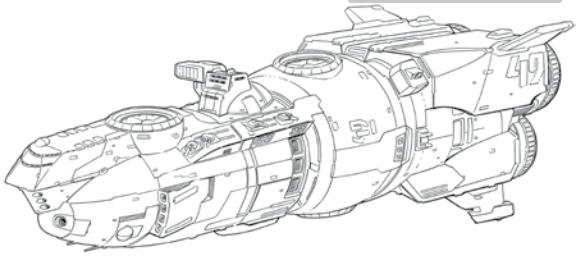
Standard Scale

Bay	Loc	Ht	SRV (1–6)	MRV (7–12)	LRV (13–20)	ERV (21–25)
5 PPC	N	50	5 (50)	5 (50)	—	—
5 Large Lasers	FL/FR	40	4 (40)	4 (40)	—	—
5 PPC	FL/FR	50	5 (50)	5 (50)	—	—
5 Large Lasers	LBS/RBS	40	4 (40)	4 (40)	—	—
5 PPC	LBS/RBS	50	5 (50)	5 (50)	—	—
5 Large Lasers	AL/AR	40	4 (40)	4 (40)	—	—
5 PPC	AL/AR	50	5 (50)	5 (50)	—	—
10 Large Lasers	A	80	8 (80)	8 (80)	—	—
10 PPC	A	100	10 (100)	10 (100)	—	—

Grav Decks:
Grav Deck #1: 200-meter
Grav Deck #2: 200-meter

Cargo:
Bay 1: Fighters/Small Craft (12/2) (6 Doors)
Bay 2: Cargo (53,600 tons) (2 Doors)

BV: 134,418



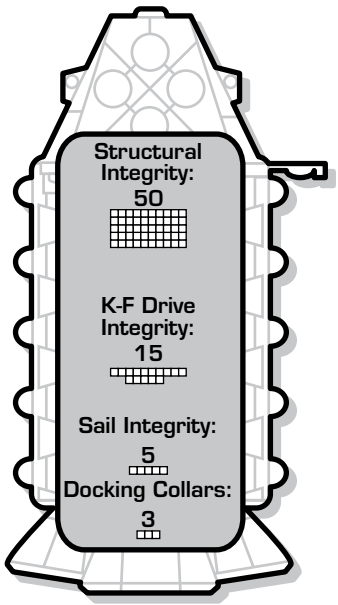
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold (Total Armor)
8 (75)

Fore-Left Damage Threshold (Total Armor)
8 (75)

Fore-Right Damage Threshold (Total Armor)
8 (75)



Aft-Left Damage Threshold (Total Armor)
7 (70)

Aft-Right Damage Threshold (Total Armor)
7 (70)

Aft Damage Threshold (Total Armor)
7 (65)

CREW DATA

Gunnery Skill:_____ **Piloting Skill:**_____

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

Crew: 279 **Marines:** 0
Passengers: 0
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 0 /45

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 1,300

Heat Generation Per Arc

Nose:	500
Left/Right Fore:	580 / 580
Left/Right Broadside:	295 / 295
Left/Right Aft:	330 / 330
Aft:	180

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BATTLETECH

WARSHIP RECORD SHEET

WARSHIP DATA

Type: CRUISER

Name: _____ **Tonnage:** 500,000

Thrust: **Tech Base:** Inner Sphere

Safe Thrust: 2

Maximum Thrust: 3

DropShip Capacity: 0

Fighters/Small Craft: 0 / 6 **Launch Rate:** 0/4

Weapons & Equipment Inventory

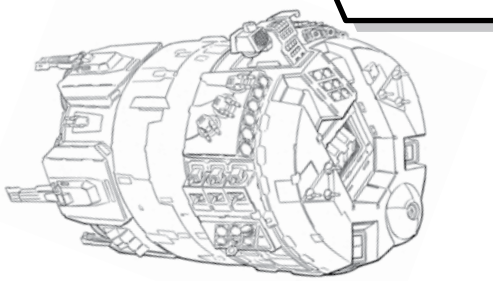
Capital Scale

Bay	Loc	Ht	SRV (1–12)	MRV (13–24)	LRV (25–40)	ERV (41–50)
Nose (240 Heat)						
6 NAC/10 (60 rounds)	N	180	60	60	60	—
3 Barracuda (30 missiles)	N	30	6	6	6	6
3 Barracuda (30 missiles)	N	30	6	6	6	6
6 NAC/10 (60 rounds)	FL/FR	180	60	60	60	—
3 White Shark (30 missiles)	FL/FR	45	9	9	9	9
3 White Shark (30 missiles)	FL/FR	45	9	9	9	9
6 NAC/10 (60 rounds)	LBS/RBS	180	60	60	60	—
3 Barracuda (30 missiles)	LBS/RBS	30	6	6	6	6
3 Barracuda (30 missiles)	LBS/RBS	30	6	6	6	6
6 NAC/10 (60 rounds)	AL/AR	180	60	60	60	—
6 NAC/10 (60 rounds)	A	180	60	60	60	—
3 Barracuda (30 missiles)	A	30	6	6	6	6
3 Barracuda (30 missiles)	A	30	6	6	6	6

Grav Decks:
Grav Deck #1: 100-meter

Cargo:
Bay 1: Small Craft (6) (2 Doors)
Bay 2: DropShuttle Bay (10,000-ton capacity) (2 Doors)
Bay 3: Cargo (94,536 tons) (1 Door)

BV: 65,658



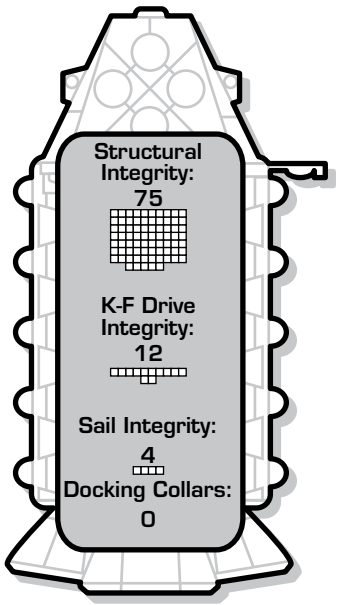
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold (Total Armor)
7 (64)

Fore-Left Damage Threshold (Total Armor)
6 (58)

Fore-Right Damage Threshold (Total Armor)
6 (58)



Aft-Left Damage Threshold (Total Armor)
6 (58)

Aft-Right Damage Threshold (Total Armor)
6 (58)

Aft Damage Threshold (Total Armor)
6 (52)

CREW DATA

Gunnery Skill:_____ **Piloting Skill:**_____

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

Crew: 320 **Marines:** 90
Passengers: 500
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 0 / 150

CRITICAL DAMAGE

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

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 1,891

Heat Generation Per Arc

Nose:	240
Left/Right Fore:	270 / 270
Left/Right Broadside:	240 / 240
Left/Right Aft:	180 / 180
Aft:	240

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