

BATTLETECH



FIELD REPORT:

F.W.L.M.

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STRATEGIC ANALYSIS...

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

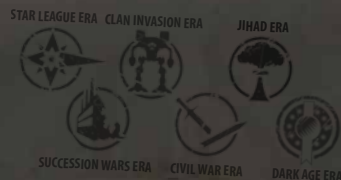
But eventually, the leaders of the Inner Sphere's ancient warring factions recognized the true threat, and united behind a bold new freedom fighter to bring down the Word of Blake's bastion of power: Terra. Though the war still rages on, and the Blakists' Master yet lives, the followers of Devlin Stone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

Field Report: FWLM describes the state of the Free Worlds League in the wake of the events described in Jihad Hot Spots: Terra, including the overall military and logistical condition of one of the Great Houses who

stood against the Word of Blake menace. Subverted by the Word of Blake, and torn asunder in the fires of madness and betrayal, the League stands divided, and the armies of the once-great House of Marik now teeter on the brink of dissolution at the threshold of a new era ...

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FIELD REPORT: FWLM



TO: Devlin Stone
FROM: David Lear
Date: 3 September 3079

The attached data has been compiled mostly from documents turned over to us from Alys Marik's affiliated allied commands or transmissions turned over from Lyran Alliance contacts stationed on the Free Worlds border. I caution, however, that the situation within the Free Worlds League is very fluid, so by the time you receive this document, much of it may very well have already changed and become outdated.

Due to the uniquely chaotic nature of House Marik over the past decade and a half, this region may prove our greatest challenge and opportunity. While many may not accept it as such, the League is in the midst of its most severe fracturing in history, and may not recover

from it if a strong and trusted leader does not emerge from the fires of discontent. This will force us to utilize more overall resources to contact and negotiate favorable terms with multiple micro-states instead of a single, unified government body. On the flip side, we can hope to sway many groups that would have otherwise wanted to assist us but would have been prevented from doing so by their local lieges.

The heavy presence of Blakist influence since ComStar's Schism is another double-edge sword. Many systems were decidedly pro-Word of Blake for quite some time, and will remain distrustful towards those they see as their allies' conquerors. But the horrors of the Jihad and some of the more extreme actions of the Word's forces throughout the war will—and have—left many worlds within and bordering the former Protectorate more inclined to accept the more peaceful and stable existence we can offer.

HOW TO USE THIS BOOK

Field Report: FWLM is a *BattleTech* supplement designed to provide players with information about the state of the Free Worlds League Military (FWLM) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *League Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the FWLM's current condition and perceived objectives, while *Goals of the State* presents the political and suspected military benchmarks the various factions the League are likely to use in the future.

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

The next chapter, *Military Readiness*, will present a specific update on the status, officers, and notable events of the various principalities of the Free Worlds League Military, 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.

Finally, *Irregular Forces* covers the few prominent state-employed mercenaries and other irregular forces of the Free Worlds League.

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Special Thanks: To Herb for giving me the most overlooked faction in the Sphere, and to Øystein and the MUL Team for trying to give me as much background information as possible, allowing me to get this done as accurately and quickly as possible.

Developer's Note: For more information about the Free Worlds League Military, or the state of warfare before and during the Jihad, see *Field Manual: Free Worlds League*, *Field Manual: Updates*, *Jihad: Terra*, or *Technical Readout: 3085*.

FIELD REPORT: FWLM

MARIK

MARIK



LEAGUE OVERVIEW

The Free Worlds League has experienced its most dramatic changes in the past thirty years, rising from a bloody civil war to become a unified economic superpower, only to come full circle into the chaos of internal divisions. In fact, with just about every major political bloc vying for power and no single unifying Parliament in session, the League could well be beyond saving.

STRATEGIC UPDATE

It was easy to look at the Free Worlds League early on during the Jihad and figure that it was a pawn of the Word of Blake. Shortly after the Attack on Tharkad and New Avalon, Blakist operatives—using League WarShips and colors—jumped the Lyran border to raid Skye, igniting a major conflict and tying up Lyran forces in a move that prevented any early recapture of their nation's capital.

It was not until Captain-General Thomas “Marik” (now known as Thomas Halas) recalled his loyal forces from the border, and the subsequent Blakist gassing of Atreus in 3068, that it became clear just how deeply opposition to the Word of Blake truly ran. Yet even with the revelation of the Captain-General as an impostor, massive desertions by FWLM troops, and an overt coup d’etat by Paul Marik (the brother of the real Thomas Marik), one could only truly place the start of the dissolution of the Free Worlds League in 3070. That was the year when Alys Rousset-Marik initiated her own armed rebellion against the Blakist-backed factions of the League.

With the federal leadership in disarray, the major principalities began taking matters into their own hands. While the Marik Commonwealth threw its tacit support behind the word of Blake, other factions—such as the Tamarind District and the Duchy of Oriente—joined the fledgling resistance, though circumstances and weakened infrastructure hampered both. For Tamarind, it was the assassination of its charismatic leader, Jeremy Brett. For Oriente, it was the Commonwealth’s years-long detention of the false Thomas Marik’s wife on Atreus. Meanwhile, Kirc Cameron-Jones’ Principality of Regulus took a more opportunistic and aggressive stance, establishing itself as a threat to all sides, while the Duchy of Andurien assumed a more defensive form of the same attitude and drew inward. Unable to coordinate effectively, the various sub-states failed to eject the Word’s influence until our Coalition had already begun to show results.

Even then the League front was hampered by constant setbacks. Alys Rousset-Marik lacked the strategic experience to lead an effective campaign, and the now-independent Tamarind District withdrew from the alliance to protect its own borders against an opportunistic Buena Archonette.

Fortunately for us, most of the nearest League principalities have been sympathetic and cooperative to our cause since the fall of Blakist Terra, and few of the others possess the resources to fight. There should be little or no worry of major combat between our forces and those of the fragmented FWLM, except possibly for the region around the militarily vital Stewart system. We should be especially wary of instability due to Capellan proximity and infighting, however. It is also not known if this will affect our current negotiations with Duchess Alys regarding the nearby systems, but with the overall League in such a flux, our efforts in this area will likely experience little resistance.

GOALS OF THE STATE(S)

With the League fragmenting into so many different power blocs, the “goals of the state” vary on a regional basis. Some—such as the Duchy of Oriente and the Marik Commonwealth—seek a rebuilding of the Free Worlds League, while others (such as Regulus) seek to wrest power away from the historic Marik dynasty. Still others—such as

FROM FATHER TO SON

Titus,

We have not often seen eye to eye on many things. I was hurt and betrayed when you and Michelle forced me from the throne of our people. While you looked to strengthen Regulus from within her borders, I looked outward, watching our enemies multiply. This disagreement between us did not help, but what is done is done.

I read the reports about Michelle and my grandchild. More importantly, I saw the *pictures*. I may not have liked her, nor approved of your relationship with her, but what *they* did was beyond barbaric. Know that I share your rage and your sorrow at this horrific loss, and I know also the resolve you will find through the pain of this betrayal as I did not so long ago. This is not a human enemy you can reason with, my son. Surely, by now, you know that to be true.

And so I give you all that I can. Tiger Hill is now yours, along with all the personnel more loyal to me and to the cause of Regular vengeance. I gave each of my people there personal instructions to support you as they had supported me. I had nothing left to give you except what you are getting now: my life. I chose my poison very carefully to look like a Robe job, and with them after us, it will be easy to lay the blame for my “murder” at their doorstep. I’ll be out of your hair forever with this last olive branch.

So I ask you for just this one thing. Use my death to galvanize our people. Rally them to put forth every effort to reclaim what was is rightfully ours. Reclaim our lands, reclaim our strength—but, most importantly, reclaim our *pride*. Our people have not stood proud for so long. They carry the burden of our misfortunes like an albatross around their neck, and I hope you can take that burden off them in a way I could not.

You are my son, and I love you as such. Because you are my son, I know you will do me proud.

Your father, to the end,
—Kirc Cameron-Jones

—*Alleged Copy of a suicide note from Kirc Cameron-Jones to Prince Titus Cameron-Jones, 3077*

FIELD REPORT: FWLM



the Tamarind-Abbey region—have virtually abandoned that dream, and now seek only to preserve their newly independent borders.

First and foremost of concern is the Marik Commonwealth. As the largest and most influential of all the principalities, the Commonwealth was initially an ally of the Word of Blake, and has only recently severed ties with their biggest sponsor and ejected the Blakist garrisons from their systems. With the stigma of this collaboration hanging heavy over her realm, Captain-General Corrine Marik is currently struggling to win as many allies as possible in an effort to stave off possible incursions into Commonwealth space. Unfortunately this turnaround has not extended to us, as her effort to reclaim control has included worlds within the former Protectorate, where our own efforts are presently focused.

Another worry is the Regulans. Though it has been obvious since the 3050s that they were staunchly anti-Blakist, when League authority cracked, Prince Kirc Cameron-Jones moved to pull his Regular Hussars off their federal-assigned garrisons to solidify his Principality's border. Eventually, the Regulans began attempting to wrestle the title of Captain-General from the Mariks (both real and fake) while raiding and even occupying adjacent systems. This aggression has not ended with Prince Kirc's death, either. Titus, once seen as more pragmatic and diplomatic than his father, has all but destroyed that image with the scouring of Gibson and his relentless pursuit of the real Thomas Marik and the other Blakist forces fleeing League space. A changed man since the murder of his wife and newborn at the hands of a Manei Domini agent, Titus has unleashed his wrath not only against the Word, but also against former allies in the Marik Commonwealth and Duchy of Oriente.

Farther away is the Tamarind District, which was tied up on the Lyran front since the start of the Jihad. Fighting against Steiner forces gave the Brett-Mariks an experienced cadre of troops, but their gains against Bolan and Skye were lost when many of the FWLM regiments on the border were recalled by their respective principalities. Since then, the District's military operations have become more defensive, to stave off attacks by both the Word of Blake and the Buena Archonette. This ultimately forced the Tamarind District to pull out of the Coalition, when Photon Brett-Marik recalled his troops to prepare for an anticipated Lyran attack during our final push to Terra. Though understandable given the situation and Photon's lack of resources, the pullout nonetheless soured relations between Alys and her cousin. Therese Brett-Marik has attempted to smooth things over, but unless we can promise greater assistance in return, it is unlikely the District will assist our ambitions any further.

The Duchy of Oriente was on track to becoming one of our strongest supporters within League space, which seemed a natural

progression, given their previous co-operation with the Tamarind District and Alys Rousset-Marik's resistance. Unfortunately, Duke Christopher Halas' health has degraded severely in the past month, and though he is still nominally in charge, his daughter Jessica and son-in-law Thomas now handle much of the realm's day-to-day operations. These efforts have turned inward of late, focusing increasingly on defense against the combined threat of Regular and Capellan adventurism. As a result, Orient's support of our efforts has dissipated greatly.

Wary of joining the losing side, the Duchy of Andurien refused to align itself with the Regulans, Commonwealth and Blakists, or the Duchy of Oriente. Still, they used of the confusion of widespread war and misinformation to their advantage, initially launching military forays to probe the Capellan Confederation's borders in what seemed to be preparation for a new invasion. This would be cut short, however, by the unexpected visit by Naomi Centrella-Liao, who made it clear in that while Canopus and Andurien remained on good terms, the Duchy no longer had the protective blanket of the rest of the Free Worlds League should the Confederation decide to punish them for their incursions. The result was a signed non-aggression pact between the three powers. Ironically, much as we are hoping that rimward factions will keep the Confederation distracted from our endeavors, the Duchy of Andurien is likely hoping that our reclamation of the Protectorate will turn Capellan attention away from their own activities.

Much like the Federated Suns' Filtvelt Coalition, the Rim Commonality's declaration of independence was born out of frustration with the federal government's apparent neglect of fringe world affairs. With various pirate bands and the Blake-controlled Circinus Federation on the Commonality's doorstep, the withdrawal of the Second Regular Hussars without replacements became the proverbial straw that broke the camel's back. Using an old court case as a precedent, this group of backwater systems all but officially seceded from the League, and now exists as a independent entity for all intents and purposes.

Finally, even after taking into account all the major principalities, there are numerous systems and minor provinces not affiliated with any of the major power blocs. These minor independents may yet play a critical role in the League's future. By siding or brokering deals with the principalities on their borders, they can sway the balance of power between the major players. If enough of these worlds and minor powers unite, they could even create whole new states—further complicating League politics in the bargain. It is thus a given that each independent system and minor province be evaluated for their mid- to long-term goals and aspirations, though their short term aims will almost certainly be universal: self preservation.



LOGISTICAL STATUS

The Free Worlds League suffered heavily during the Jihad, but not so much from the out-and-out destruction other realms faced. Instead, Word of Blake subversions and the bitter infighting between various internal factions left their mark on the realm's logistical infrastructure.

ACADEMIES AND COMMAND CENTERS

With only a few exceptions, the Free Worlds League's interior worlds escaped the wholesale wrath of the World of Blake, who instead used their political power within the League to subvert most the League's strategically important systems. Since the Schism, the Word made its presence felt in nearly every League system, first as the resident HPG, telecommunications, and postal network of the realm, and then as trainers and assistants for most of the League's advanced projects, including the League's impressive space navy. With the start of the Jihad, the Word of Blake was thus in prime position to quickly take over many of their desired targets. Atreus saw little actual combat in the early stages of the Jihad until a massive naval battle erupted during the surprise nerve gas attack and the outing of the false Thomas Marik. Meanwhile, the Word's expanding Protectorate claimed systems such as Stewart and Shiloh through much more passive means. The bloodiest fighting on a League capital occurred on Regulus, where the Forty-ninth Shadow Division burned the capital city and much of its infrastructure in an action intended to demoralize its people, though the auxiliary facilities located under the Prince's palace escaped destruction.

As a consequence of this limited damage, should the League be able to stop its fracturing and regroup politically, it would then boast one of the best equipped command and control networks out of the five Successor States, especially as each League faction has been diligently expanding its command centers to rival those of a major state capital.

The League's academies are in varied conditions based on where they stood during the war. The Regulus' premier academy on Aituaki, for example, initially kicked out all non-Regulus in order to accept the massive influx of their own countrymen eager for vengeance against the Word. With BattleMech production so low in the Principality, however, many of these new applicants were forced into the tank and infantry classes, or into crash aerospace and DropShip programs that churned out a frighteningly high number of pilots and crews with only the most rudimentary flight and combat skills. Only after the departure of the *Delos* from Gibson has Regulus' aerospace training program begun to extend their curriculum, though we still do not expect to see a significant quality improvement in the Principality aerospace forces until 3083.

Other academies have not been so restrictive in their acceptance criteria. Most, in fact, remain open to out-of-province applicants, but not without a lengthy background checks to ensure their loyalty or, at least, safety. Andurien has reclaimed its old training center, giving it back its original name, the Humpreys Training Academy. Though still offering a tough MechWarrior program, its curriculum is being modified for an extensive combined arms approach to accommodate the formation of the Andurien Rangers. Though the Duchy lacks significant battle armor and aerospace production (generally producing or acquiring through trade just enough equipment to replace losses), the realm is nonetheless seriously considering academy programs for these assets, and drafting veterans currently serving with the Rangers to serve as instructors.

On New Olympia and Atreus, the pool of applicants for the military academies has been reduced to a trickle since the Marik Commonwealth ejected its Blakist masters. Part of this is due to the sheer number of pro-Blakist recruits who streamed in during the peak of the fighting, but most of the decline is actually the result of the stigma these war colleges now face as part of the "great Blakist collaboration" now that news of the Word's atrocities have come to light. As a result, these academies have grown desperate to improve enrollment, and accept all applicants, often with very minimal background checks, so as not to discourage potential candidates.

Looking to expand its own ranks, Tamarind has started its own MechWarrior academy on the outskirts of the planetary capital: the Jeremy Brett Memorial University. Its classes have started out small, as they only have a handful of qualified instructors, but look to eventually expand to contain programs for every branch of the military. Using modular buildings to hold classes in, they are on track to having their first graduating class in 3082.

The big winner in the Jihad, if there is such a thing, has been the Hero Training Institutes. With normal academies worried about loyalty, these private academies do not have the political restraints of those that operate under provincial authority. The two remaining Institutes have expanded to six in the past decade—all of which are located on systems beyond the borders of the major power blocs. Independent systems have been sending constant streams of recruits at a time for their upstart militias, often dozens at a time to garner the "group discount" the Hero Institutes have offered to non-aligned planets.

TOUGH DECISIONS

TO: TAMARIND MILITARY COMMAND, TAMARIND
RE: LYRAN ATTACK IMMINENT

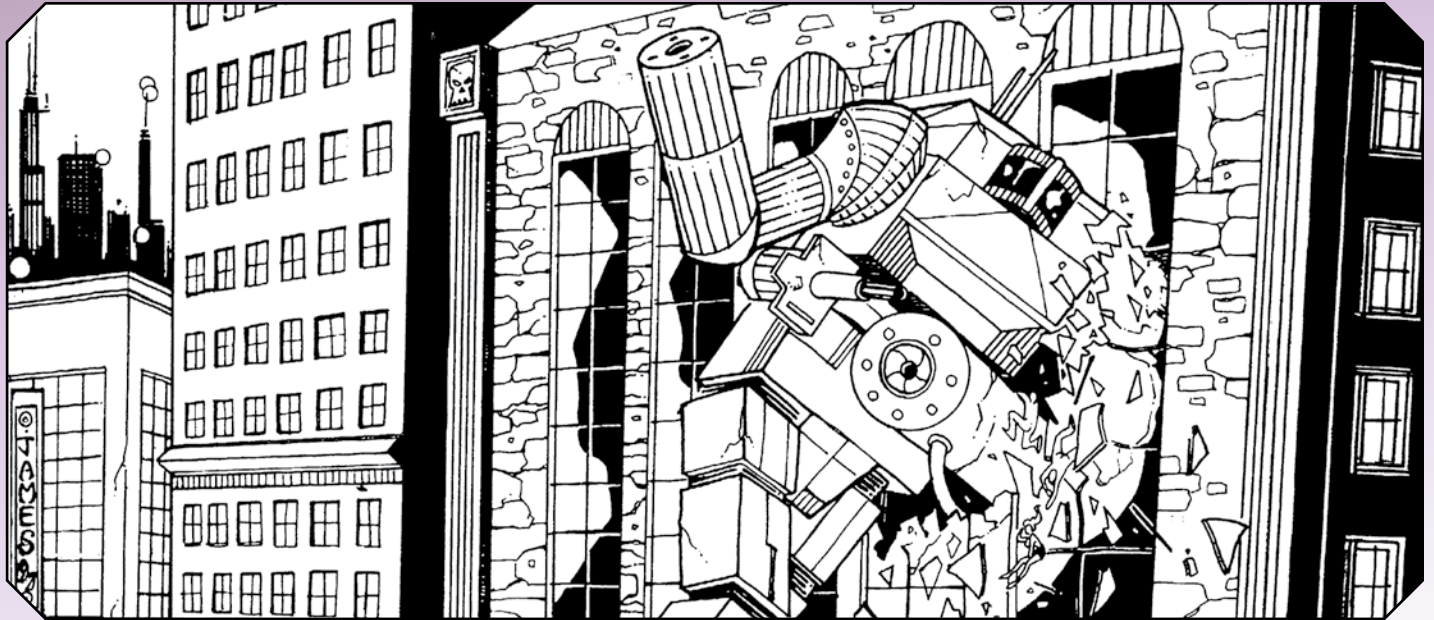
ADVANCE LYRAN RECONTEAMS DETECTED UPON ORBITAL INSERTION AT EPSILON, BELLA I, AND GALISTEO. ATTEMPTS TO INTERCEPT AND CAPTURE FAILED. PROBABILITY OF TEAMS SUCCESSFULLY INFILTRATING OTHER BORDER SYSTEMS DEEMED HIGH.

MILITARY STOCKPILES ON KNOWN LYRAN STAGING GROUNDS REPORTEDLY INCREASING; ATTACK APPEARS IMMINENT.

REINFORCEMENTS DESPERATELY NEEDED TO RESIST POTENTIAL LYRAN INCURSION. BRING OUR BOYS HOME NOW.

SIGNED
COLONEL JOHNATHAN GALLAGHER,
SENIOR SAFE ANALYST

-Verified communiqué sent to Photon Brett-Marik, dated 16 December 3077



INFRASTRUCTURE INTEGRITY

With the ability to use the League's military capacity to its own advantage, the Word of Blake concentrated on upgrading and expanding many of House Marik's production facilities before their ejection. That is not to say the League did not suffer industrial loss, but much of this occurred instead either on systems that joined the Protectorate, or at the hands of anti-Blake forces such as Alys' resistance and the Regular campaigns.

Even counting new facilities recently created to serve specific provinces, the League has lost or taken various amounts of damage to about two-thirds of its total military-industrial complex. To make matters worse, most of the damaged, captured, and destroyed facilities were often the larger and more important ones, while untouched facilities are either small, or limited to component manufacture only. On paper, this makes the former League provinces look impressive even when taken separately, but in reality it is much weaker. As a result, some 'Mech production has given way to cheaper and more easily manufactured "RetroTech" designs.

Much of the League's naval capacity was gutted. Only the Principality of Regulus and Duchy of Oriente possess significant WarShip assets, but in both cases, their ships are worn and in desperate need of overhaul. The Regular capture of Clipperton gave them the ability to repair their remaining two ships, the *Delos* and the *Haptopoda*, before the *Delos* left for Gibson and beyond. Oriente had just gotten their docks operational and was in the process of overhauling two of their corvettes when a Word of Blake strike force arrived. The engagement crippled or destroyed over half their fleet in a battle reminiscent of the early days of the Jihad. The docks were also destroyed, forcing Oriente to scale back WarShip operations until a new facility can be created, which we expect won't happen for another ten years.

Though crippled briefly after the early years of the Jihad, Ionus has become a critical site today, as the only shipyard held by a Successor State that is capable of manufacturing the engine and compact K-F drive components to support WarShip production. Before the Jihad, this yard would export parts to the other manufacturers, but with the fracturing of the League and the facility's wartime damage, such exports are now out of the question. With Ionus retaining its products for local use, other surviving WarShip-capable yards have been forced to become mere repair docks, and most are focusing on JumpShip repair now that so few WarShips remain. Ionus could possibly ensure the Marik Commonwealth's regional dominance in the coming years, forcing us to tread cautiously with Corrine Marik, but it is more likely that the breakdown of trade within League borders will hamstring the Commonwealth's fleet-building plans as well.

New military formations are being created primarily within the Principality of Regulus and the Duchy of Andurien, but these "new" forces are basically older commands that have been split into several smaller formations. BattleMech production is low, with most replacement units being conventional armor. Refit centers in the Tamarind District and Rim Commonality have exhausted their existing stores of mothballed equipment, and hastily set up RetroTech production facilities in various locations that could not keep up.

If taken as a whole, the territory of the Free Worlds League has the strongest military and infrastructure out of all the Successor States. Its subjugation by the Word of Blake allowed the League to avoid the initial carnage suffered by the rest of the Inner Sphere and, with its subsequent self-liberation, stands ready to be expanded and redirected to new uses. It is therefore fortunate for its neighbors—including us, by extension—that the League is also suffering from the worst interior crisis in its history.

FIELD REPORT: FWLM



IBU
IRJAN BATTLEMECHS UNLIMITED

FACTORY 8





MARIK COMMONWEALTH

Until recently, the Marik Commonwealth was the Word of Blake's strongest ally in the Inner Sphere. After the ouster of the false Thomas Marik as Captain-General, many of the Commonwealth's industries began producing advanced war material for the Blake Protectorate. Even after negotiations with Alys Rousset-Marik, and Corrine Marik's successful revolt against the Blakist government in 3077, this state has mustered little more than tepid support for our cause, and Commonwealth troops have even clashed with some of our own recently.

Despite the stigma of her past support of the Blakist regime (admittedly as a mere figurehead following the coup launched by her father, Paul Marik), smaller provinces continue to ally themselves with Corrine Marik. The Stewart Commonwealth, feeling betrayed by our refusal to formally relinquish Stewart to them, have taken up station on that world anyway, with tacit blessings and support from the Marik Commonwealth. The Silver Hawk Coalition likewise has declared its loyalty to the "legitimate" Captain-General on Atreus, going so far as moving a portion of their forces in support of the Home Guard, and pushing as far in as Kalidasa, daring us to eject them. Lastly, even without having any native forces of its own, the Duchy of Graham-Marik has pledged its industrial capacity to the Commonwealth in return for defensive assistance (specifically against the threat of Regular aggression).

Outside of the Confederation, it is against the Marik Commonwealth where our forces will most likely see the earliest resistance to our efforts in the Protectorate.

CONDITION

Recalled early from Operation BROKEN FIST, the Free Worlds Legionnaires and Free Worlds Guards regiments felt betrayed when they learned that their leader was not the man he claimed to be. After throwing their support to Paul and Corrine Marik, however, these troops would grow more embittered and disillusioned as they remained on Atreus to hunt down their former brothers in-arms—the decimated Knights of the Inner Sphere—for years. Witnessing the Word's heavy handedness firsthand only expanded their resentment, and they unleashed it all on the Blakists in 3077, when Corrine finally gave the go-ahead to eject the Word's divisions. Still, the First Guards maintain a blockade on Duchess Alys' homeworld of Augustine, preventing her return even after Corrine negotiated a mutual non-aggression pact with her cousin. (The reasons for this essential boil down to the Guards' belief that, in following a "wannabe messiah", Alys has betrayed the realm to foreign interests.)

The Atrean Hussars and Eleventh Dragoons have so far been held in reserve, protecting the capital of Atreus after the Legionnaires' request to be sent out of system. Though many Hussars elements remained intact through the war, many of their numbers have been stripped away to reinforce other formations that have seen heavy casualties and lack the reserves to replenish themselves.

When the Regular Hussars landed on Vosloorus, Corrine sent the three Marik Militia regiments as an answer to their posturing. At first engaging in nothing but low-key skirmishes, the Twenty-fifth and Second rotated out with the arrival of the fresh Fifth Marik Militia. Expecting a continuation of the same intensity, the Fifth was unprepared when the Hussars dropped all pretenses and attacked with sudden, unrelenting ferocity. The Fifth was wiped out, and with resources stretched thin, we do not expect them to be rebuilt anytime soon.

MORALE

Though units loyal to the Commonwealth have shown no signs of wavering, their spirits are low after being forced to follow the Word of Blake for so long. Outsiders have decried them as lapdogs of the Blakist regime, and fighting their countrymen has only disheartened these troops further. Though many warriors among these commands secretly desire to abandon the Commonwealth, most resist this urge due to a widespread belief that they will be persecuted for war crimes wherever they go.

The Falcons and Gryphons appear more dedicated to the Silver Hawk Coalition than to the Commonwealth itself, but continue to follow the command of Commonwealth generals. With logistical support from Commonwealth industries rebuilding their units, Corrine has made it clear to these commands that she intends to reclaim several former Protectorate systems, particularly the industrial world of Kalidasa.

REGIMENTAL STATUS

Eleventh Atrean Dragoons
Regiment/Regular/Reliable
105% strength | 100% Upgraded
Current Base: Atreus

Second Free Worlds Legionnaires
Regiment/Veteran/Fanatical
60% strength | 100% Upgraded
Current Base: Keystone

Twenty-Fifth Marik Militia
Regiment/Green/Reliable
80% strength | 50% Upgraded
Current Base: Marik

Atrean Hussars
Regiment/Regular/Fanatical
80% strength | 100% Upgraded
Current Base: Atreus

Eighth Free Worlds Legionnaires
Regiment/Veteran/Reliable
55% strength | 100% Upgraded
Current Base: Laureles / Campbellton

Falcons
Regiment/Regular/Reliable
60% strength | 75% Upgraded
Current Base: Amity / Danais

First Free Worlds Guards
Regiment/Elite/Fanatical
95% strength | 100% Upgraded
Current Base: Augustine

Second Marik Militia
Regiment/Regular/Reliable
80% strength | 80% Upgraded
Current Base: Manihiki / Alterf

Gryphons
Regiment/Regular/Reliable
90% strength | 80% Upgraded
Current Base: Alkes / Kalidasa



PRINCIPALITY OF REGULUS



No longer the “loyal opposition” of the League government, the Principality of Regulus is now simply just the opposition. With events such as the gifting of Gibson to the Word in the 3050s, the revelation about their Captain-General as a Word of Blake plant, and the scouring of Regulus ordered by a Manei Domini agent who betrayed Kirc Cameron-Jones’ trust, the people and leaders of this influential power bloc have come to see themselves as isolated and alone against the universe. With the League in pieces, Regulus has taken a stance of “aggressive defense”, creating a buffer zone out of their former systems, absorbing the Principality of Gibson and the Regular Free States, and sparring with Commonwealth and Oriente forces to keep both at bay.

As one of the only two League provinces with WarShips (the other being the Duchy of Oriente), they have assembled a massive—if inexperienced—fleet of “Pocket WarShips” and fighters that they first put to use in the recent scouring of Gibson, centered around the deadly *Delos*. This is evidently not the end of their plans, as the black water forces assigned to that mission have not returned to their stations. But more disconcerting to our intelligence operatives (and downright frightening to others) is not just their next possible destination is not known, but they have eluded being tracked since they left Gibson. Simply put, nobody knows where the Regularan fleet is right now.

CONDITION

Out of the original “Old Guard” Regular Hussars regiments, the First, Second, Fourth and Fifth have suffered heavy damage during the Jihad. A couple of these regiments were even destroyed outright, only to be reconstituted as a sign of defiance. Unlike the newer formations, these rebuilt Hussars are staffed solely by Regularan natives, ensuring a high amount of pride and motivation, despite their use of more outdated and obsolete equipment. The Principality has shown no interest in rebuilding the destroyed Ninth, however, as the regiment was traditionally manned by Oriente natives and graduates and thus carries a stigma.

The newer Hussars—the Sixth, Seventh, Eighth, and the Eleventh through Fourteenth—are all commands that formerly served the Blakist Protectorate. With little else to turn to, they defected to Regulus in the hopes that the thinly stretched Principality would welcome their aid. Surprisingly, despite their Protectorate origins, these regiments (which included the former Third Free Worlds Guards and surviving Sirian Lancers commands) were welcomed and rechristened as Regular Hussars.

Although the sheer number of active Hussars regiments may seem formidable at first glance, a more detailed analysis reveals that the Regularans military is more of a paper tiger. Some of the newer commands are sub-regimental, and consist of little more than a handful of BattleMechs backed up by tanks and mechanized infantry. Though this combined arms approach gives them the ability to utilize a wide variety of tactics, any sizable opponent could put the Hussars in dire straits very quickly, at which point the desperate Regularans may even resort to WMDs to hold the lines.

MORALE

The Regularans’ current militarily and territorial expansion has done much to soothe the Hussars’ frustrations, and the destruction of Gibson has given many in the “old guard” a sense of closure since the sacking of Regulus. The newer regiments, as former FWLM formations turned Blakist, have understandably refrained from expressing their enthusiasm. Even though these troops are rated Reliable and have shown nothing but loyalty to the Principality, intelligence has indicated a large number of moles and Regularan SAFE operatives are being inserted with every new wave of recruits, keeping a wary eye on these “immigrant” troops, lest they prove to be enemy sleepers.

REGIMENTAL STATUS

First Regular Hussars

Battalion/Elite/Fanatical
60% strength | 100% Upgraded
Current Base: Olafsvik

Second Regular Hussars

Battalion/Regular/Reliable
25% strength | 60% Upgraded
Current Base: Vosloorus

Fourth Regular Hussars

Battalion/Regular/Reliable
30% strength | 50% Upgraded
Current Base: Diass

Fifth Regular Hussars

Battalion/Veteran/Fanatical
90% strength | 90% Upgraded
Current Base: Molokai / Clipperton

Sixth Regular Hussars

Battalion/Green/Reliable
60% strength | 100% Upgraded
Current Base: Regulus

Seventh Regular Hussars

Battalion/Green/Reliable
60% strength | 100% Upgraded
Current Base: Wallis

Eighth Regular Hussars

2 Companies/Green/Reliable
70% strength | 100% Upgraded
Current Base: Hongqiao

Tenth Regular Hussars

Battalion/Regular/Reliable
85% strength | 90% Upgraded
Current Base: Cameron / Muscida

Eleventh Regular Hussars

Battalion/Regular/Fanatical
80% strength | 90% Upgraded
Current Base: Tiber/Avior

Twelfth Regular Hussars

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

Thirteenth Regular Hussars

Battalion/Green/Reliable
60% strength | 100% Upgraded
Current Base: Regulus

Fourteenth Regular Hussars

Battalion/Green/Reliable
50% strength | 90% Upgraded
Current Base: Hellos Minor



DUCHY OF ORIENTE

The Duchy of Oriente has been a focal point for much of the League's politics and diplomacy in recent years. Retaining its strength in solidarity, this realm owes much of its stability to the efforts of the fake Thomas Marik. His unwavering dedication to principles—despite his decades-long deception as Captain-General—and his marriage to the daughter of the ailing Duke Christopher Halas has all but cemented his place as successor to the ducal throne.

The Halas family has not remained insular either. Thomas traveled to Sian in 3073 to secure an unofficial ceasefire from Chancellor Sun-Tzu Liao. Though they have sparred with Regulans on several systems, the increased communication between the Halas and Orloff families (as well as numerous interior Protectorate families) are starting to bear fruit. It should not come as a surprise if those two smaller League provinces decide to join with Oriente to prevent assimilation by less benign powers in the coming years. Though they sent no ground troops to our coalition, the

Halas instead assisted greatly in providing vital logistical support, special operations teams, and last-minute naval support from their WarShip fleet. With SCOUR over, however, much of this support has evaporated as Oriente has turned to fortifying its own borders.

The Duchy's biggest strength is not its sizable ground forces, but its black water navy. Even after being reduced to half its size in the past year and overdue for repairs and maintenance, the remaining WarShips in Oriente's fleet are a potent force that can shatter just about any invaders who lack equivalent capital assets. Halas has made certain that only the most loyal of crew are stationed on these vessels, a fact evidenced in several failed efforts by various parties to woo these potential assets away from their service to a minor state.

CONDITION

The Fusiliers of Oriente saw most of the fighting in the Jihad, from Operation: BROKEN FIST, to retaliatory raids against Capellans early in the war, and even fighting off the Blakist reprisal raids. At Sherryl and Christopher Halas' behest, these troops have pledged total loyalty to Thomas and are sending some of their more seasoned soldiers to help rebuild other Oriente commands that were nearly wiped out in recent years.

The Oriente Hussars are particularly strong, having avoided heavy fighting and limiting many of their actions to local raids. Indeed, the Hussars alone gives the Duchy of Oriente a BattleMech force second only in size to the Marik Commonwealth. With the Fusiliers rebuilding from casualties sustained in the past year, the Duchy's defense will more than likely fall to the Hussars for the time being.

General Garibaldi's long ties to the Halas family made it easy to predict where his First Marik Militia's loyalties would fall once federal authority collapsed, and thus Oriente won its only intact non-provincial command. Unfortunately, loyalty and skill would fail to protect the First from destruction when Blakist nukes, delivered by cargo DropShips to both of the command's garrisons on Ohrensen and Ventabren, obliterated over ninety percent of the Militia's combat and support assets. Only a few lances on patrol were spared the carnage, which preceded an attack on Oriente itself by a Shadow Division task force mere weeks later.

MORALE

Though outside groups tend to disdain Oriente's troops for continuing to follow "the Impostor", the Duchy's forces have nonetheless held their heads high. Thomas' repeated attempts to rescue Duchess Sherryl Halas from Atreus did not go unnoticed, nor was the fact that he elected to sacrifice forces loyal to him personally in the effort, rather than risk regional defenses on the task. These factors, plus Duke Halas' blessings, have ensured Oriente's loyalty to Thomas should his father-in-law pass on.

Their biggest source of pride has come from the fact that none of Oriente's forces defected to the Blakists in the years before or during the Jihad. Remaining true to their principles, even as others in the League broke ranks, is seen as a grand accomplishment for these men and women.

REGIMENTAL STATUS

Ducal Guard

Regiment/Elite/Fanatical
85% strength | 100% Upgraded
Current Base: Oriente

First Oriente Hussars

Regiment/Veteran/Fanatical
105% strength | 90% Upgraded
Current Base: Oriente

Fifth Oriente Hussars

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

First Fusiliers of Oriente

Regiment/Elite/Fanatical
40% strength | 100% Upgraded
Current Base: Dayr Khuna / Jouques

Second Oriente Hussars

Regiment/Regular/Reliable
90% strength | 90% Upgraded
Current Base: Calloway VI

Sixth Oriente Hussars

Regiment/Green/Reliable
85% strength | 60% Upgraded
Current Base: Dalton / Mansu-ri

Third Fusiliers of Oriente

Regiment/Veteran/Reliable
40% strength | 80% Upgraded
Current Base: Les Halles

Fourth Oriente Hussars

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



TAMARIND AND ABBEY DISTRICTS

The Tamarind District has seen more than its fair share of challenges, both military and diplomatic. The Blakist instigation of the brief Lyran-Marik border conflict early in the Jihad helped divert attention away from their moves to take over various other strategic targets. When Marshal Brett learned of this, he sued for peace and turned his attention to organizing a force to fight the Word, a fight that would claim his life at the hands of a brainwashed Richard Steiner. Thus would military command pass down to his son Photon, though the main leadership of the resistance would fall to Duchess Alys Rousset-Marik.

Since then, the Tamarind District has been besieged on all sides. Circinus suicide troops, rogue Lyran Archonettes, and Blakist raiders have occupied the attentions of a bitter Duchess Therese Brett-Marik and her son. Though initially supportive of our efforts, increasing military pressure by the Lyrans' Buena Archonette forced them to withdraw their troops and focus inward. Even now, despite appeals from leaders on both sides of the line, fighting between the Buena and Tamarind seems likely. Meanwhile, the District has begun talks to unite with the nearby Abby District, hoping to consolidate and strengthen their position through the addition of several more vital systems.

It is hard to admit or prove, but the Brett-Mariks may have been one of our political missteps in our campaign. By favoring the geographically closer Alys Rousset-Marik (who may or may not have tied herself tightly to our coalition anyway), we have apparently alienated Therese and Photon. The Brett-Mariks' experience in military campaigns might have hastened operations where Alys struggled, and a position within our coalition could have pressured the Lyrans to check their ambitions against the League, avoiding the Tamarind pullout right before our attack on Terra. This is pure conjecture however; we may never know if our decision was right or wrong.

CONDITION

Recouping most of their losses from Operation: BROKEN FIST, Photon's Second Free Worlds Guards remained vigilant on the Lyran border until Circinian forces overran Poulso and Khon Kaen. Sending a battalion (under the colors of the Second Fusiliers of Oriente, in an apparent effort to confuse both Federation and Lyran parties) as the backbone of the FWLM force, the Guards suffered the brunt of the fighting, and were wiped out before the rest of the task force could eject the Federation troops. Additional sparring with Lyran troops has dwindled the command further, forcing it to abandon its plans to rebuild its fourth battalion.

Initially part of our coalition, The Thirtieth and Thirty-first Marik Militias served admirably in very engagement they participated in, but on the eve of the final push to Terra, Marshall Photon recalled them to Tamarind space. About a third of each command opted to remain behind, to fight under our banner, but unfortunately, these proved to be the newest and least experienced among them, and few survived long after the initial landfalls.

Both the Thirty-fourth and Thirty-seventh Militas were the newest, worst equipped and least experienced of the Marik Militias pre-Jihad. That is no longer the case, since Operation: BROKEN FIST, where both regiments made a strong showing before returning to the League as heroes. Since then, they have taken up station within various Tamarind District systems, but are being whittled away by repeated Lyran raids.

MORALE

Being among the first FWLM forces to throw off Word of Blake influence (rather than continuing to fight against other realms as their nation bled), the Tamarind District forces remain bitter, feeling that their contributions to the Jihad have been ignored in favor of Alys Rousset-Marik's more publicized resistance. The bitterness only strengthened when Alys was chosen over Photon to command of the League thrust into the Blake Protectorate. In the face of this perceived insult, few Tamarind troops felt any regret in leaving the coalition to protect their breakaway fiefdom from the Lyran and Circinus threats.

But more important than bitterness, is the fatigue and worry being expressed by their condition from the constant fighting over the past decade. Spread way to thin and painfully aware of it, Tamarind's military faces an uncertain future even as the hawkish warriors in the Second Guard clamor for another round of combat on Poulso. We could use this trepidation to our advantage, eventually offering supplies and diplomats to act on Tamarind's behalf in exchange for their political support when we can finally afford to.

REGIMENTAL STATUS

Second Free Worlds Guards

Regiment/Veteran/Reliable
70% strength | 100% Upgraded
Current Base: Maxwell / Hammer

Thirty-First Marik Militia

Regiment/Veteran/Reliable
65% strength | 60% Upgraded
Current Base: Griffith / Alorton

Thirty-Seventh Marik Militia

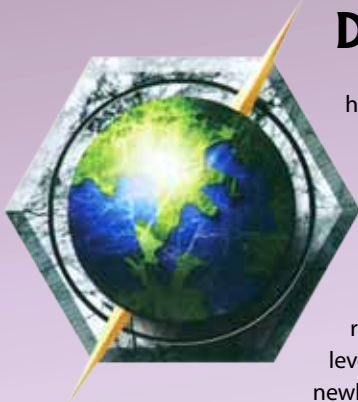
Regiment/Regular/Reliable
70% strength | 55% Upgraded
Current Base: Tamarind / Labouchere

Thirtieth Marik Militia

Regiment/Elite/Fanatical
45% strength | 80% Upgraded
Current Base: Dalcour / Cerillos

Thirty-Fourth Marik Militia

Regiment/Regular/Questionable
70% strength | 50% Upgraded
Current Base: Epsilon / Nockatunga



DUCHY OF ANDURIEN

Given that the Duchy of Andurien has historically been one of the League's most rebellious of provinces—having attempted a violent secession as recently as fifty years ago—it is surprising that this state did not lead the way in the latest breakdown of federal authority. Instead, the backwater Rim Commonality won that honor with its own de facto declaration of independence in 3075.

Nevertheless, it almost seems as if the Anduriens are glad to see the League fragment, as they have wasted no time in using the opportunity to reclaim their prominence and influence in the region. The revelations about Thomas Marik's doppelganger did much to erode the loyalty of the FWLM, leading several brigades to pledge allegiance to Dame Humphreys. The newly formed Andurien Rangers that emerged as a result have taken a combined arm approach, often mixing BattleMechs, vehicles, and infantry at the company level. Though their conventional assets are near top of the line, Andurien's 'Mech assets are suffering, forcing newly assigned Rangers to rely more on the easier produced "RetroTech" designs coming out of Lopez.

Having recently signed non-aggression pacts with both the Capellan Confederation and the Magistracy of Canopus, the Duchy has started to seek expansion opportunities in the coreward parts of League space. A new mutual defense pact reached with the Mosiro Archipelago has many of our analysts projecting that the tiny sub-state will be among Andurien's first annexations in the near future.

CONDITION

After years of hatred toward the Confederation, the First Free Worlds Legionnaires quickly went to the Duchy of Andurien after launching an unauthorized raid into Capellan space early in the Jihad. Reformed as the First Andurien Rangers, they have proved their willingness to fight by raiding Principia and later on repelling an attack by a bitter Second Oriente Hussars, though casualties have eroded their strength.

The biggest surprise came when the once fanatically loyal Fifth Legionnaires defected from the FWLM and pledged their allegiance to Humphreys. Now known as the Second Andurien Rangers, these troops first served as a cadre unit for additional Andurien forces, then later played a pivotal role in earning peace on the Confederation border during covert operation in which they rescued Magestrrix Naomi Centralla-Liao over Furud. Now stationed on the Capellan border, Dame Humphreys hope their position will deter possible Capellan raids in appreciation of the Second's actions.

In 3076, the Third Rangers were formed around elements from the Ninth Legionnaires, a command created less than a decade ago and deployed right before the outbreak of the Jihad. This regiment suffered a brief but bitter internal struggle, with various officers and cadets attempting to wrest control to pledge allegiance to various factions. The personal intervention by Dame Humphreys ended the struggle before the violence could spread, and allowed those soldiers who objected to Andurien authority to leave peacefully.

The Fourth is particularly new, made up mainly from the latest graduates of Humphreys Training Academy. Currently based around a company of assault BattleMechs, this command is only at about third of its intended combat strength.

MORALE

With most of their borders seemingly secure or relatively well defended, the spirits and nationalism among the Rangers are at an all-time high. Many are training to repel possible attacks by CCAF raiders, but with a non-aggression pact signed and the Confederation focusing on us, this is an unlikely scenario in the near future.

REGIMENTAL STATUS

First Andurien Rangers

Two Battalions/Veteran/Fanatical
70% strength | 90% Upgraded
Current Base: Andurien

Second Andurien Rangers

Two Battalions/Regular/Reliable
95% strength | 90% Upgraded
Current Base: Shiro III / Conquista

Fourth Andurien Rangers

Company/Green/Reliable
35% strength | 40% Upgraded
Current Base: Lurgatan / Sadurni

Third Andurien Rangers

Battalion/Green/Reliable
90% strength | 100% Upgraded
Current Base: El Giza / Mosiro / Hudeiba



MINOR PROVINCES

The Jihad was particularly brutal to many of the smaller League provinces. Many found their regional forces turned by the Blakists or summarily wiped out, leaving them defenseless as the federal government unraveled.

The Duchy of Orloff has so far been in the best shape, staying independent and aloof from all the infighting, but now faced with the expanding Regular and Marik provinces, they have grown closer to the Duchy of Oriente out of necessity.

Being so far from any of the larger factions, the biggest problem the Rim Commonality has faced was its vulnerability to pirates and the ever-aggressive Marian Hegemony. After they were abandoned by the Second Hussars and subsequently forced to fend for themselves throughout much of the Jihad, the Rim became the first province to go independent, kicking out League officials in 3075 and organizing their own government.

Once one of the most influential Houses in the League, the Stewart Commonwealth has fallen far. With the loss of two of their regiments and their capital planet, House Stewart has supported anyone willing to assist them in retaking their homeworld. Initially supporting Aly Rousset-Marik's resistance, our refusal to release this strategically vital system has left them feeling betrayed, and they have sought an alliance with the Marik Commonwealth to assist in reclaiming Stewart's independence by force.

Stuck in the middle of several other factions, the Protectorate province faced a similar situation, but lacked any native forces after the Fourth Marik Militia departed for the Rim Commonality. It was only after negotiating for the services of the Iron Guard, who found themselves once again without a home, that the Protectorate found a force willing to defend them permanently.

CONDITION

Military strongest of all the minor provinces, the Duchy of Orloff took a hard blow when Blakist mercenaries shattered their Sixth Grenadiers. With the recent arrival of the Eighth from the other side of League space to relieve the Ninth Marik militia, House Orloff is evaluating its long-term options with its provincial military finally firmly in place.

Briefly left in the lurch by the departing Eighth Orloff Grenadiers, the Rim Commonality scrambled to look for any sort of defense, which briefly created an uproar and series of accusations against ruling Chairman Ardal Thomasson. Not willing to throw her alleged lover under the bus, Colonel Sandra Relph used her network of connections to arrange for not just one, but two Marik Militia regiments to replace the garrisons in the otherwise peaceful border province. Arriving with "the Colonel's compliments", both the Fourth and Ninth Militias are less experienced than the Eighth, but have made up for it in enthusiasm, handily repulsing recent raids by pirates and bolstering Chairman Thomasson's popularity.

The sole remaining regiment belonging to the Protectorate Guard lived up to their motto of "Never Surrender", staying loyal to their roots while the newer formations turned Blakist. Despite heavy casualties, the Guard survived the Terra campaign and has moved to New Delos at the behest of General Simonov.

Supporting Alys' resistance and our coalition to regain their capital, the Stewart Commonwealth's military paid a hefty price. In Geneva, the Home Guard fought viciously against the TerraSec, suffering heavy casualties while the Juggernaut was wiped out in a chemical attack to Cairo. Quickly leaving Terra for home, the remaining Home Guard have ignored our orders to leave Stewart alone until things settle down, and have begun using the remaining facilities there to re-arm themselves after forcing the garrison militia off-world.

MORALE

The League's collapse has worried the smaller provinces even more than the independent systems that have long grown used to their subservient stature. Because of this, most independent provincial forces have abandoned the League and coalition chains of command, preparing for possible incursions by the larger factions. The one exception is the Rim Collection, which is relying on the newly arrived Marik Militias for their defense. The Stewart Commonality's Home Guard are the most worrisome; having stationed themselves on their hereditary capital of Stewart, these troops have become de facto invaders within the occupied Blake Protectorate border, and will complicate our efforts to stabilize the region if they remain much longer.

REGIMENTAL STATUS

Duchy of Orloff

First Orloff Grenadiers

Regiment/Regular/Reliable
100% strength | 70% Upgraded
Current Base: Hassad

Eighth Orloff Grenadiers

Regiment/Veteran/Reliable
95% strength | 65% Upgraded
Current Base: Vanra / Carbonis

Rim Collection

Fourth Marik Militia

Regiment/Regular/Reliable
75% strength | 65% Upgraded
Current Base: Lesново / Campoleone

Ninth Marik Militia

Regiment/Regular/Reliable
90% strength | 75% Upgraded
Current Base: Negushevo / Tematagi / Tohelet

Border Protectorate

Iron Guard

Regiment/Veteran/Fanatical
45% strength | 100% Upgraded
Current Base: New Delos

Stewart Commonality

Home Guard

Regiment/Elite/Reliable
55% strength | 100% Upgraded
Current Base: Stewart



ALYS ROUSSET MARIK'S RESISTANCE

As perhaps the most volatile political figure in the League before the Jihad, only the revelation of the imposter Captain-General has unseated Duchess Alys Rousset-Marik in the realm of the League's celebrity gossip. Her influence did not diminish with the Jihad, but in fact only grew as she went to ground with her mercenary command to fight the Word of Blake's dominion over the Free Worlds. Amassing a military force that rivaled several of the breakaway provinces, it was not until Operation SCOUR was the extent of her influence finally came to light, bringing various smaller operations together for one grand campaign.

Not the best strategic commander in the war, Alys' thrust into the Blake Protectorate was the slowest, marred by setbacks, insufficient intelligence and relatively poor planning that often forced her troops to resort to less effective hit-and-run tactics. Her strength was in her political acumen; gathering allies, forging political alliances and even negotiating assistance from some of the Word of Blake's allies.

Alys—and, by extension, her forces—nevertheless appear devoted to our ideals and plans. While it would be best to try and assist her in garnering the title of Captain-General under a re-united League, she has shown considerable resistance to that position. Thus, it will likely be more beneficial to us to try and employ her as a negotiator with the various provincial powers, as both her rivals and allies respect her non-combat abilities.

CONDITION

Assisting Devlin Stone himself, the Third Legionnaires saw some the most brutal fighting of the final campaign while repeatedly sparring with St. Jamais' forces. Now stationed on Irian, the Third has commandeered much of the system's remaining military output to rebuild its losses.

The Fifth Guards' assignment of taking the Singapore Castle Brian went as smoothly as could be expected, until a successful counterattack by the Blakists nearly shattered the command, forcing it to withdraw right before the attackers initiated the castle's self-destruct protocols.

Fanatically loyal to Alys, due to her intimate relations with their late CO, the Twelfth Atrean Dragoons was the first to join her resistance after the Krushers, and later took part in her thrust towards Terra. The Twelfth showed no hesitation on Hsien, when the battle became a three-way campaign against both Blakist and CCAF forces. During the push for Sandhurst on Terra, the Twelfth refused to waver from Alys' side, though they lost half of their remaining strength in the bargain. The survivors have moved with Alys to the strategic system of Rochelle, possibly preparing for operations in support of a showdown over Augustine.

The Twentieth Marik Militia came out of Operation SCOUR in the best condition, though during the opening years of the Jihad and the siege of the Blake Protectorate, they suffered moderate casualties against Lyran- and Blakist-backed mercenaries. Able to replenish their losses right before the final push to Terra, the Twentieth—along with the rest of the task force charged with taking Rio—easily made planetfall, and used captured mining equipment to tunnel under and capture the local SDS command center at a loss of just under a third of their forces. The Twentieth has since moved to Zion, to reinforce the local militia in case of reprisals from bitter CCAF forces.

MORALE

The resistance's pride in having participated in the successful recapture of Terra has been tempered by the heavy casualties sustained during the horrific fighting of the past few years. In addition, the prospect of facing their former comrades over the Blakist Protectorate has not appealed to even the most pro-coalition of these soldiers. Even so, Alys' forces have stoically taken up positions in former Protectorate systems bordering on League space, hoping their presence will deter any possible incursions by provincial opportunists.

REGIMENTAL STATUS

Fifth Free Worlds Guards

Regiment/Veteran/Reliable
45% strength | 85% Upgraded
Current Base: Castor

Third Free Worlds Legionnaires

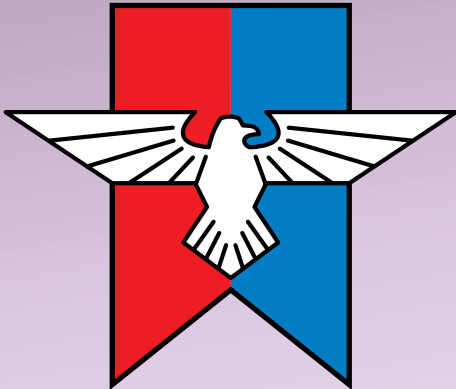
Regiment/Elite/Fanatical
35% strength | 100% Upgraded
Current Base: Irian

Twentieth Marik Militia

Regiment/Regular/Reliable
65% strength | 95% Upgraded
Current Base: Zion

Twelfth Atrean Dragoons

Regiment/Veteran/Fanatical
40% strength | 100% Upgraded
Current Base: Rochelle



NON-ALIGNED FORCES

With the coming of the Jihad and revelation of their Captain-General as an impostor planted by ComStar, every soldier who swore to protect the League and follow its leaders faced a crisis of faith and loyalty. Some believed the false Thomas Marik's superior leadership overruled the lie of his identity, while others could not in good conscience follow the doppelganger, and opted instead to pledge allegiance to one of the other handful of would-be Captain-Generals who rose in his wake.

While others began choosing sides, some forces refused to join any specific provincial authority as the realm began to fracture—of these non-aligned forces, the Tenth and Eighteenth Marik Militias were by far the largest. The Eighteenth Militia was the first to leave, abandoning its post on Connagauht in 3076 and heading rimward until they hit the border. When faced with actually leaving League space and abandoning their homeland, however, the Eighteenth's

warriors just could not bring themselves to cross the line. As they set down on Umka to rest and consider their options, the planetary government approached them with a deal; They would supply a portion of the Eighteenth with free lodging, food, basic supplies and several other benefits for the units to stay and defend from possible raiders. As the Eighteenth was deciding, two other nearby systems contacted them with similar offers, and the once-shunned Marik Militia, decided to accept their offers.

The prestigious Tenth was originally sent by Corrine Marik to make an example of the Rim Commonality and hopefully pull them back into the fold. But upon their arrival in the region, they received an urgent message from Kendall, reporting that Marian raiders has assaulted the facilities there and routed the defending Bad Dream mercenary command. Colonel Meyers refused to be swayed away from her orders, but the rest of her command protested, preferring to defend their countrymen rather than attacking them. In a near-bloodless mutiny, Colonel Meyers was deposed, and Force Commander Kawamura took over, relocating the Tenth to protect Kendall and its surrounding systems.

Acting more like mercenaries than house troops, the Tenth and Eighteenth have both split their forces up, negotiating terms with the non-aligned systems on the League's Periphery border. Garnering basic supplies and "perks" to pay back the soldiers for protection, these now pseudo-independent commands (each typically based around one of the 'Mech battalions) offering themselves up for hire, but only to League systems, and only for defensive missions unless the contract is against a outside power. It is highly likely that these formations are keeping close tabs on their former brethren, ready to jump in and assist if the situation gets too hairy.

CONDITION

Somehow avoiding almost all the fighting of the Jihad, even when stationed on the border of the Blake Protectorate, the Tenth has preserved most of its strength, less a few defections by some warriors to their respective home provinces. Unfortunately, the MechWarriors leaving were some of their best troops in the regiment, while the replacements drawn from local sources proved completely green.

The Eighteenth abandoned Connaught in mid-3076, narrowly avoiding a Word of Blake raiding party that most likely would have simply used tactical nukes to annihilate the rogue force rather than engage in a costly ground fight. Still only about half upgraded, the Eighteenth is forgoing any attempt to continue upgrading its equipment until it can find a reliable source of supplies to keep the regiment properly maintained.

MORALE

Disillusioned by the fragmentation of their homeland, the Tenth's and Eighteenth's morale has steadily degraded over the past few years. While the Tenth's warriors hold out hope for a re-solidification of the League, the Eighteenth's troops have completely given into rampant cynicism and paranoia.

REGIMENTAL STATUS

Tenth Marik Militia

Regiment/Regular/Reliable
75% strength | 80% Upgraded
Current Base: Lahti / Hednesford / Kendall

Eighteenth Marik Militia

Regiment/Green/Questionable
80% strength | 55% Upgraded
Current Base: Eleusis / Umka / Aspropirgos



BLAKE'S FINAL KISS OF DEATH

[Ohrenson Patrol Craft 26]: "Skies still clear on our end, looks like we have them on the run."

[WarShip Schrack]: "Keep your eyes open, Twenty-Six. Robes will try something funny. A handful of DropShips and fighters can't be all they intended to throw at us."

[OPC26]: "Roger that."

[Several minutes pass in the communications recording]

[OPC26]: "Multiple emergence waves detected two hundred kilometers stern side of our position."

[Schrack]: "As expected. More transport Jumpers?"

[OPC26]: "Rog-no wait! Signatures indicate WarShips! Profile registering two *Vincent Mk 39s*, two *Star Lords*, fully loaded."

[Schrack]: "Coming about to engage. Good work, Twenty-Six. Notify Command and get the hell—"

[OPC26]: "Taking fire from *Vincent*s, incoming fighters. Looks like *Celestials*. These are *Shadow Divisions*! Oh, God! *Nukes*! Those are *nukes* under their—" [Static]

[Schack]: "Twenty-Six, report. Twenty-Six, are you still out there...?"

—Recorded zenith jump point, Ohrenson, 6 February 3079

IRREGULAR FORCES

MERCENARIES

Inside the League's border, the fracturing of federal authority has both been a boon and a detriment to the mercenary trade. With few major powers left with the affluence to afford their desired wages, many mercenaries jumped ship, by allowing their contracts to expire, joining the Word of Blake's employ, or simply leaving. The pointless sacrifices of mercenary commands on Gibson and Atreus at the orders of Regulan and Oriente leaders, respectively, left many keenly aware of how little the League regarded its irregular forces.

On the other hand, the defection of League troops and infighting has left a wealth of opportunities for smaller commands to make a name for themselves. Groups like the Rim Commonality are looking for any credible force to help defend themselves from pirate raids, while the Regulans hired a large amount of conventional and aerospace commands to bolster their garrisons while their provincial troops focus on expansion and the extermination of Blakist holdouts. As of this writing, only three established commands greater than a company in size remain employed within Free Worlds League space.

Initially contracted by Alys Rousset-Marik, both the Legion of the Rising Sun and the Battle Corps had their contracts bought out by our coalition, allowing the Duchess to dedicate more of her resources to the League units that joined her resistance and begin to catch up on back wages. Alys refuses to let her own command, Kristen's Krushers, be contracted to anyone but herself.

Stretched thin, but looking to retake Poulso from the Circinus Federation, the Tamarind District has recently contracted out the Heart of Blake mercenary command. After much debate about hiring a force made up of former Blakists, the Heart's track record of loyalty to contracts has been commendable, and their performance so far in establishing a beachheads and zones of control has been satisfactory. Photon has admitted that should this continue, he may use the Heart to spearhead a long overdue counter-assault against Buena's recent acquisitions.

The last (and seemingly least) of the three well-known commands, the Bad Dream, is a shell of its former self. The mass desertion of its armor assets and two companies of MechWarriors (forming the Nightcrawlers) took away not just its strength, but its tactical skill as well. The Nightcrawlers were wiped out in the Blakist blitz on Galatea, and though Colonel Bortman reportedly gloated about the death of his former soldiers, his luck did not fare any better years later, when the Marian Hegemony shattered Bad Dream's remaining battalion during a 3077 attack. With only a handful of 'Mechs left operational, and looking for a respite to rebuild (particularly after the government of Kendall refused to compensate Bad Dream for its embarrassing defeat), they broke contract to arrive in the Rim Commonality's capital of Lesnovo at just the right time. The Commonality had just lost the protection of the Eighth Orloff Grenadiers, and desperately was looking for any sort of force to protect it. Now that two Marik Militia units have arrived, the Chairman is re-evaluating his options, and Bortman looking at filing for bankruptcy.

IRREGULAR FORCE STATUS

Kristen's Krushers

Regiment/Veteran/Fanatical
(Alys Rousst Marik)
50% strength | 100% Upgraded
Current Base: Rochelle

Heart of Blake

2 Battalions/Veteran/Reliable
(Tamarind District)
80% strength | 100% Upgraded
Current Base: Poulso

Bad Dream

Battalion/Regular/Questionable
(Rim Commonality)
20% strength | 100% Upgraded
Current Base: Lesnovo

