

BATTLETECH™



BLUE Lotus

◀ 1 / 85 ▶



Field Report: Free Worlds League 2765



Military and Logistical Assessment of the
Free Worlds League Military
OFFICE OF THE SLDFCOM

II-643-003



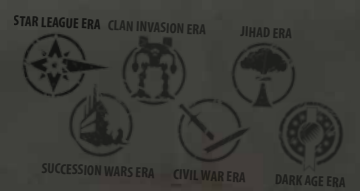
Military and Logistical Assessment of the
Free Worlds League Military
OFFICE OF THE SLDFCOM

K-643-003

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: FWLM describes the state of House Marik's Free Worlds League 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.



©2014 The Topps Company Inc. All Rights Reserved. BattleTech Field Report 2765: FWLM, Classic BattleTech, BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

FIELD REPORT 2765: FWLM



TO: General Aaron DeChavilier, Deputy Commanding General of the SLDF
FROM: General Martin Ost, Commander, Army Group Marik
DATE: 17 April 2765

Aaron,

The following reports compiled by the Star League Intelligence Command should provide a solid picture of the dispensation of forces at the Free Worlds League's disposal. A more detailed breakdown may be forthcoming, depending on whether SLIC agents can gather further data, but for now this is the best I can provide.

Considering the social and military problems we've encountered within the League over the past number of years, the Free Worlds League Military—both federal and provincial forces—bears close watching. As you no doubt saw in the report on the SLDF presence in the Free Worlds League Military Region, so far the incidents have remained at a small and manageable scale. Thankfully, Kenyon Marik cannot send provincial forces wholesale on any offensive “bandit” campaigns without severe backlash from the Dormuth Council and the provincial heads of state. Nevertheless, any actions—be they large or small—that might threaten the readiness of SLDF troops in the area could very well distract our attention long enough to turn a potential crisis into a larger conflagration.

Given the fragmentary, internecine reality of Free Worlds League politics, the League—and by extension, the FWLM—could collapse into turmoil at any given time. The wounds of Elise Marik's civil war are still healing, and if ordered to do so, my troops will ensure those wounds do not reopen.

These reports on the status of the FWLM are my effort to ensure the FWLM Military Region remains in a state of defensible stability, and to defuse potential trouble before it can happen. Minor incidents with some of the more provocative elements within the FWLM seem to be unavoidable, and knowing our “enemy” is key in keeping the brushfires under control.

In any event, the Damocles Contingency protocols may need to be revisited so they incorporate the information presented in these reports.

—Martin

TO: Lieutenant General Kamil Trubetskov
FROM: Brigadier General Evan Falange
Date: 12 August 3090

General,

As I mentioned last time we spoke, here are the reports my analysts have been able to extract from the recovered ComStar database. Although the Free Worlds League is a tragic memory today, its remnants maintain a belligerent posture to our Republic, and thus present an imminent threat to our national security. To combat this threat, we must first understand it, and to understand it, we must learn how it came to be. I believe these reports will be instrumental in allowing us to study the former Free Worlds League states and better predict their future actions.

At the very least, the attached reports will provide excellent fodder for historical simulation exercises at Republic military academies. If you deem it necessary, I can certainly schedule some guest-lecturer dates and personally show our future soldiers the true value of history.

In service to the Republic,
—Brigadier General Evan Falange

HOW TO USE THIS BOOK

Field Report 2765: FWLM is a *BattleTech* supplement designed to provide players with information about the state of the Free Worlds League Military (FWLM) before the Periphery Uprising and the Amaris Coup.

This first section of this book—the *League Overview*—is divided into two sections, *Strategic Update* and *Goals of the State(s)*. *Strategic Update* is a brief overview of the FWLM's condition and perceived objectives in 2765, while *Goals of the State(s)* presents the political and military aims of the League's various factions.

The next chapter, *Logistical Status*, first covers the state of *Academies and Command Centers* throughout the League, while *Infrastructure Integrity* shows an overview of the state of FWLM support assets during a critical period in the Star League's history.

The final chapter presents the overview, condition, and morale of the various units of the FWLM. Included are ratings for the experience and loyalty of each regiment within each brigade

CREDITS

Project Development: Herbert A. Beas II
Development Assistance: Joel Bancroft-Connors
BattleTech Line Developer: Herbert A. Beas II
Writing: Philip A. Lee

Strategic Assistance: Øystein Tvedten

Production Staff

Cover Design

and **Layout:** Ray Arrastia, Kara Hamilton

Logos: Ray Arrastia, Jason Vargas

Map: Øystein Tvedten

Factchecking/Playtesting: Joel Bancroft-Connors, Nicholai Duda, Joshua Franklin, William Gauthier, Keith Hann, Johannes Heidler, Daniel Isberner, Chris Marti, Luke Robertson, Andreas Rudolph, Chris Wheeler, Patrick Wynne

Special Thanks: To Herb for allowing me another romp in the Free Worlds League Military Region, and to Øystein and the fact checkers for their tireless and invaluable dedication.

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 Free Worlds League Military or the state of warfare before the fall of the Star League, see *Field Manual: Free Worlds League*, *Field Manual: Updates*, *Field Manual: 3085*, *Field Report: FWLM*, *Handbook: House Marik*, *Field Manual: SLDF*, *Era Report: 2750*, or *Historical: Liberation of Terra I*.

FIELD REPORT 2765: FWLM

MARIK

MARIK



TO: Aleksandr Kerensky
 FROM: Aaron DeChavilier
 RE: Warden of the Perimeter Defenses
 Date: 21 April 2765

Alex,

You may notice throughout the attached report on the FWLM that House Marik's head of state is denoted with his wartime title of "Captain-General" rather than the peacetime title of "Warden of the Perimeter Defenses." This is an intentional choice, as I believe it more accurately reflects how the SLDF and Army Group Marik should treat the Free Worlds League going forward. Also, I'm sure you have noticed Ewan Marik eschewed usage of the "Warden" title in Star League Council chambers during his tenure as Council representative, and his son is perpetuating that trend. This attitude only serves to prove to me that House Marik sees itself as already being at war—whether with the SLDF or the FWL's neighbors, I cannot yet say. As such, it is my belief the SLDF should treat the Marik head of state as though he has already assumed the Captain-General's powers.

To reinforce this point and convey the seriousness of the situation to our subordinates in Army Group Marik, I have ensured this document will retain the Captain-General title where appropriate.

—Aaron

LEAGUE OVERVIEW

With the Marik Civil War still looming in the not-so-distant past, the Free Worlds League is still in a fragile state. While Elise Marik and her paranoia no longer rule the League, her successors have accomplished only small victories in repairing the nation's political and military injuries, both across provincial lines and regarding fellow Star League member-states. The current leadership—Captain-General Kenyon Marik—is seemingly content with the status quo.

STRATEGIC UPDATE

Two major incidents from this century have placed an indelible stamp on Free Worlds League military and political affairs. The first, a civil war that began in 2729, threatened to tear the League apart from within. The second, a "misunderstanding" between the League and the Lyran Commonwealth, erupted in 2745 when Lyran WarShips fired upon a League-registered trading vessel.

The Marik Civil War led to five years of war with the SLDF's entire FWLMR presence looking on in silence and offering no external military aid. This created not only the Free Worlds League's distrust of the First Lord's willingness to lend military aid to a Star League member-state, but it also fostered a culture of paranoia within and amongst the Free Worlds League's various provinces. If another civil war were to break out, the average Free Worlder believes he can rely only on the military forces provided by his home province or—in extreme cases—the local planetary militia. This represents a severe ideological shift from the days before the war. The divide between federal and provincial FWLM formations widens with each passing year, and more than one instance has resulted in jurisdictional battles and saber rattling. In practice, the provincial forces of the FWLM are used in a defensive capacity against bandits and to discourage border incursions in areas with less-than-optimum SLDF coverage, and federal forces drill for potential offensive action.

Where the Marik Civil War damaged internal politics and relations with the Star League, the Timothy Leary incident in the Phecda system further damaged relations between two historically antagonistic member-states. Although the relationship between then-Captain-General Ewan Marik and Lyran Archon Michael Steiner could hardly be termed cordial, the attack upon the Timothy Leary placed the Free Worlds League just a whisper away from disturbing the Star League's peace. Ewan Marik's threats against the Archon led to a slow but steady buildup of forces at strategic places along the Lyran border. If not for the lack

of cohesion and culture of paranoia running rampant throughout the FWLM, this buildup would have occurred much faster, and war likely would have broken out between the League and the Commonwealth. SLIC recommends that the SLDF's best interest is to allow this internal divisiveness to continue and thus prevent the FWLM from achieving any real wartime footing.

An interesting point of note is that, regarding Directive 30—the Council Edict of 2650, which limited the size of member-state armies—most of the Free Worlds League's provincial forces claim they do not count towards that limit. While functionally the same as federal forces, provincial troops are reported as respective provincial leaders' "private armies" or "planetary militia," much in the same way that other member-states have likewise skirted around the edict's restrictions. In the case of the Free Worlds League, these so-called private armies are fully realized brigades of trained troops rather than merely a ducal guard or a paramilitary organization. Should relations between the Free Worlds League and the Lyran Commonwealth continue to deteriorate and escalate into war, the FWLM will have a much larger force at their disposal than a cursory glance would show. For the purpose of this report, all known provincial forces of at least regiment size have been treated as full FWLM units.

Since the cessation of civil war hostilities in 2734, official FWLM military deployment and action within and across the Free Worlds League's borders has remained relatively light, the only exceptions being the draw-up after the Leary incident, and the Bolan Defenders' high-alert status in response to recent police actions the Lyrans conducted near the Bolan Thumb. Aside from occasional bandit raids across the Lyran and Capellan borders, the FWLM as a whole has seen little real combat, but both federal and provincial forces are prepared to march to the drums should Captain-General Kenyon Marik sound the war horns.



GOALS OF THE STATE

Unlike other Star League member-states, the political and martial aims of the Free Worlds League are manifold and multifaceted. Although Kenyon Marik, as Captain-General, holds the final say in League military politics, he must balance a fine line with the leaders of other provinces, lest he find himself mired in yet another civil war. Marik acts as commander-in-chief of the federal FWLM forces, but the individual militaries of each League province answer directly to their immediate provincial head of state. In theory, a province could go to war without the Captain-General's express permission, using only the putative "bodyguards" at their command.

Since the Free Worlds' provincial forces do not fall under the aegis of Directive 30, the provincial heads of state hold far more power than the Captain-General would like. In the event of another civil war, there is little chance of provincial troops overwhelming federal FWLM forces. Marik seeks to keep the provincial heads on as short a leash as possible while still maintaining their loyalty—and thus their militaries. Despite provincial troops numbering far fewer than federal troops, Marik would not dismiss that much materiel might out of hand, so he must at least pay lip service to his constituents. The federal FWLM is a formidable—albeit disorganized—force, and even a few provincial regiments at the Captain-General's beck and call would reinforce that strength in surprising and possibly disastrous ways.

One of Kenyon Marik's primary goals seems to be embarrassing SLDF forces at every turn. Just as the SLDF stood by and let the political structure of the Free Worlds League crumble during the civil war, Marik has reciprocated and allowed the SLDF to fight its own battles within the League's borders rather than commit federal troops to fight these fires. In some instances, FWLM forces have stood on the sidelines of a battle and watched the SLDF face down pirate raids without firing a single shot, even if it would save the lives of SLDF soldiers. In two documented cases, FWLN vessels stood idly by while WarShips from Seventeenth Fleet accosted unmarked WarShips attempting to cross the Free Worlds–Capellan border; one of the border incursions put SLS Nashville in dry dock for sixteen months while the FWLN remained aloof. Transport Command and Quartermaster Command have also reported at least two dozen instances where under-escorted supplies for SLDF divisions in the FWLMR were lost, rerouted, or otherwise vanished en route to SLDF bases. Considering Marik's personal vendetta against General Kerensky, SLIC believes the FWLM may have been responsible for at least three-fourths of these shipments going missing, with piracy or negligence to blame for the remaining fourth. Another incident that has colored Marik against the SLDF is the tragic misunderstanding between Seventh Fleet and the FWLN that led to the destruction of the venerable FWLS Albert Marik in 2763. Both the Captain-General and the general populace still claim SLDF negligence was responsible for the loss.

Marik's second overall aim seemingly involves maintaining his boorish father's antagonistic relations with the Lyran Commonwealth. Aside from the federal troops normally stationed on worlds near the Lyran border, the largest concern appears to be the concentration of FWLM forces within the Bolan Thumb region. Should Marik pursue a belligerent posture with the Commonwealth, SLIC strategists believe the FWLM may attempt to cut off the wedge of Commonwealth territory anti-spinward of the Bolan Thumb. By assaulting toward Buena and occupying systems without a direct path back to Lyran space, the FWLM could hold a significant portion of the Commonwealth's Alarion Province hostage. SLDF Thirteenth Army forces in LCMR03 are on standby to prevent such an action from occurring.

A more troubling precedent in Free Worlds affairs was last year's debacle on New Olympia. The rivalry between the two governments that share the planet was beginning to spill out into the open, so the Captain-General sent the Third Marik Militia on a peacekeeping mission. The SLDF ruled this an internal Free Worlds matter and gave the on-planet Sixty-sixth Infantry Division orders to remain at their post. After the Third suffered casualties, a rogue battalion took out its frustration on a patrol of the Sixty-sixth purportedly for the SLDF's continued inaction during Free Worlds League conflicts. The Sixty-sixth retaliated and nearly destroyed the Marik Militia battalion, which the Captain-General claims

CIRCUMVENTING DIRECTIVE 30

To: Ward Marik, Warden of the Perimeter Defenses

From: Marshal Lloyd Harding, Dormuth Council Chief of Staff

Date: 29 November 2650

Warden,

The Council has reviewed the text of Directive 30 and have determined the following:

1) All FWLM and FWLN units currently under direct federal control of the Dormuth Council exceed the directive's mandated limits by a margin of three full regiments of strength.

2) Private armies, planetary militias, paramilitary organizations, bodyguards, and other forces that are not "federally supported military line units" do not count against the directive's size limitation.

3) In order for us to legally remove a military unit from the FWLM rolls, that unit must meet certain requirements as set forth by the directive. Such units must remain outside of a direct federal chain of command, rely on their own logistical apparatus, and retain a personnel reserve under a specific amount.

Our recommendations for compliance with Directive 30 are as follows:

1) Remove all provincial forces from the FWLM chain of command and place them in direct control of the provincial heads of state. This will instate all provincial forces as private armies of the provincial governments.

2) Quietly disband the Seventh and Eight Free Worlds Guards and the Fifteenth Atrean Dragoons. We will work with Allison, Selaj, and Humphreys to integrate these regiments into the provincial forces of Oriente, Regulus, and Andurien.

We will discuss details further upon your return from Terra.

With utmost respect and loyalty,
Marshal Harding



INTERNAL MATTERS

The 131st BattleMech Division on New Delos has gone too far this time. The Second Fusiliers were almost within firing distance of a significant pirate raiding unit—one I feel definite Maskirovka fingerprints on—when the 131st barged in and took combat control away from Major Mykonos.

Who do the SLDF think they are? They didn't raise a hand during Elise's civil war, yet they'll step over each other to drive off bandits? They claimed the civil war was an "internal Free Worlds League matter." What are bandits, then, if not an "internal matter"? Does one bandit raid seriously threaten the security of the entire Star League?! And besides, mobilizing most a whole SLDF regiment is akin to using a tactical nuke when a single platoon of infantry would get the job done.

My Fusiliers are meant to protect Oriente worlds from pirates, and the SLDF is preventing them from doing their job. Something must be done about this.

—Grand Duke Cedro Allison, in a message to Captain-General Ewan Marik, 2762

was acting contrary to direct orders from the regiment's colonel. While this event might be attributed to overzealous patriotism, another possibility is that Kenyon Marik has found a way to wage his own Hidden War against the SLDF, much in the same way the Draconis Combine did with its ronin duelists.

In curious contrast from federal troops, provincial Free Worlds forces have engaged in open hostility with the SLDF regarding piracy. Whereas federal troops are content to let the SLDF chase off bandits, systems with both SLDF and provincial FWLM presence often result in the Free Worlds troops defending the planet against bandits. Provincial military leaders maintain the rationale that they are intended for defensive combat purposes. In several cases, provincial units have clashed against SLDF forces while both units are attempting to hunt down the same group of pirates. In other instances, the right of combat goes to whichever unit can deploy fast enough to accost the pirates first. Some SLIC analysts theorize these "jurisdictional misunderstandings" are the provincial leaders' way of attempting to undermine the SLDF; others chalk it up to misplaced patriotism.

Individual provincial leaders are also pursuing their own agendas. While most of their efforts are largely internal, a few noteworthy provincial heads may seek potential targets for their normally defensive militaries.

Grand Duke Cedro Allison of Oriente largely falls in lockstep with Kenyon Marik's policies, but recent SLDF entanglement with Oriente Fusilier regiments over bandit raids may escalate into Fusiliers engaging in a private war against General Halleck's troops.

Duchess Elsa Cameron-Jones of the Principality of Regulus appears to stand above the politicking of other League nobles, largely due to her province remaining far from the borders of any Star League member-state. However, noteworthy occurrences—such as a skirmish on Cameron in 2762, between the 210th Jump Infantry Division and the Fourth Regular Hussars—show her realm is not above antagonizing the SLDF whenever the chance presents itself.

President Radford Humphreys, head of the nominal Duchy of Andurien province, bears the most scrutiny, however. The Humphreys family, disenfranchised from the Free Worlds peerage upon signing the Treaty of Geneva in 2556, has been itching for an excuse to regain the Duchy's eponymous system. So long as the Treaty of Geneva and the Star League Accords remain in effect, Andurien will remain in Capellan hands. Unfortunately, this does not preclude the Andurien province leadership from exploiting the current state of Star League unrest to militarily antagonize House Liao and possibly creep closer to restoring the Humphreys family to the peerage.

LOGISTICAL STATUS

The military forces of the federal FWLM and the League's individual provinces have maintained an alarming position of combat-readiness despite the ostensible state of peace throughout the Inner Sphere. This SLIC attributes this to the strength of their personnel resources and the robustness of their logistics apparatus and materiel reserves.

ACADEMIES AND COMMAND CENTERS

The common cycle for military recruitment has been low enlistment numbers during peacetime and high numbers during internal strife or wartime, especially during a war backed by the will of the people. Since a theoretical détente exists amongst the Star League member-states, one might expect recruitment numbers in the FWLM to be at record lows. However, the opposite appears to be true, despite the limits of Directive 30 [Note: The FWLM appears to be circumventing Directive 30 by shunting new graduates into provincial armies for the time being.—MO]. SLIC reports recruitment in official FWLM military academies has reached levels not seen since the Third Andurien War in 2551. Analysts believe this indicates further proof that the FWLM is headed towards a definitive wartime footing. The target of this potential war is a matter of conjecture that SLIC is hard at work attempting to discern.

Recruitment numbers in federal war colleges, provincial academies, and planetary militia training centers have reached such levels that the Dormuth Council approved the formation of additional schools within the Free Worlds' borders in order to accommodate these new enlistees. Noteworthy among these new schools are the Calloway Martial College, the Humphreys School of Warfare, and the Athene Combat School.

FIELD REPORT 2765: FWLM



The Calloway Martial College of Calloway VI, a provincial school, reaps mutual benefits from close proximity to Earthwerks Incorporated's Free Worlds League factories. A lack of readily available troops stationed in the immediate area has allowed the Calloway Training Battalion to act as a defensive force against piracy, and the corporation has brokered a deal with the Federation of Oriente to supply the training battalion with Earthwerks-manufactured hardware.

Another new provincial training center, the Humphreys School of Warfare is located on the Andurien provincial capital of Kanata and specializes in MechWarrior and armor training. At less than four years old, the academy has yet to graduate its first class. Most of the school's cadets originate from within the Duchy, but a select few hail from independent worlds near the Duchy's border. Due to the restive nature of the Andurien region, many of the SLIC's efforts have focused on this school to identify any problematic elements.

Located on Atreus, the Athene Combat School focuses solely on infantry-related military specialties. Due to the realities of available billets and hardware, the vast majority of new FWLM cadets during this recruiting boom will ultimately end up in infantry specialties. As such, the Athene Combat School was founded to take advantage of this by being the only war college in the Free Worlds League to concentrate solely on infantry MOSs. The school's first class is expected to graduate in 2767.

To oversee the military throughout the Free Worlds League, the FWLM relies on five administrative districts, each presided over by a marshal. Headquarters for the Terran Hegemony border district is located on Dieudonne. Oriente oversees the FWLM within the Federation of Oriente, and Kanata administers the Free Worlds' border with the Capellan Confederation and the Magistracy of Canopus. The Lyran Commonwealth district headquarters is located on Tamarind; a large part of this district is devoted to the Bolan Thumb. The FWLM district centered on Gibraltar is responsible for the anti-spinward regions of the Free Worlds League. SLIC predicts that open warfare with other Star League member-states would likely see the Gibraltar district's troops subsumed into the other four districts.

While ultimate control of these five military districts falls to the Captain-General, the Dormuth Council provides him with proper guidance for making military decisions. As advisor to the Captain-General, the Council's membership changes based on the FWLM's needs. As of this writing, the Dormuth Council's makeup consists of the five military district marshals, the FWLN fleet admiral, a military representative from each major province, an irregular forces advisor, a Parliamentary liaison, and an appointee that represents the military interests of all non-aligned worlds that lack provincial forces [This final Council member was mandated by a Parliament vote invoked by the provisions of Camlann v. Free Worlds. —MO].

Of note within the Dormuth Council are the presence of provincial military leaders. Given the spirit of provincial forces, one would not expect them to sit on the council for the Free Worlds League's federal military, as that conveys the impression that provincial forces stand equal beside federal forces, despite their classification as private armies. On the surface, this appears to violate Directive 30, as private armies—in theory—would not have such a high-level liaison within the FWLM. Since these provincial appointees to the Dormuth Council are merely adjutants to the overall military commanders of their respective provinces rather than the commanders themselves, the provincial forces are not technically in violation of the directive.

While we have chosen to let the matter stand for now, SLIC continues to monitor the provincial troops' relations with the Dormuth Council. Should proof surface that provincial militaries are operating outside of their provincial borders—and thus outside their jurisdiction in terms of Directive 30—SLIC will bring this violation of the directive to the attention of the Star League Council and allow them to handle it accordingly.

CUSTOMS VIOLATION

To: Quikscell, Inc., Free Worlds Branch, Kalidasa
Date: 11 November 2764

This missive is to inform you that Quikscell, Inc.'s business license, with regards to shipping class 1a and 1b goods within the Free Worlds League (FWL), is temporarily suspended pending review on charges of racketeering, smuggling, and unlawful arms proliferation.

Under Provision 12, subpart C, of the League Home Defense Procurement Act (LHDPA) as passed on 07 October 2763, all corporations in the military-industrial sector operating within the FWL's borders are forbidden to sell materiel of a military nature to foreign militaries residing within FWL borders.

On 2 November 2764, the Ministry of Trade's Customs agents impounded the Quikscell merchant vessel *Laissez-faire* en route to the SLDF base on the Marik Commonwealth world of Savannah. While the ship manifest claims it was shipping "consumables and spare parts," an inspection found the cargo to include weapon parts (labeled as replacement parts) and dual-use components that could be assembled into complete, functional weapon systems, including ammunition. This constitutes military cargo as per Appendix A to the LHDPA. This wrongly declared shipment places Quikscell, Inc. in violation of FWL federal law as outlined above. While the FWL government is in a state of alliance with the Star League, the SLDF is not a domestic army of the FWL and thus is subject to the embargo. The cargo as such is also in violation of several federal and regional customs, shipping and safety regulations regarding contraband, and the proper identification of dangerous goods.

You may appeal the decision to temporarily suspend your license within fourteen (14) days of receiving this missive. Please find information on your rights and details on the appeal procedure in the attached file.

Signed,
Alberta Ortiz, MP (Tamarind)
on behalf of the Ministry of Trade,
Customs Department



FREE WORLDS IRREGULAR FORCES

In addition to provincial forces that were tagged as private forces to circumvent Directive 30, several genuine private armies existed during the decline of the Star League. Records that survived the Succession Wars are few and far in between, however, so it is impossible to get a completely accurate picture of the Free Worlds' irregular forces.

We do know that a handful of unnamed militia and paramilitary groups operated within the Duchy of Andurien. These groups of civilians either wanted to see Andurien return to the Duchy's fold, or they preached outright secession from the Free Worlds League.

Several small mercenary units—which, if combined, would total no more than a whole regiment—operated in the wilds of the Free Worlds frontier during this time period. These bands would offer their services to worlds lacking a FWLM or SLDF presence. Erin Chu, the irregular forces advisor to the Dormuth Council during Ewan Marik's Captain-Generalship and eventual CO of the Eleventh Atrean Dragoons, was known to command one of these mercenary units.

Lastly, it was rumored that the terrorist organization known as the Scourge of Death at one time possessed enough stolen military assets to field a battalion of armor and/or 'Mechs. These allegations were never proven one way or the other, but evidence points towards the rumors being mostly false.

—Falange

Royal division may in fact be covert attempts on Marik's part to steal Hegemony technology and reverse-engineer it. Thus far none of the attempts have succeeded at removing advanced technology from the battlefield. As most high-tech components are manufactured in the Hegemony, we may expect some Marik-sponsored raids on Hegemony worlds in the future.

Compared to federal units, provincial armies receive the lion's share of aging or obsolete technology, although there are some exceptions. Most provincial forces rely on locally manufactured munitions and appear to have their own self-contained logistics apparatuses. However, many premier regiments among provincial troops—most of them belonging to Oriente or Regulus—have exhibited evidence of utilizing known FWLM channels of procurement and distribution. That the logistic chains federal troops rely on can also be used by provincial forces demonstrates the effectiveness of the FWLM infrastructure. On the other hand, such intertwining between federal and provincial forces could be viewed as a potential violation of Directive 30.

In the unlikely event that the SLDF would go to war against the Free Worlds League, SLIC advises that the League's military-industrial infrastructure be the primary target. With both provincial troops and a large stockpile of reserves to draw upon, the FWLM could sustain high casualties and still remain combat effective. Removing the source of new reserves would cripple any long-term FWLM war effort.

In order to preserve the command structure of the FWLM in the event of a crisis that would engulf the Free Worlds League capital, the Dormuth Council headquarters is based in a classified location in the Marik system. Rumors indicate the Captain-General will soon reorganize the Dormuth Council membership for the first time since Ewan Marik took office in 2746. SLIC believes the Captain-General will remove some of the more divisive elements and transform the Council into a leaner and more effective body of military leadership. Prevalent hypotheses for this reorganization involve the removal of the provincial military liaisons, which would place the Council in better compliance with the spirit of Directive 30.

Record recruitment numbers, new military academies, and the reorganization of the Dormuth Council all point toward war footing; however, a growing military without a war to fight will often manufacture one. Because of this, the SLIC demands caution in dealing with all militaries within the Free Worlds League borders.

INFRASTRUCTURE INTEGRITY

Among all of the Star League member-states, the Free Worlds League retains one of the most sizable stockpiles of military weapons and supplies. All analysts attribute this directly to Kenyon Marik's purposefully antagonistic stance toward the SLDF. While not all member-states have a warm relationship with Kerensky and the SLDF, each member-state except the Free Worlds treats the SLDF as another potential buyer for exported, domestically manufactured supplies. However, Kenyon Marik's arctic attitude toward the SLDF resulted in Parliament passing an embargo on corporations selling even a small percentage of supplies to SLDF units.

The result of this policy have been twofold. First, throughout League space SLDF units far from Terran Hegemony shipping lanes often run low on supplies, and the embargo—coupled with pirate raids—often ensures such units remain undersupplied. Second, the FWLM and provincial armies buy the materiel that corporations within the Free Worlds borders would otherwise have sold to the SLDF. Corporations reserve a small percentage of military manufacturing output for selling to foreign markets, but the Ministry of Trade closely monitors that percentage in order to ensure the Captain-General's immediate enemies are not amassing a large stockpile of weapons. The recent Field Manual covering the state of the SLDF noted at least one corporation in willful violation of these trade restrictions, but there may be other offenders of which we are not yet aware.

Marik's economic and trade policies have ensured the FWLM has enough materiel to replace wholesale a good number of BattleMech and armor regiments. Due to Directive 30, however, the FWLM cannot translate this surplus of materiel into additional line regiments. If the First Lord were to repeal Directive 30 for any reason, this will be cause for alarm, as the Captain-General would need only a short time to seemingly create new regiments ex nihilo.

It is no secret that Kenyon Marik covets advanced BattleMech technology for his own troops. Several attempts at banditry on various Free Worlds systems garrisoned by an SLDF

FIELD REPORT 2765: FWLM





ATREAN DRAGOONS

Originally part of the Marik Commonwealth's provincial forces, the Atrean Dragoons regiments have been in existence since the early days of the Free Worlds League. Once the League's territory grew large enough that the Free Worlds Guards regiments were no longer sufficient to adequately garrison the nation's borders, Parliament pressured the Marik Commonwealth to lend a portion of the Dragoons brigade to federal defense. In 2528, Captain-General Albert Marik made that loan permanent when the Second Andurien War broke out between the League and the Capellan Confederation. Marik's only stipulation for the transfer from provincial to federal service was that the Dragoons honor their historical roots by maintaining the tradition of choosing from the top graduates from military academies on Atreus.

Although the Atrean Dragoons have the legal distinction of being federal troops, their loyalty to the Captain-General's office allows the sitting Marik to employ the Dragoons to his or her own ends "in the interest of federal security." For example, SLIC believes Ewan Marik may have covertly used various Dragoons regiments as an extension of his belligerent policies against the Lyrn Commonwealth. While Kenyon Marik does not espouse

the same overt hatred for the Commonwealth as his father, several instances over the past two years show he is not above deploying the Dragoons in ways that happen to cause complications for local SLDF divisions.

CONDITION

In addition to recruiting from the top talent in Atrean schools, the Atrean Dragoons also receive a large portion of advanced military hardware. The BattleMechs, armor, and other materiel the Quartermaster General supplies them with is by no means as advanced as Terran Hegemony technology, but what the Dragoons receive makes them the envy of other federal troop brigades.

The brigade currently maintains fourteen regiments, the fourteenth being less than thirty years old. The FWLM military budget had initially planned for a fifteenth and sixteenth regiment in the mid twenty-seventh century, but the Council Edict of 2650 placed a damper on those proposals. Instead, Parliament funneled all funds designated for those never-formed regiments to raise new provincial regiments.

Noteworthy amongst the brigade are the First, Tenth, Eleventh, and Fourteenth Atrean Dragoons. The First Dragoons regiment, which suffered heavy losses during the Andurien Wars and the Marik Civil War, has been nearly rebuilt several times; at present the unit is near full strength. The Tenth Dragoons train using foreign hardware and have taken part in at least one diversionary foray into neighboring territory. The Eleventh, destroyed during the Age of War, was reconstituted during the reign of Ewan Marik by shifting seasoned troops from other Dragoons regiments; the unit is slowly working its way toward adding a third battalion to its rolls. The Fourteenth are significant for achieving Regular status for such a young formation and for not clashing with the local SLDF garrison.

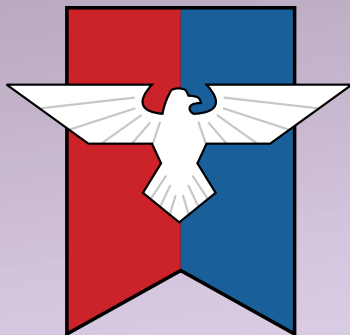
MORALE

The overall climate of the Atrean Dragoons brigade depends upon whom one asks. Veterans who have served in the brigade for a long period maintain pride in their traditions and drill performances. However, fresh academy graduates often find this a difficult road to walk. Those who adhere to the brigade's discipline and tradition will remain, and the rest will eventually seek reassignment to other federal units. The average graduate remains for no more than five years, thus morale among those who choose to stay in the brigade beyond that five-year average ranks higher than those who will eventually seek reassignment.

Outspokenly loyal to the Captain-General, the Dragoons regiments are always prepared to act upon his orders without question, be they of a federal or personal nature. Because of this, the brigade will undertake assignments that might cause other federal formations to hesitate.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Atrean Dragoons (Eagle's Honor)	V/F	Atreus	8th Atrean Dragoons (The Morning Shall Weep)	R/F	Irian
2nd Atrean Dragoons (Marik's Will)	R/F	Acubens	9th Atrean Dragoons (Eagle's Cry)	R/F	New Olympia
3rd Atrean Dragoons (Pillars of Strength)	R/F	Thirty Weight	10th Atrean Dragoons (Decimation)	R/F	Holt
4th Atrean Dragoons (Second Sight)	R/F	Ionus	11th Atrean Dragoons (Erin's Hope)	V/F	Atreus
5th Atrean Dragoons (Devastation)	R/F	Keystone	12th Atrean Dragoons (The White Sabers)	R/F	Jardine
6th Atrean Dragoons (The Minutemen)	R/F	Paradise	13th Atrean Dragoons (Iron Sights)	R/F	Gibraltar
7th Atrean Dragoons (Eagle's Flight)	R/F	Savannah	14th Atrean Dragoons (The Youngbloods)	R/F	Tamarind



MARIK MILITIA

Since the Free Worlds League's inception, the Marik Militia brigade has formed the foundation of the League's offensive and defensive military might. The Militia's regiments often act as a training ground for the League's troops, as most of the brigade's ranks consist of enlistees and recent military academy graduates. Because of this, a vast number of federal and provincial troops in more prestigious and better quality regiments began their military career serving in a Marik Militia unit. Although an overabundance of less experienced troops drags down the overall performance ratings of individual Marik Militia regiments, this brigade is considered one of the most reliable and stable formations in the FWLM. While more fanatical brigades such as the Atrean Dragoons or Free Worlds Guards devote themselves to the Captain-General's whims, the Marik Militia publicly states it serves to protect the people of the Free Worlds League and thus lends itself to a more populist leaning. This stance has earned the Marik Militia the respect and support of both the common man and the Free Worlds peerage alike.

CONDITION

Before the Council Edict of 2650 limited the size of member-state armies, the Marik Militia brigade numbered a total of nineteen regiments. Once the Star League Council resolution of 2755 allowed member-state armies to increase in size, Ewan Marik authorized expanding the Militia with nine more regiments, bringing the brigade to a total of twenty-eight regiments.

Several Marik Militia regiments saw extensive combat on both sides during the Marik Civil War of the 2730s. While most units involved have rebuilt in the thirty years since the Treaty of Verona was signed, some still nurse grudges and harbor reservations.

Standout regiments amongst the brigade are the Sixth, Tenth, and Twelfth Marik Militia. The Sixth, one of the heaviest BattleMech units in the entire FWLM, is trained and equipped for assault operations, a role it has filled since before the founding of the Free Worlds League. The Tenth maintains one of the most eclectic mix of different BattleMech types among the brigade and has historically operated as shock troops. Eight of the Tenth's component companies have specifically designated roles, with the ninth company acting as a jack-of-all-trades. The Twelfth Marik Militia is the only regiment whose sole purpose is for training new FWLM personnel. While most Marik Militia regiments are meant to guide new soldiers into more prestigious units, the Twelfth takes that as its primary mission. The personnel of the Twelfth consists solely of new troops, with only First Battalion's command company and the COs of all other companies being veteran officers. Troops in the Twelfth serve two years before reassignment, often to a different Marik Militia regiment.

MORALE

With such a wide and diversified base spread across many systems throughout the Free Worlds League, the state of the Marik Militia varies from unit to unit. Most tend to support federal service, but a lack of combat and the mediocre baseline of the brigade trends toward preventing regiments from excelling beyond the expected status quo. The nine new Marik Militia regiments, being less than ten years old, are still trying to find their identity within the brigade.

The most significant exceptions to the morale baseline are the Third and Eighth, both of which supported Oliver Marik in the Marik Civil War. Despite being granted amnesty when Oliver surrendered, both regiments have spent the last thirty years going out of their way to prove they remain loyal to the Captain-General.

Other notables are the First Marik Militia, whose anti-Capellan sentiments have earned them a station far from the Capellan border, and the Eighteenth, who rank the absolute lowest on the Quartermaster General's priority list for longstanding disciplinary reasons.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Marik Militia (The Avenging Angels)	V/F	Hednesford	15th Marik Militia (The Polyphemus Division)	R/R	Kalidasa
2nd Marik Militia (The Fates)	G/R	Sierra	16th Marik Militia (The Eagle's Roost)	G/R	Danais
3rd Marik Militia (The Cannoneers)	G/F	Gibson	17th Marik Militia (Charioteers)	G/R	Karachi
4th Marik Militia (The Fearsome Fourth)	G/R	Uhuru	18th Marik Militia (Second Sight)	G/Q	Tellman's Mistake
5th Marik Militia (New Beginnings)	R/R	Wing	19th Marik Militia (The Stalwart)	G/R	Watermael
6th Marik Militia (The Keystone Yeomanry)	V/F	Hamilton	20th Marik Militia (The Pit Bulls)	R/R	Vosloorus
7th Marik Militia (Ever Vigilant)	G/R	Izmir	21st Marik Militia (Twenty-one Gun Salute)	G/R	Mankova
8th Marik Militia (The Black Mark)	G/F	Camlann	22nd Marik Militia (The Temple Guard)	G/F	Atreus
9th Marik Militia (The Hospitallers)	R/R	Wisconsin	23rd Marik Militia (Sleight of Hand)	R/F	Marik
10th Marik Militia (The Hammers)	R/R	Eleusis	24th Marik Militia (The Sentinels)	G/R	Umka
11th Marik Militia (The Flying Dutchmen)	G/Q	Lesnovo	25th Marik Militia (Soldiers of Faith)	G/R	Megrez
12th Marik Militia (The Bootstrappers)	G/R	San Nicholas	26th Marik Militia (The Librarians)	G/R	Wolof
13th Marik Militia (Lucky Thirteenth)	R/R	Mackenzie	27th Marik Militia (Eclipse)	G/R	Lahti
14th Marik Militia (Fortitude)	G/R	Griffin	28th Marik Militia (The Rolling Bones)	G/R	Dubhe



FREE WORLDS GUARD

Formed by an order of Parliament upon the founding of the Free Worlds League, the Free Worlds Guards brigade maintains centuries of tradition that stretch back to the Age of War. Commissioned as federal troops, the six regiments of this brigade owe their allegiance to the Minister of Defense during peacetime and to the Captain-General in times of war. Whenever a new Captain-General takes office, each soldier serving in the Free Worlds Guards is encouraged to undertake an oath of loyalty to him or her as a show of patriotism. Each new soldier assigned to the Guards who does not take this oath is strongly considered for reassignment to a less prestigious posting.

The Free Worlds Guards fall into many different battlefield roles and are equipped to perform both defensive and offensive operations as the situation warrants. Among the brigade, the First Free Worlds Guards are the most adept at multi-role combat and actively practice all manner of deployment scenarios.

CONDITION

The training, readiness, and quality of the Free Worlds Guards varies greatly from regiment to regiment. The Dormuth Council approves the Guards receiving good quality supplies and training, but the realities of equipping the entire FWLM do not always allow the Quartermaster General to make this happen. As such, the First Free Worlds Guards, with a long history and impressive combat record stretching back to the Age of War, receive the top picks of supply runs serving the Guards brigade. The First, seen by many as the most effective line unit in the entire FWLM, also receives the best academy graduates and a considerable percentage of advanced military hardware. This allows the First to maintain their edge of combat flexibility, as they are given the tools they need rather than being forced to make do with what is on hand, like many Marik Militia units must do. The Third Guards regiment reports consistent supply problems, either by receiving the wrong shipments or running into constant shortfalls of food and ammunition. If necessary, these frequent shortfalls could be exploited into combat gains. A disturbing trend is the Third vocally blames the SLDF for their shipments going missing or preventing them from arriving in a timely fashion. There is not an iota of truth to these claims, however.

Reports show a rather peculiar finding regarding the Fifth Free Worlds Guards: multiple testimonies corroborated by SLIC analysts indicate First and Third Battalion have sustained considerable casualties from an unknown source and are attempting to rebuild quickly. Whether the damage occurred during an unreported pirate raid or some other incident remains to be seen.

The Sixth Free Worlds Guards hold station on Solaris in order to protect the League's significant investment in the planet's economy. With the Sixth on permanent station on the Game World, they formed the backbone of troops massed on-planet in the aftermath of the *Timothy Leary* incident and will likely do so in any future showings of force along the Lyran Commonwealth border.

MORALE

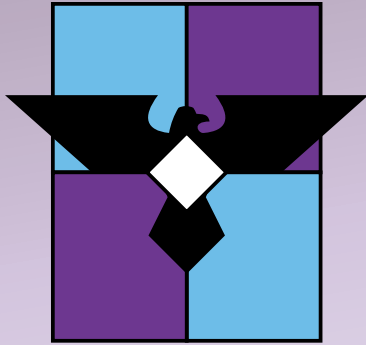
Of the whole brigade, the First Free Worlds Guards maintains the best overall spirits. Aside from receiving the high-quality equipment and supplies—in addition to receiving exactly what they ask for rather than an approximation—the First can boast some of the most experienced and seasoned officers and senior NCOs in the FWLM. Aside from the lowest-ranked enlisted troops, all soldiers in the regiment have served at least five years with another unit before being considered for duty in the First.

The Third Guards, perpetually in poor supply, see a significant amount of turnover amongst officers. Excepting senior officers, the average company-grade officer serves in the Third for less than three years before requesting a transfer.

Other regiments among the Guards remain in relatively decent shape, despite them seeing very little reported action.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Free Worlds Guards (The Amazons)	E/F	Galisteo
2nd Free Worlds Guards (Ever Faithful)	V/F	Mangor
3rd Free Worlds Guards (The League's Blade)	R/F	Stettin
4th Free Worlds Guards (Los Conquistadores)	R/F	Landfall
5th Free Worlds Guards (Cannonade)	V/F	McAffe
6th Free Worlds Guards (Espada Ropera)	V/F	Solaris



BOLAN DEFENDERS

Several decades before the founding of the Star League, Parliament approved the creation of the Bolan Defenders brigade in order to provide relief for FWLM units attempting to hold onto the recently conquered Bolan Thumb salient. By the time the first Bolan regiments came into full strength, the signing of the Tharkad Accords in 2558 formalized the border between the Free Worlds League and the Lyran Commonwealth, which meant the bulk of the FWLM could stand down and leave the fledgling Bolan Defenders to stand watch. In order to appease the populaces of the conquered Bolan Thumb worlds, a vast majority of recruits to the Defenders regiments originated from annexed Bolan worlds. Once the National Intelligence Agency vetted the Defenders' loyalty to the region—if not to the Captain-General—the brigade was given free rein to police the region as it saw fit, with only a modicum of supervision.

The Bolan Defenders of today are a stronger and more resilient version of their first incarnation. While they are nominally under the command of the Tamarind Military District marshal, the Dormuth

Council allows the brigade a great deal of autonomy, which allows them to put out fires and respond to banditry or border incursions faster than the more unwieldy SLDF divisions stationed in the region can.

Originally eight regiments, the Star League Council's resolution of 2755 allowed the activation of three additional regiments.

The brigade's insignia features a Marik eagle superimposed on Bolan's planetary flag, with a banner declaring the Defenders' motto, *Ad Respiratio Ultimus*. The Defenders employ a parade scheme of lime green with white highlights.

CONDITION

The Bolan Defenders are unique amongst the federal FWLM forces in their leadership structure, personnel composition, and battlefield utility. Due to the lack of a Free Worlds League province within the Bolan Thumb that could claim private ownership of the Defenders, the brigade legally falls under federal jurisdiction. Although the Defenders remain under direct command of the Dormuth Council and ultimately the Captain-General, the brigade's regiments are employed like provincial troops in that they act within a given region rather than being assigned elsewhere as needed. Not once in their history has a Defenders regiment been deployed to a station outside of the Bolan Thumb or the Thumb's rimward edge, known colloquially as the Bolan Shoulders.

Even today, most of the soldiers serving in the Bolan Defenders come from the Bolan region and vow to defend their homeworlds. With only few exceptions, troops who begin their military career in a Bolan Defenders regiment rarely request reassignment. Also, despite the non-existence of a proper Bolan province within the Free Worlds League, the Defenders treat the Thumb as though it is their own provincial domain. Such dedication to their roots allows the brigade to maintain one of the highest readiness ratings in the FWLM. Due to being stationed in nearly the same place since their inception, the Bolan Defenders are familiar with both the topographical and political landscape, which lends to effectiveness in repelling bandit raids and mobilizing against threats before the SLDF can take to the field.

MORALE

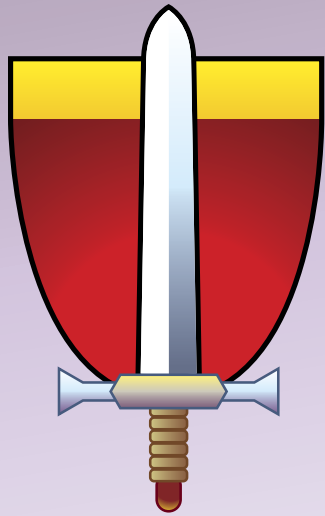
Two major factors have impacted the Bolan Defenders' morale. In the brigade's early history, National Intelligence Agency liaisons monitored the troops for possible signs of subversion, and most troops believe the practice continued when SAFE replaced the corrupt NIA. According to rumor, at least one officer in each Defenders battalion is a SAFE agent on the lookout for seditious leanings.

The second problem is the constant tension of being plagued by the increasing amount of border raids and rampant piracy over the last twenty years. Although the Bolan Defenders choose to embody the attitude of their motto—*Ad Respiratio Ultimus*, "To the last breath"—the weariness of constantly remaining on alert status is beginning to take its toll. Until that last breath occurs, the Bolan Defenders are ready to jump across the Lyran border at a moment's notice.

This resolve was made clear when the Lyran Commonwealth recently performed military actions on several of its own systems bordering the Free Worlds League. Although the Archon claimed these "police actions" to be internal affairs of state, the entire Bolan Defenders brigade went on high alert for nine straight months. The Dormuth Council believed the Lyran military had toppled the planetary governments of Maisons, Al Jafr, and Ilzra as a prelude to possible belligerent action against the Bolan Thumb worlds. Since the stand-down order, the Defenders' state of alertness has relaxed, but the brigade remains on edge.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Bolan Defenders (The Immovable)	R/R	Promised Land	7th Bolan Defenders (Ganesha's Chosen)	R/R	Kamenz
2nd Bolan Defenders (The Sisyphean Endeavor)	R/R	Colfax	8th Bolan Defenders (The Brahmin Legion)	R/R	Acrux
3rd Bolan Defenders (A Rock and a Hard Place)	V/F	Ilion	9th Bolan Defenders (The Live Wires)	R/R	Finsterwalde
4th Bolan Defenders (The Tortoiseshell)	R/R	Valloire	10th Bolan Defenders (The Four Horsemen)	R/F	Bolan
5th Bolan Defenders (The Shiva Legion)	R/R	Malazan	11th Bolan Defenders (The Garrotes)	R/R	Rochers
6th Bolan Defenders (The Bodhisattvas)	V/F	Bolan			



MARIK GUARD

The Marik Guard has been a fixture of the Marik Commonwealth since its founding. When the Atrean Dragoons brigade was repurposed for federal service, the Marik Guard became the sole provincial military force for the Marik Commonwealth. Although other federal FWLM regiments often take up garrison assignments within the borders of the Commonwealth, the Marik Guard strives to perform any task required of it. As a single regiment the Guard can maintain a level of flexibility and mobility that regiments attached to a larger formation cannot achieve.

The most common duty assigned to the Marik Guard is to act as bodyguards for various members of the Marik family. Most of the time, this duty occurs in the Marik system or within the confines of the Marik Commonwealth border. However, the Guard will accompany their charges anywhere throughout the Free Worlds League. On one rare occasion a Marik Guard detachment accompanied Captain-General Ewan Marik to the Star League Council on Terra and acted as his honor guard.

CONDITION

The Marik Guard is organized as a light jump regiment capable of quick mobility on the battlefield. The unit last saw combat during the Marik Civil War and maintained loyalty to Bertram Marik in the conflict. The Guard suffered heavy casualties in the war, and the regiment was rebuilt primarily with Land-Air 'Mechs. An overabundance of uncommon and maintenance-heavy LAMs complicates supply problems, but the presence of LAMs within the regiment lends an air of prestige to the unit, both among the Guard's muster roll and the local populace. Due to the exotic nature of LAMs in the public consciousness, crowds tend to flock to various locations just to watch the unit's training sorties.

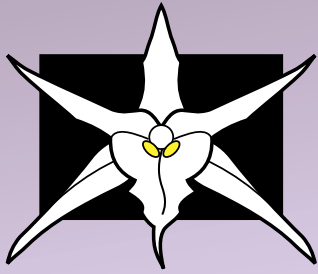
This complement of LAMs, however, forms the regiment's main Achilles heel. The complex nature of LAMs requires specialized parts, which can often be difficult to obtain on a timely basis, yet mechanical failures are commonplace. As such, at least one company or two is always sidelined for repairs at any given time.

MORALE

The Marik Guard retains one of the highest levels of esprit de corps within the Free Worlds provincial forces. Their loyalty to Bertram Marik in the Marik Civil War earned them the right to field LAMs, which are a rare sight outside of SLDF units, and their status as a shield for the entire Marik family keeps them in relatively good supply—LAM issues notwithstanding. These conditions make the Guard the envy of other federal regiments stationed within the Marik Commonwealth.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Marik Guard (The Eagle's Shield)	V/F	Marik



FUSILIERS OF ORIENTE

The premier brigade among the Free Worlds League's provincial forces, the Fusiliers of Oriente are often considered the most effective military formation in the entire League. Tasked with defending the Federation of Oriente's sometimes turbulent border with the Capellan Confederation, the Fusiliers maintain a record of martial excellence unmatched by other provincial forces. The brigade was first formed in 2485 with the creation of the Ducal Guard regiment, one of the very first provincial military units to be founded exclusively to field the BattleMech. Unlike other provincial regiments, the Fusiliers are the only provincial brigade to accept orders from a sitting Captain-General. The only reason SLIC considers the Fusiliers as provincial soldiery rather than a federal FWLM formation is Grand Duke Allison remains the brigade's commander-in-chief, and a large part of the Fusiliers'

funding comes from Allison family coffers and other Federation of Oriente concerns. Because the brigade's funding and administration is not tied up in the bureaucracy of federal affairs, Grand Duke Allison can allocate monies and supplies however he sees fit. This means the Fusiliers claim the best graduates from Princefield Military Academy and can purchase some of the best field equipment available.

CONDITION

In the last thirty years, the Fusiliers have participated in almost every noteworthy combat deployment along the Federation's borders and are capable of responding to most bandit threats in very short order. During the Marik Civil War, the Fusiliers remained at a condition of readiness in the event Oliver Marik requested the brigade's activation, but that call never came. Ewan Marik, however, treated the brigade with practiced indifference, until the *Timothy Leary* incident sparked him to begin massing forces at Solaris in 2749. Marik ordered regiments from all provincial militaries to participate in the show of force. Grand Duke Allison bowed to his political alliance with House Marik and dispatched two Fusiliers regiments; Regulus and Andurien refused outright, claiming jurisdictional rights. Although the SLDF presence halted the growing tension before it could escalate into open warfare, the Solaris exercises gave the First and Second Brigades experience in deploying alongside officially designated federal troops.

A more recent battlefield incident occurred in 2762. The Second Brigade, on a joint training exercise with the First Orloff Grenadiers on New Delos, encountered a pirate raid. Before either of the Free Worlds troops could accost the raiders, elements from 1333rd Brigade of the 131st BattleMech Division engaged the pirates instead. The Second Fusiliers nearly came to blows with the SLDF, but the 1333rd surrounded them and ordered to stand down after the Second fired a few warning shots on the 1333rd's lead 'Mech company.

Two regiments amongst the Fusiliers that deserve special mention are the Ducal Guard and the Third Brigade. The Ducal Guard, besides being the premier regiment of the brigade, trains extensively in microgravity combat drops. A member of the Allison family usually commands the regiment, and a good many nobles and other members of the Oriente aristocracy serve a term in the Guard. The Fusiliers' Third Brigade regularly trains in very dangerous and risky combat drop maneuvers, which means they can deploy in places where most commanders would never expect an opponent to materialize.

MORALE

Overall, the Fusiliers of Oriente strive for the high level of operational excellence Grand Duke Allison requires of them. Because of their consistent performance each year, the Fusiliers earn more commendations and service medals than any other provincial brigade in the Free Worlds League. Some detractors claim Allison is too free in handing out decorations to his troops, but further scrutiny reveals each recipient earned his or her award on their own merit. Despite bandit raids and general unrest throughout the Federation of Oriente, morale among the brigade remains high; however, the Fusiliers themselves are the ones who wish to maintain this status quo, rather than their commander-in-chief. No soldier within the brigade is allowed to purposely or even accidentally tarnish the Fusiliers' name. Depending on the severity of the infraction, an offender receives official reprimand, reassignment to the Oriente Hussars, or outright dismissal from military service altogether.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
Ducal Guard (Enlightened Valor)	E/F	Oriente
1st Brigade (The Jesters)	E/F	Pec
2nd Brigade (The Golden Phoenix)	V/R	Fuentes
3rd Brigade (The Corkscrew)	V/R	Milnerton
4th Brigade (Hope of Glory)	R/R	Semenyih



ORIENTE HUSSARS

The oft-maligned Oriente Hussars is the second provincial troop brigade the Federation of Oriente commissioned. Considered the black sheep of Oriente's military might, the Hussars are often seen as a lackluster unit when compared to the Fusiliers of Oriente. While at a surface glance this might be true, the sentiment has fostered a strong rivalry between the Hussars and the Fusiliers, which prompts the Hussars to excel. Although the Hussars do shine in many areas of their performance, Oriente military politics ensure the brigade will always remain at the very bottom of the pecking order.

Hussars regiments are primarily tasked with defensive operations. Aggressive deployments in the brigade's long and checkered history remain extremely rare, and as such the Hussars concentrate on running defensive drills almost to exclusion of other battlefield strategies.

CONDITION

The Hussars, while disdained by both the public and the rest of Oriente's military, remain remarkably combat effective. From SLIC's standpoint, the Hussars' stigma is merely cosmetic. With the partial exception of the First Hussars, all Hussars regiments remain at the lowest level of priority in terms of refits, advanced technology, and new academy graduates. Many of the Hussars units field obsolete or outdated equipment, some of which dates back to the founding of the Star League or earlier. Aside from occasional maintenance issues, this equipment has not kept the Hussars from passing nearly all readiness inspections. The Hussars' mission statement claims the soldier is more important than the gear he is assigned, and more than once one of the Hussars regiments has challenged a Fusiliers unit to a readiness drill where both units employ the

same equipment. The Fusiliers have yet to accept any of these challenges.

The Hussars have faced multiple bandit attacks over the past five years, and in all but one instance they prevented collateral damage to civilians before destroying the pirates or driving them off-planet. On Tintavel, the Sixth Oriente Hussars routed the bandit force while taking modest casualties, but the enemy purposely targeted and destroyed a finishing school in order to make good their escape. The pirates successfully fled only because the Sixth halted their advance to help sift through the wreckage for survivors. Incidents such as these continue to damage the brigade's reputation among the rest of Oriente's military.

The First Hussars remain a partial exception to the rule due to their organizational structure of three four-company battalions, which requires larger attention in terms of supply and officer quality needed to administrate a unit of that size. However, the First still fields hardware badly in need of refit, which hampers their reputation and perceived battlefield effectiveness.

In noteworthy contrast to the other Hussars regiments, the Tenth Hussars flies right in the face of the Fusiliers' arrogance by purposely recruiting the largest concentration of undesirables that would otherwise not be deemed fit for military service. This laundry list includes reformed criminals whose sentences were commuted to military service, court-martialed soldiers who barely remain in uniform, disciplinary problem children, and—most notably—washouts from the Fusiliers who were ejected due to failing to meet the brigade's rigid standards of excellence. The regimental commander of the Tenth takes these unwanted troops and forges them into soldiers the Federation of Oriente should be proud of.

MORALE

Considering the reputation the Oriente Hussars have throughout Oriente and the rest of the Free Worlds League, one might expect the brigade to present itself as a beleaguered and downtrodden formation. However, the opposite is the case. Although individual complaints do exist, the Hussars as a whole take their equipment and personnel as a challenge rather than a hindrance, and they hold themselves to a different standard than the Fusiliers do. Because of this, Grand Duke Allison often assigns the Hussars tasks the Fusiliers regimental commanders believe would be a waste of Fusiliers talent. Regardless of what others might say, the Hussars do not shirk from their duties, and they embrace their own peculiar brand of pride in their brigade.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Oriente Hussars (Allison's Hope)	V/R	Calloway VI	7th Oriente Hussars (Brass Knuckles)	G/R	Dayr Kuna
2nd Oriente Hussars (The Crazy Second)	R/R	Oriente	8th Oriente Hussars (The Crowbars)	G/R	Fujidera
3rd Oriente Hussars (Perseverance)	R/R	Jouques	9th Oriente Hussars (The Jackboots)	G/R	Daneshmand
4th Oriente Hussars (Voice in the Dark)	R/R	Fletcher	10th Oriente Hussars (The Misfits)	R/R	Kievanur
5th Oriente Hussars (The Vaqueros)	R/R	Oriente	11th Oriente Hussars (The Trench Knives)	G/R	Hamilton
6th Oriente Hussars (Service in Honor)	R/R	Tintavel			



REGULAN HUSSARS



The Regular Hussars began as a single regiment commissioned in 2247 by the newly formed Principality of Regulus. When the signing of the Articles of Unification created the Free Worlds League in 2271, the Regular Hussars retained its status as the Principality's sole provincial military force. The assassination of Captain-General Terrence Marik in 2678 led his son Gerald Marik to go to war with House Selaj, Regulus's ruling family, and the Regular Hussars immediately fell under suspicion. To save the brigade from Marik's witch hunts, the Hussars distanced themselves from the Selaj family and forced most of their senior leadership into early retirement. The Marik Civil War further placed the Hussars' loyalty into question; however, the brigade backed Elise Marik in the conflict, which regained them the Marik family's respect.

Since the civil war, the Regular Hussars remain vocally supportive of the Captain-General. Due to the relative security of the Regular borders, the Hussars sometimes deploy outside the Principality at the Dormuth Council's request, either to bolster federal forces or to engage in war game exercises with other regiments to keep their skills sharp.

CONDITION

The Regular Hussars' demonstrations of loyalty during the Marik Civil War crisis prompted Bertram Marik to reward the brigade accordingly. Thus, the Hussars regiments are flush with recently manufactured materiel straight from factories in the Marik Commonwealth, making them the envy of various federal units with a lower supply priority.

The last major combat operation the Hussars regiments participated in occurred during the civil war, but the brigade maintains its combat edge. In the most recent occurrence, the Fourth Hussars—the brigade's newest regiment at the time—was undergoing unannounced training exercises on Cameron. The 210th Jump Infantry Division on-planet was mobilized, thinking the Regular troops—lacking proper insignia due to their recent commissioning by Duchess Elsa Cameron-Jones—were pirates. Subsequent maneuvering almost brought the Hussars and the SLDF to blows before the Regular troops could conclusively prove their identity.

As a whole, the Regular Hussars regiments are remarkably combat ready. After the Fusiliers of Oriente, the First Hussars are considered the most effective provincial force, and they bolster that reputation by taking first pick of alumni from the Aitutaki Academy. The Second Hussars regularly trains for planetary invasion operations, although given the Free Worlds League's current political climate, SLIC can find no reason for the unit to engage in said tactics. The Third Hussars is perhaps the most historically belligerent unit of the brigade, and analysts believe it is only a matter of time before they move to harass one of the Principality's SLDF garrisons. The Fourth and Fifth Hussars, being relatively young regiments founded within the last decade, are still trying to find their strategic niche. As such, both units have been training for mobile warfare and quick-strike tactics, and agents report the performance of these two regiments has not yet disappointed.

Regarding the *Timothy Leary* incident, Duchess Cameron-Jones refused to send any Regular Hussars regiments to join Ewan Marik's show of force on Solaris. She cited political reasons, the foremost of them being to preserve the Principality's security. Most of the Hussars regiments expressed willingness to comply with the Captain-General's request and thus prove their loyalty to Ewan Marik. Fortunately for the Hussars, Marik turned his wrath upon Cameron-Jones instead and did not openly detract from the brigade's loyalty.

MORALE

The purges and forced retirements following Gerald and Elise Marik's witch hunts initially hit the Regular Hussars hard, but they managed to survive and come through the crucible with a demonstrable loyalty to the federal government, despite Duchess Cameron-Jones's anti-federalism stance. The brigade's reward from Bertram Marik for their service in the civil war went a long way to healing the rift between the Captain-General and the Regular regiments. Unfortunately, SLIC found evidence of SAFE agents sprinkled throughout the Regular support personnel just to ensure the Hussars are as truthful towards federal loyalty as they claim. Common belief is these agents were Ewan Marik's reaction to the Hussars not participating in the buildup on Solaris.

In all other respects, the Hussars remain in ready shape, largely due to the boost in morale from the influx of hardware after the civil war.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
1st Regular Hussars (The Steel Hussars)	E/R	Regulus	4th Regular Hussars (Kukri)	R/R	Tiber
2nd Regular Hussars (The Penitents)	R/R	Wallis	5th Regular Hussars (Divided Loyalties)	G/R	Ildlandet
3rd Regular Hussars (The Soul Stealers)	R/R	Alta			



DEFENDERS OF ANDURIEN

The Defenders of Andurien possess a storied but checkered past. First formed in 2514, in advance of what would become the First Andurien War two years later, the brigade acquitted itself well in battle. Throughout the years the federal government has called the Defenders' loyalties into question. The brigade's decision to support the Humphreys family over the Captain-General has caused the Defenders a multitude of politically charged problems. Since the signing of the Treaty of Geneva in 2556 cost the Defenders their historical home base, they embrace a constant state of civil disobedience against the federal government.

During the Marik Civil War, the Defenders backed the would-be usurper Oliver Marik, in hopes that he would allow them to go to war with the Capellan Confederation. Oliver Marik's eventual defeat and execution temporarily put an end to that dream. Repeatedly the Defenders have backed bids for the Duchy's secession from the Free Worlds League, but the presence of SLDF divisions in the region prevents this movement from coming to fruition and taking drastic action. Upon Kenyon Marik's rise to the Captain-Generalship, senior leadership in the Defenders hope to leverage Marik's hatred of the SLDF into allowing the Duchy of Andurien to wage its own private war against the Capellans. Thus far no movement has begun on that front, and the SLDF units in place hope to keep it that way.

CONDITION

Aside from the constant background noise regarding the reclamation of the Andurien system from the Capellan Confederation, one major occurrence has further colored Andurien sentiment against the federal government. Following the *Timothy Leary* incident, Captain-General Ewan Marik demanded a regiment from the Defenders of Andurien join the forces he was gathering on Solaris. President Radford Humphreys, as the brigade's commander-in-chief, refused to acknowledge the order. According to Directive 30, the Captain-General had no direct control over provincial forces, so in order to put the order directly to the Defenders' senior leadership, Marik had to break the chain of command. None of the Defenders' regimental commanders complied, citing tensions and bandit raids along the Capellan border that were jeopardizing the province's stability. This resulted in a political stalemate, and shortly thereafter the SLDF fleet forced the federal forces on Solaris to return home, thus rendering the issue moot.

After the political standoff, readiness reports the Defenders pass on to the Dormuth Council and the reports gathered by SLIC agents in the Andurien province do not always match up one hundred percent. If the Captain-General has determined the Defenders are reporting falsehood, he has done nothing to censure the brigade for its actions. For the purposes of this report, all data contained therein reflects actual troop strengths and dispositions rather than the falsifications.

Because of their vocal, secessionist tendencies, the Defenders of Andurien must rely solely on funding from House Humphreys, whereas most other provincial forces receive some measure of federal subsidy in addition to fiscal support from their provincial government and/or ruling House. Among the Free Worlds League's industrial output, the Defenders receive the lowest priority for materiel and other equipment, and what hardware the Duchy can afford is generally less advanced than other provincial state militaries field. That the brigade is able to maintain a respectable operational status with its hardware limitations is a testament to the Andurien spirit of independence.

MORALE

Outsiders might assume the Defenders of Andurien have the lowest *esprit de corps* among the Free Worlds' provincial troops, but the reverse is true. The Defenders' morale is fueled by a fanatical patriotism—not for the Free Worlds League but for the Duchy of Andurien. The average Defender is willing to do anything it takes to pry the Duchy from beneath federalism's thumb or to push closer to regaining the brigade's ancestral home. Lower quality hardware is seen not as punishment but a reason to strive for further independence. As the average Defender sees it, the federal government is responsible for limiting the fiscal support of President Humphreys.

Unlike other provincial forces with questionable history regarding the federal government, the Defenders surprisingly have very few SAFE agents operating within their ranks. Aside from the brigade's loyalties being transparent, Defenders have been known to easily spot SAFE operatives and deport them for meddling in internal Andurien affairs.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Defenders of Andurien (Pride of Andurien)	V/Q	Kanata
2nd Defenders of Andurien (Eye of the Storm)	R/Q	Thurrock
3rd Defenders of Andurien (Pavise of Andurien)	R/Q	Antipolo
4th Defenders of Andurien (The Crossbowmen)	G/Q	Butzfleth



STEWART DRAGOONS

In its earliest form, the Stewart Dragoons brigade has been in existence since before the Stewart Commonality was forcibly brought into the Free Worlds League fold. The Commonality's loyalty ultimately shifted to the federal government, as did Stewart's military, and today the Stewart Dragoons remain firm supporters of federalism and the Captain-General. Primarily the Stewart Commonality's garrison force, the regiments of the Stewart Dragoons can also be called upon as a mobile reserve for defending the Free Worlds League border with the Lyran Commonwealth.

The Dragoons did not participate in the Marik Civil War, but they were prepared to declare for Elise Marik if the need for them to mobilize ever arrived. Since the civil war, matters within the Stewart Commonality have remained relatively stable, so the brigade has not seen appreciable combat for some time.

CONDITION

The Stewart Dragoons regiments technically form a provincial brigade on paper, yet House Stewart does not maintain direct operational control over them. Earl David Stewart, a consummate politician and a non-military man, chose to delegate his commander-in-chief duties to General Amelia Stewart-Marik, the brigade's commanding officer and Kenyon Marik's second cousin. Regardless of how much funding for the Dragoons originates from House Stewart's coffers, Stewart-Marik's command quietly places the brigade in control of House Marik without designating the unit as federal troops and running afoul of Directive 30.

The Home Guard regiment's primary duties involve maintaining a two-battalion garrison force for the Corean Enterprises factories on Stewart. This assignment, while often putting the unit at odds with the SLDF's Eighty-sixth Jump Infantry Division, has placed the Home Guard in Corean Enterprises's good graces. Thus, the regiment remains the best-equipped of the brigade and fields more Corean-manufactured hardware than other Dragoons' units. The Home Guard's Third Battalion guards the Stewart Commonality government and acts as bodyguards for the Earl of Stewart whenever he is in residence.

The Stewart Dragoons' primary assault force is the Juggernaut regiment. During the Age of War, the unit performed admirably, oftentimes winning even while outnumbered. The regiment fosters a reputation for belligerence despite its lack of recent battlefield action. In the aftermath of the *Timothy Leary* incident, Ewan Marik did not request any Dragoons regiments to participate in the massing of forces on Solaris. However, Juggernaut volunteered for the assignment, which the Captain-General granted when it became clear the Regular and Andurien militaries were not sending any of their own units to the front. Unfortunately, when the stand-down order went through the ranks, several Juggernaut companies took out their frustration on a patrolling detachment of the 316th BattleMech Division. The Captain-General censured the regiment for their actions, and as of this report, the unit is almost a battalion understrength.

The First and Second Tania Dragoons regiments have kept a quiet garrison on Tania Borealis and Tania Australis since the founding of the Star League. As neither regiment has deployed from its home base in at least one hundred years, the Tania Dragoons are little more than well-funded and well-equipped planetary militia units. Adept at hunting pirates, the First Tania Dragoons are content with their station. The Second Dragoons, however, have requested that Stewart-Marik include them in any future campaigns, in order to improve the regiment's skills.

MORALE

The Dragoons' solid loyalty to the Captain-General and the federal government ensures each regiment remains adequately equipped with materiel and refits. The brigade's operational readiness is at an all-time high. General Stewart-Marik requires nothing short of excellence from her troops and personally conducts random inspections. As primarily a garrison force, the Dragoons see very little action apart from pirate raids, but only Juggernaut vocally complains about this duty. In the event of a border incursion by Lyran troops, the Stewart Dragoons would prove a force to be reckoned with, regardless of which Free Worlds League province is attacked.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld	Regiment	Exp/Loy	Homeworld
Home Guard	V/R	Stewart	1st Tania Dragoons	R/R	Tania Borealis
Juggernaut	R/R	Helm	2nd Tania Dragoons	G/R	Tania Australis
Helm Cuirassiers	R/R	Bainsville			



ORLOFF GRENADIERS

In 2691, House Orloff cited Camlann v. Free Worlds and broke from the Federation of Oriente to form the Duchy of Orloff. The new province immediately authorized the creation of the Orloff Grenadiers brigade. Over the last seventy-four years, the Grenadiers have evolved into a formation with a Free Worlds League-wide reputation for excellence, both on and off the battlefield. Funded solely by Duke Orloff, the five Grenadiers regiments want for very little, and the unit's stringent application process ensures only the most qualified soldiers make the cut.

In order to be considered for the Orloff Grenadiers, one must be a citizen of the Duchy, serve at least five years in the military, and be the recipient of the Distinguished Service Award or be a member of the Order of the Saber. New members of the brigade participate in a secret initiation ceremony wherein the inductee must swear to never fight against the Grenadiers or against House Orloff.

Despite House Orloff's move toward independence from the Federation of Oriente, the Duchy and the Grenadiers maintain close relations with Oriente and Grand Duke Allison. As such, the Grenadiers are stationed on worlds of military or economic import to Oriente rather than on the Duchy's two worlds, which remain of little significance to would-be raiders.

CONDITION

Because the Duchy of Orloff refuses any federal monies to fund the Grenadiers, Duke Orloff has the sole discretion on how the brigade's funds are spent. Since the Duchy's founding, the bulk of the Grenadiers' funding has gone towards procuring top-of-the-line equipment and maintaining strict training regimens. This has forged the Grenadiers into a formidable force with a reputation extending even beyond the Free Worlds League borders.

During the Marik Civil War, the Orloff Grenadiers stood by their ally House Allison but were not called upon to fight. Their loyalties initially placed them in negative esteem as far as Parliament and the Captain-General were concerned, but the brigade's support of Oriente and its quest for nothing short of excellence places them in better standing. The rift caused by the war has almost healed, but it may be some time before any Grenadiers regiment can qualify for a higher loyalty rating.

In the past decade, the Orloff Grenadiers brigade has been responsible for fending off more bandit raids than any other unit stationed in the Federation of Oriente. Their response times have kept collateral damage and loss to a minimum while suffering few battlefield casualties.

An unusual tradition among the Grenadiers is the practice of democratically voting for each regiment's commander rather than the commander being appointed by Duke Orloff. Each lance within a regiment casts one vote, with the majority winner acting as regimental commander for two years. A concern regarding this practice is, since the head of the regiment is chosen by vote than by appointment, there is a chance an elected commander may not agree with all of Duke Orloff's policies and thus cause friction with the Duchy's government. Each regiment's future elections will bear close watching.

Another potentially troubling aspect of the brigade is the initiation ceremony, wherein new soldiers swear to never attack other Grenadiers or House Orloff. While this oath binds the Grenadiers to Duke Orloff, if internal strife were to once again embroil the Free Worlds League, the Grenadiers are honor-bound to fight against the Duchy's enemies, even if they are within the League's federal borders.

MORALE

The Orloff Grenadiers continue a long trend of positive morale, not just within each regiment but across the whole brigade. The Grenadiers, as a provincial unit without any overt federal strings attached, are able to operate in the best interests of the Duchy of Orloff and the Federation of Oriente without being dictated to by the federal government. The brigade chooses only the best soldiers, fields the best in available military hardware, and is given considerable operational latitude. In return, the regimental commanders enforce a strict dress code and standard of conduct; those few soldiers that do not comply end up censured or dismissed from the brigade entirely. Such harsh standards may seem imposing to outsiders, but the Grenadiers believe drastic measures are necessary in their mission to outshine any other federal or provincial brigade in the Free Worlds League.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Orloff Grenadiers (Soldiering in Purple)	V/R	New Delos
2nd Orloff Grenadiers (Superiority in Action)	V/R	Sophie's World
3rd Orloff Grenadiers (The Tiger Tamers)	R/R	Ling
4th Orloff Grenadiers (Orloff's Chosen)	V/R	New Praha
5th Orloff Grenadiers (The Pikemen)	R/R	Nova Roma



FREE WORLDS LEAGUE NAVY

The federal Free Worlds League Navy and the provincial navies claim a combined operational strength of forty-seven WarShips and ample JumpShip capacity. The FWLN is organized into five fleet groups, with each fleet corresponding to one of the FWLM's five military districts. Although the provincial navies are not considered part of the FWLN proper, the militaries of Oriente, Regulus, and Andurien maintain at least one or two WarShips in addition to standard JumpShip and DropShip complements.

CONDITION

Each FWLN fleet group is built around a backbone of four *Atreus*-class battleships, one *Aegis*-class heavy cruiser, and two *League*-class destroyers. Other assorted WarShips, JumpShips, and DropShips round out each fleet as needed. The largest current fleet group is the Third Fleet, bolstered by an additional *Soyal*-class heavy cruiser and one of the SLDF's remaindered *Baron*-class destroyers.

First Fleet, responsible for covering the Terran Hegemony border, goes to anchor at Technicron's Savannah shipyards. Second Fleet patrols the Federation of Oriente's border with the Capellan Confederation. The duties of Third Fleet include guarding the Magistracy of Canopus and the Capellan Confederation borders while keeping eyes on the often troublesome Duchy of Andurien. Anchoring at the Tamarind shipyards, Fourth Fleet maintains order along the Lyran Commonwealth border and concentrates many of its assets on patrolling the Bolan region. Fifth fleet is often spread across the anti-spinward and rimward stretches of the Free Worlds League; intelligence indicates some or all of this fleet group will be reassigned to another fleet group in the event of a major border disruption.

The provincial navies, due to their small number of naval assets, form squadrons in name only. The First Oriente Squadron is the largest provincial fleet comprising three WarShips and support assets, and the Second Oriente Squadron centers around two destroyers. The Principality of Regulus maintains a two-WarShip squadron with support elements. The Duchy of Andurien can theoretically afford more than the single *Vincent Mk39* corvette and its DropShip complement, but political pressure from Parliament and the Captain-General has purposely kept this province's navy small.

Of all extant FWLN fleet groups, only First and Fifth Fleets have not seen appreciable combat within the last ten years. On numerous occasions, FWLN vessels have captured or fired upon unmarked vessels attempting to slip across the borders without proper authorization. One such incident in 2763 sparked tension between the FWLN and SLDF Navy that has not yet diminished. A flotilla from the SLDF's Seventh Fleet arrived at Calloway VI, where the Second FWLN Fleet was on patrol. It is unclear whether the FWLN ships fired upon the SLDF first or vice versa, and what caused the misunderstanding has never been determined. The *League*-class FWLS *Albert Marik* was destroyed in the opening salvos, and the short battle ended with a ceasefire after both SLS *Hartford* and FWLS *Olympic* suffered enough damage to necessitate dry dock repairs.

Provincial navies, due to Star League Council restrictions and fiscal limitations, are intended solely in a defensive context and thus do not see combat as often as the FWLN fleets. WarShips and assault DropShips supported by provincial governments are used solely to repel bandit raids and scare off unmarked, unregistered vessels.

MORALE

Parliament ensures the FWLN receives ample funding, supplies, and training, but even the best of circumstances cannot offset unforeseen consequences. The loss of the *Albert Marik* during the clash with the SLDF Navy sent a ripple of despair throughout both the FWLM and the general populace. Many soldiers and naval crewmen wish to avenge the *Albert Marik* and the perceived assault on the Free Worlds League's sovereignty, but others who hold less fervor for federalism remain indifferent aside from the loss of life. Regardless of individual feelings, the incident has charged the FWLN as a whole in such a way as not seen since the Age of War. Overall response times have improved, crew efficiencies remain on the rise, and operations are conducted by the book.

Recommendations to SLDF naval personnel are to treat all future naval engagements within the Free Worlds League borders with utmost care. The SLDF can ill afford another *Albert Marik* incident.

FLEET STATUS

Fleet (Base)	Exp/Loy	Flagship	Fleet (Base)	Exp/Loy	Flagship
1st FWLN Fleet (Dieudonne)	V/F	FWLS <i>Atreus</i>	1st Oriente Provincial Squadron (Oriente)	R/R	FOS <i>Alexandria</i>
2nd FWLN Fleet (Oriente)	R/R	FWLS <i>Olympic</i>	2nd Oriente Provincial Squadron (Oriente)	R/R	FOS <i>Reliant</i>
3rd FWLN Fleet (Kanata)	R/R	FWLS <i>Accipiter</i>	Regulus Squadron (Regulus)	G/R	PRS <i>Valor</i>
4th FWLN Fleet (Tamarind)	R/R	FWLS <i>Juliano Marik</i>	Andurien Squadron (Andurien)	R/Q	DAS <i>Sovereign</i>
5th FWLN Fleet (Gibraltar)	G/R	FWLS <i>George Humphreys</i>			



2765 FWLM RULES ANNEX

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

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Atrean Dragoons	+3
Marik Militia	+0
Free Worlds Guards	+3
Bolan Defenders	+1
Marik Guard	+2
Fusiliers of Oriente	+4
Oriente Hussars	+0
Regulan Hussars	+2
Defenders of Andurien	+0
Stewart Dragoons	+1
Orloff Grenadiers	+4

DICE ROLL MODIFIERS FOR DROPSHIPS

Command	Modifier
FWLN Fleet	+4
FWLN Transport	+1
Provincial Navy Fleet	+2
Provincial Navy Transport	+0

FIELD REPORT 2765: FWLM

MARIK

FWLM BATTLEMECH RANDOM ASSIGNMENT TABLE

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	FS9-H Firestarter [35] (3039)	SCP-1N Scorpion [55] (3039)	CPLT-C1 Catapult [65] (3039)	LGB-0W Longbow [85] (3039)
3	THE-N Thorn [25] (3050U-C)	CDA-2A Cicada [40] (3039)	OTL-4D Ostsol [60] (3039)	AWS-8R Awesome [80] (3039)
4	SGT-3G Stinger [20] (3039)	DV-6M Dervish [55] (3039)	RFL-3N Rifleman [60] (3039)	GOL-1H Goliath [80] (3039)
5	FLE-15 Flea [20] (3039)	HBK-4G Hunchback [50] (3039)	WHM-6R Warhammer [70] (3039)	BNC-3M Banshee [95] (3039)
6	HER-1S Hermes [30] (3050U-C)	ICR-1S Icarus II [40] (3075)	GLT-3N Guillotine [70] (3050U-C)	LGB-7Q Longbow [85] (3058U-I)
7	WSP-1A Wasp [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	ON1-K Orion [75] (3039)	AWS-8Q Awesome [80] (3039)
8	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	ARC-2R Archer [70] (3039)	EMP-5A Emperor [90] (3058U-C)
9	STG-3R Stinger [20] (3039)	GRF-1N Griffin [55] (3039)	TDR-5S Thunderbolt [65] (3039)	BLR-1G BattleMaster [85] (3039)
10	FLC-4N Falcon [30] (3039)	WVR-6R Wolverine [55] (3039)	CRD-2R Crusader [65] (3075)	STK-3F Stalker [85] (3039)
11	SDR-5V Spider [30] (3039)	PXH-2 Phoenix Hawk [45] (3085-PP)	MAD-1R Marauder [75] (3075)	THG-11E Thug [80] (3050U-C)
12	MON-66 Mongoose [25] (3050U-C)	KTO-19 Kintaro [55] (3050U-C)	BL-6-KNT Black Knight [75] (3050U-C)	HGN-732 Highlander [90] (3050U-C)
13	FFL-4A Firefly [30] (Klondike)	KY2-D-02 Kyudo [45] (3075)	BMB-12D Bombardier [65] (3050U-C)	EMP-6A Emperor [90] (3058U-C)
14	HER-1Sb Hermes [30] (Klondike)*	CRB-27 Crab [50] (3050U-C)	FLS-8K Flashman [75] (3050U-C)	BLR-1Gc BattleMaster [85] (3075)
15	NTK-2Q Night Hawk [35] (3058U-C)*	LNK-9Q Lynx [55] (3058U-C)	WHM-6Rb Warhammer [70] (3075)	HGN-732b Highlander [90] (3075)
16	TLN-5V Talon [35] (3058U-C)*	GRF-2N Griffin [55] (Klondike)	BL-6b-KNT Black Knight [75] (3050U-C)	PLG-3Z Pillager [100] (3058U-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	THK-43 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	HMR-HD Hammerhead [75] (3050U-C)	Leopard (2537) (3057R)
3	SWF-606 Swift [25] (3050U-C)	HCT-213D Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Fury (2638) (3057R)
4	F-10 Cheetah [25] (3039)	SL-25 Samurai [50] (3039)	EGL-R6 Eagle [75] (3075)	Gazelle (2351) (3057R)
5	SB-27 Sabre [25] (3075)	GTHA-300 Gotha [60] (3050U-C)	EGL-R10 Eagle [75] (3075)	Black Eagle (2453) (XTRPrim2)
6	THK-53 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	HMR-HD Hammerhead [75] (3050U-C)	Dictator (2600) (3075)
7	F-10 Cheetah [25] (3039)	GTHA-100 Gotha [60] (3050U-C)	EGL-R6 Eagle [75] (3075)	Leopard CV (2581) (3057R)
8	SPR-H5 Sparrowhawk [30] (3039)	HCT-213 Hellcat [60] (3075)	CHP-W5 Chippewa [90] (3039)	Triumph (2595) (3057R)
9	TRN-3T Trident [20] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	STU-K5 Stuka [100] (3039)	Union (2708) (3057R)
10	RGU-133E Rogue [40] (3050U-C)	F-90 Stingray [60] (3039)	EGL-R9 Eagle [75] (3075)	Lion (2595) (3057R)
11	THK-63 Tomahawk [45] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Intruder (2655) (3057R)
12	ZRO-114 Zero [35] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	CHP-W7 Chippewa [90] (3039)	Vengeance (2682) (3057R)
13	F-10 Cheetah [25] (3039)	GTHA-500 Gotha [60] (3050U-C)	HMR-HE Hammerhead [75] (3050U-C)	Achilles (2582) (3057R)
14	THK-63 Tomahawk [45] (3050U-C)	IRN-SD2 Ironsides [65] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Intruder (2655) (3057R)
15	SWF-606 Swift [25] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	EGL-R6b Eagle [75] (Klondike)	Titan (2647) (3057R)
16	RGU-133L Rogue [40] (3050U-C)	GTHA-500 Gotha [60] (3075)	TRB-D46 Thunderbird [100] (3075)	Model 96 "Elephant" (2600) (3075)

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



LEAGUE (DESTROYER)

Launched just a few decades prior to the Age of War, the Free Worlds League's aptly-named League destroyers quickly became the mainstay of their fleet. Political realities forced engineers to utilize components from across League space, with final assembly taking place at the specially-built SelaSys yards at Loyalty. Despite many officers' fears that such distributed construction would result in a committee-designed boondoggle, the result was a rugged and reliable ship.

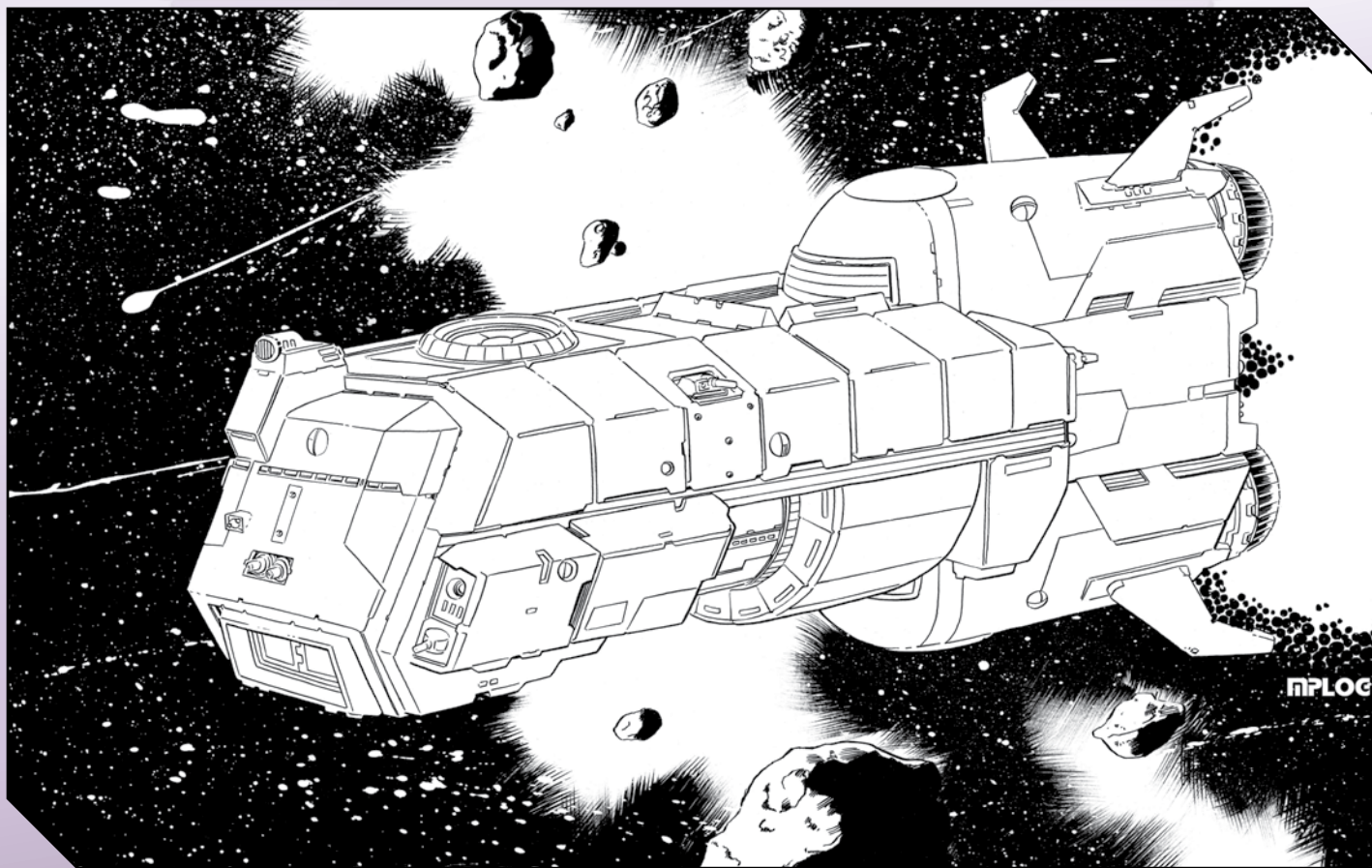
Intended to engage a variety of opponents, League destroyers rely on proven capital autocannons for the bulk of their firepower. Lighter cannons and naval lasers back up these main guns, with an array of conventional lasers for smaller targets. This, combined with the wing of fighters and shuttles carried within the ship's hangars to create a versatile combatant, made the class equally at home performing antipiracy patrols and serving as escorts for the massive Atrous battleships.

Nonetheless, age and combat took their toll on the League-class, with these venerable ships either decommissioned or "stolen"

by pirates. FWLS Palatine was the last of the original active-duty Leagues, falling to the guns of a McKenna battleship while leading a raid into Capellan space.

The twenty-eighth century saw a resurgence of the League-class after restrictions on House fleets were eased, then lifted entirely. The few remaining decommissioned Leagues were reactivated and upgraded, and the new vessels were introduced during the Amaris crisis were built to upgraded standards. Owing as much to Captain-General Ewan Marik's ego as a desire for modern hulls, the final, "Block II" Leagues were showpieces of technology, featuring improved armor composites and a complete replacement of the autocannon bays with naval Gauss rifles.

Unfortunately, designers failed to account for the full power needs of the massive coil guns, resulting in chronic energy shortages that would plague the League Block IIs throughout their careers. Furthermore, maintenance on the Gauss rifles proved extremely difficult, requiring overhauls that only a few Free Worlds yards could readily perform.



FIELD REPORT 2765: FWLM



LEAGUE-CLASS DESTROYER

Tech: Inner Sphere
Introduced: 2368 [Block I], 2768 [Block II]
Mass: 550,000 tons
Length: 450 meters
Sail Diameter: 1,000 meters
Fuel: 4,000 tons (10,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 12
Heat Sinks: 1,300 [Block I], 490 [Block II]
Structural Integrity: 48
Battle Value: 40,773 [Block I], 53,315 [Block II]

BLOCK I

Armor

Nose: 35
Fore-Sides: 43
Aft-Sides: 43
Aft: 34

Cargo

Bay 1: Fighter Cubicle (12) 3 Doors
 Bay 2: Small Craft (6) 1 Door
 Bay 3: Cargo (126,805.5 tons) 1 Door
 Bay 4: DropShuttle Bay (20,000-ton capacity) 1 Door
 Bay 5: DropShuttle Bay (20,000-ton capacity) 1 Door

DropShip Capacity: 1

Grav Decks: 1 (75-meter diameter)

Escape Pods: 12

Life Boats: 12

Crew: 40 officers, 160 enlisted/non-rated, 32 gunners, 54 bay personnel

Notes: Equipped with 527 tons of Standard Armor.

Weapons:		Capital Attack Values (Standard)					
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	Class	
Nose (158 Heat)							
2 NAC/20 (40 rounds)	120	40	40	40	—	Capital AC	
4 Large Lasers	32	3 (32)	3 (32)	—	—	Laser	
6 Small Lasers	6	2 (18)	—	—	—	Point	
FL/FR (158 Heat)							
1 NAC/10 (30 rounds)	30	10	10	10	—	Capital AC	
1 NL 45,	122	8	8	8	5	Capital Laser	
1 NL 35							
6 Small Lasers	6	2 (18)	—	—	—	Point	
LBS/RBS (173 Heat)							
1 NAC/40 (20 rounds)	135	40	40	40	—	Capital AC	
4 Large Lasers	32	3 (32)	3 (32)	—	—	Laser	
6 Small Lasers	6	2 (18)	—	—	—	Point	
AL/AR (158 Heat)							
1 NAC/10 (30 rounds)	30	10	10	10	—	Capital AC	
1 NL 45,	122	8	8	8	5	Capital Laser	
1 NL 35							
6 Small Lasers	6	2 (18)	—	—	—	Point	
Aft (128 Heat)							
1 NAC/20 (20 rounds),	90	30	30	30	—	Capital AC	
1 NAC/10 (30 rounds)							
4 Large Lasers	32	3 (32)	3 (32)	—	—	Laser	
6 Small Lasers	6	2 (18)	—	—	—	Point	

BLOCK II

Armor

Nose: 54
Fore-Sides: 62
Aft-Sides: 62
Aft: 44

Cargo

Bay 1: Fighter Cubicle (12) 3 Doors
 Bay 2: Small Craft (6) 1 Door
 Bay 3: Cargo (102,864 tons) 1 Door

DropShip Capacity: 2

Grav Decks: 1 (75-meter diameter)

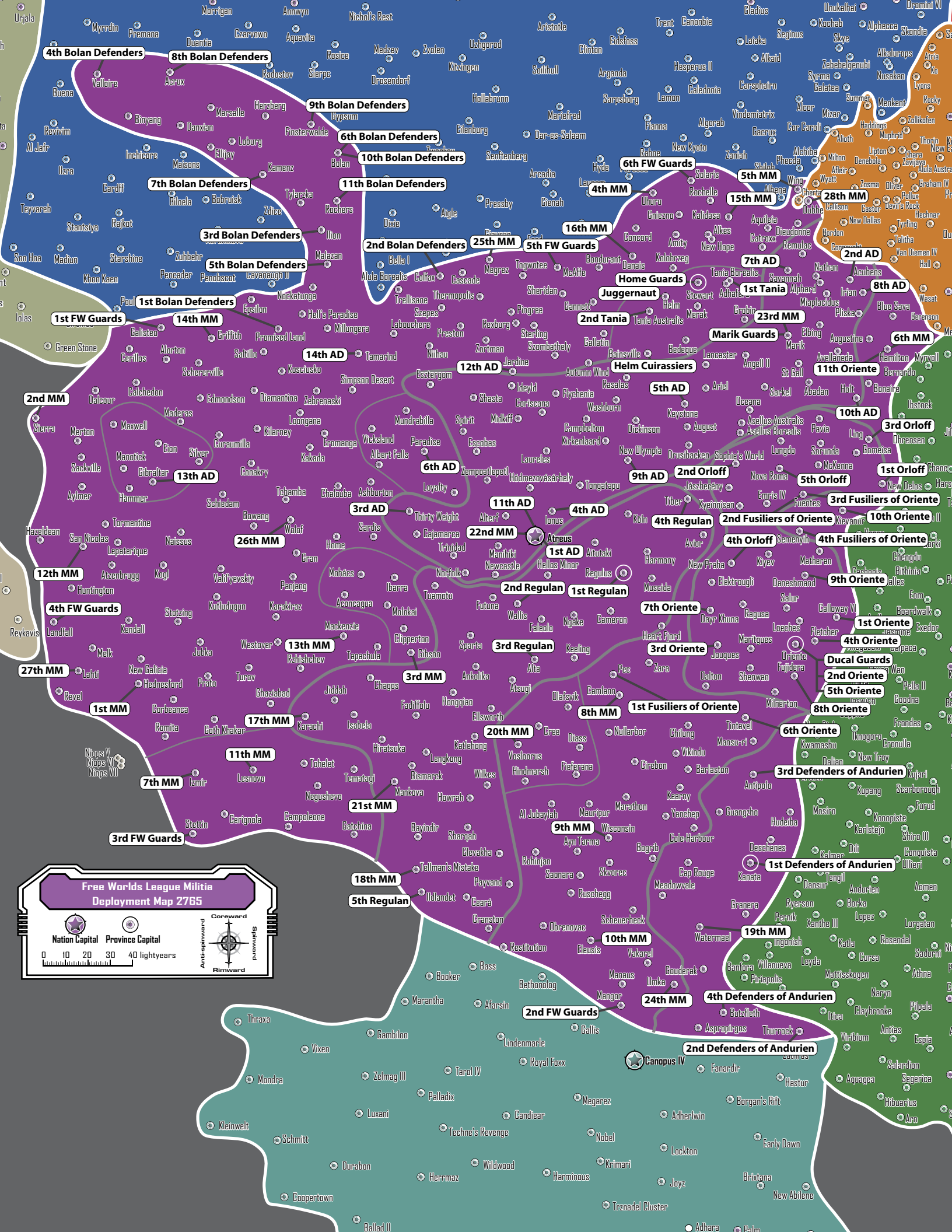
Escape Pods: 12

Life Boats: 12

Crew: 40 officers, 160 enlisted/non-rated, 32 gunners, 54 bay personnel, 56 marines

Notes: Equipped with 527 tons of Improved Ferro Aluminium Armor.

Weapons:		Capital Attack Values (Standard)					
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	Class	
Nose (68 Heat)							
2 Medium N-Gauss (40 rounds)	30	50	50	50	50	Capital Gauss	
4 Large Lasers	32	3 (32)	3 (32)	—	—	Laser	
6 Small Lasers	6	2 (18)	—	—	—	Point	
FL/FR (137 Heat)							
1 Light N-Gauss (30 rounds)	9	15	15	15	15	Capital Gauss	
1 NL 45,	122	8	8	8	5	Capital Laser	
1 NL 35							
6 Small Lasers	6	2 (18)	—	—	—	Point	
LBS/RBS (56 Heat)							
1 Heavy N-Gauss (20 rounds)	18	30	30	30	30	Capital Gauss	
4 Large Lasers	32	3 (32)	3 (32)	—	—	Laser	
6 Small Lasers	6	2 (18)	—	—	—	Point	
AL/AR (137 Heat)							
1 Light N-Gauss (30 rounds)	9	15	15	15	15	Capital Gauss	
1 NL 45,	122	8	8	8	5	Capital Laser	
1 NL 35							
6 Small Lasers	6	2 (18)	—	—	—	Point	
Aft (62 Heat)							
1 Medium N-Gauss (20 rounds)	18	40	40	40	40	Capital Gauss	
1 Light N-Gauss (30 rounds)							
4 Large Lasers	32	3 (32)	3 (32)	—	—	Laser	
6 Small Lasers	6	2 (18)	—	—	—	Point	



**Free Worlds League Militia
Deployment Map 2765**

Nation Capital
 Province Capital

0 10 20 30 40 lightyears

Coreward
 Rimward
 Antispinward
 Spinward

BATTLETECH

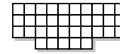
ARMOR DIAGRAM

WARSHIP RECORD SHEET

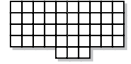
Capital Scale



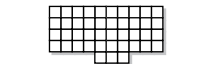
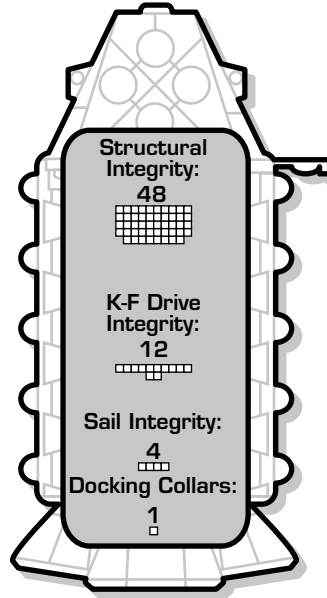
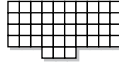
Nose Damage Threshold
(Total Armor)
4 (35)



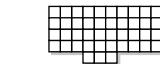
Fore-Right Damage
Threshold (Total Armor)
5 (43)



Fore-Left Damage
Threshold (Total Armor)
5 (43)



Aft-Right Damage
Threshold (Total Armor)
5 (43)



Aft-Left Damage
Threshold (Total Armor)
5 (43)



Aft Damage Threshold
(Total Armor)
4 (34)

WARSHIP DATA

Type: LEAGUE (BLOCK I)

Name: _____ Tonnage: 550,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 3
Maximum Thrust: 5
DropShip Capacity: 1
Fighters/Small Craft: 12 / 6 Launch Rate: 6 / 2

Weapons & Equipment Inventory

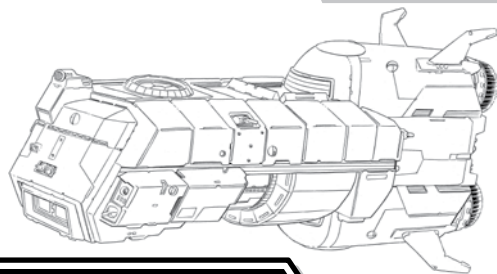
Capital Scale		(1-12)	(13-24)	(25-40)	(41-50)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/20 (40 rounds)	N	120	40	40	40	—
1 NAC/10 (30 rounds)	FL/FR	30	10	10	10	—
1 NL 45, 1 NL 35	FL/FR	122	8	8	8	5
1 NAC/40 (20 rounds)	LBS/RBS	135	40	40	40	—
1 NAC/10 (30 rounds)	AL/AR	30	10	10	10	—
1 NL 45, 1 NL 35	AL/AR	122	8	8	8	5
1 NAC/20 (20 rounds), 1 NAC/10 (30 rounds)	A	90	30	30	30	—

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 Large Lasers	N	32	3 (32)	3 (32)	—	—
6 Small Lasers	N	6	2 (18)	—	—	—
6 Small Lasers	FL/FR	6	2 (18)	—	—	—
4 Large Lasers	LBS/RBS	32	3 (32)	3 (32)	—	—
6 Small Lasers	LBS/RBS	6	2 (18)	—	—	—
6 Small Lasers	AL/AR	6	2 (18)	—	—	—
4 Large Lasers	A	32	3 (32)	3 (32)	—	—
6 Small Lasers	A	6	2 (18)	—	—	—

Grav Decks:
Grav Deck #1: 75-meter

Cargo:
Bay 1: Fighters (12) (3 doors)
Bay 2: Small Craft (6) (1 door)
Bay 3: Cargo (126,805.5 Tons) (1 door)
Bay 4: DropShuttle Bay (20,000-ton capacity) (1 door)
Bay 5: DropShuttle Bay (20,000-ton capacity) (1 door)

BV: 40,773



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 286 Marines: 0
Passengers: 0 Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 12/12

CRITICAL DAMAGE

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

HEAT DATA

Heat Sinks: 1,300 Heat Generation Per Arc
Nose: 158
Left/Right Fore: 158 / 158
Left/Right Broadside: 173 / 173
Left/Right Aft: 158 / 158
Aft: 128

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										

BATTLETECH™

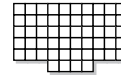
WARSHIP RECORD SHEET

ARMOR DIAGRAM

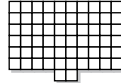
Capital Scale



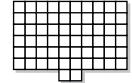
Nose Damage Threshold
(Total Armor)
6 (54)



Fore-Left Damage Threshold (Total Armor)
7 (62)



Fore-Right Damage Threshold (Total Armor)
7 (62)



WARSHIP DATA

Type: LEAGUE (BLOCK II)

Name: _____ Tonnage: 550,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 3
 Maximum Thrust: 5
 DropShip Capacity: 2
 Fighters/Small Craft: 12 / 6 Launch Rate: 6/2

Weapons & Equipment Inventory

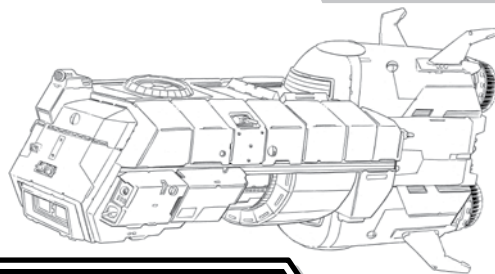
Capital Scale		(1-12)	(13-24)	(25-40)	(41-50)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 Medium N-Gauss (40 rounds)	N	30	50	50	50	50
1 Light N-Gauss (30 rounds)	FL/FR	9	15	15	15	15
1 Heavy N-Gauss (20 rounds)	LBS/RBS	18	30	30	30	30
1 Light N Gauss (30 rounds)	AL/AR	9	15	15	15	15
1 NL 45, 1 NL 35	AL/AR	122	8	8	8	5
1 Medium N Gauss (20 rounds)	A	18	40	40	40	40
1 Light N Gauss (30 rounds)						

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 Large Lasers	N	32	3 (32)	3 (32)	—	—
6 Small Lasers	N	6	2 (18)	—	—	—
6 Small Lasers	FL/FR	6	2 (18)	—	—	—
4 Large Lasers	LBS/RBS	32	3 (32)	3 (32)	—	—
6 Small Lasers	LBS/RBS	6	2 (18)	—	—	—
6 Small Lasers	AL/AR	6	2 (18)	—	—	—
4 Large Lasers	A	32	3 (32)	3 (32)	—	—
6 Small Lasers	A	6	2 (18)	—	—	—

Grav Decks:
Grav Deck #1: 75-meter

Cargo:
Bay 1: Fighters (12) (3 doors)
Bay 2: Small Craft (6) (1 door)
Bay 3: Cargo (102,864 Tons) (1 door)

BV: 53,315



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 286 Marines: 56
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 12/12

CRITICAL DAMAGE

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

HEAT DATA

Heat Sinks: 490 Heat Generation Per Arc: 68

Nose: 68
 Left/Right Fore: 137 / 137
 Left/Right Broadside: 56 / 56
 Left/Right Aft: 137 / 137
 Aft: 62

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										