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Trent Arian grimaced as he looked out of the white-marble building that was his command post. Though at a temperate latitude, summers on this part of Terra could be unpleasantly cold, at least when compared with his homeworld of Otho. However, the cold didn’t bother him as much as the continual drizzle. Still, today was a solemn occasion—the ninth anniversary of Primus Waterly’s murder at the hands of Anastasius Focht—and the weather seemed appropriate.

Most members of the Word of Blake observed some sort of ritual on this day, but as Precentor Martial of the Word of Blake Militia and military governor of Terra to boot, he had to attend an official memorial service, and Arian hated such “state” duties. Still, the suborbital flight to Hilton Head would give him time to catch up on paperwork, and the forecast was for clear skies and warm temperatures. Thank Blake for small mercies.

Pulling on his cloak, he stepped into the hall to find Precentor Mulvanery, his deputy since the landings back in ‘58, waiting, already garbed in her formal attire. He grinned. “Keen as ever, Sue.”

“You know how much I love this town,” she retorted. “Such nice weather and so defensible.”

He stifled a laugh. This was an age-old game between them. True enough, the city would be a nightmare to fight in, but as a major political and financial center, it made more sense for him to be based here than out at Sandhurst, which was, in any case, only twenty minutes away by VTOL.

“History, Sue, history,” he said. “This little island nation once ruled half the world. And that was before iron ships, let alone aircraft or satellites.” That, and it was far enough from Blaine and St. Jamais’ base of power in Geneva. He was a soldier, not a politician, and though he understood the need for maneuvering—and had done his share—their power games sometimes left him cold. We need a Primus, he thought, not for the first time since he, the compromises candidate, had begun to rule Terra. Someone to take a stand and stop the bickering and fratricidal clashes. Still, better survive today’s little tête-à-tête first.

Security troops fell into step alongside Arian and Mulvanery as they walked toward the large oak doors. After two years of hunting them down, the Com Guard resistance still remained a major problem, and in recent months their activities had escalated. Military compounds were bombed and Blakist administrators assassinated. There had been two attempts on Arian himself, though neither had stood any real chance of success. However, it paid to be cautious, and in addition to the security goons, he had replaced his ground-car with a model that could—it was claimed—withstanding autocannon fire. I have no desire to test it, though, he thought.

A quick walk down the steps, security personnel ever-vigilant, and the two officers were safely ensconced in the cavernous rear of the vehicle. A man of simple tastes, Arian thought the luxurious appointments of the vehicle a little too ostentatious, though it did have its uses. May as well enjoy it, he thought.

As the close-escort team settled into their seats in the front compartment, the vehicle pulled away smoothly, flanked by motorcycle outriders. As the vehicle sped down the tree-lined boulevard, Mulvanery leaned forward. “Drink?”

“You’re a bad influence, but you twisted my arm,” Arian said. “Not the Glenngarry Black Label, though.” The edge of a smile twisted his lips. He sighed and relaxed back into the leather upholstery, noting his XO’s matching grin as she opened the drinks cabinet. They both gasped as they saw the note within. Though the message it bore was only one line, its very presence spoke volumes. A fraction of a second later, the note’s contents were rendered irrelevant as the car transformed into an expanding ball of flames and shrapnel.
FIELD MANUAL: COMSTAR

INTRODUCTION

To: First Lord Theodore Kurita, Imperial City, Luthien
From: Precentor Martial/Commanding General Victor
Steiner-Davion, Focht War College, Tukayyid
Subject: Military readiness report

Theodore,

When I accepted the council's offer to become head of the Star League Defense Forces at last November's council session on Tharkad, I knew I faced a major task. I commissioned the forces under Star League command to provide a readiness report akin to the one you commissioned for the DCMS four years ago. At the same time, my people in ComStar compiled a similar report on Com Guard forces, as did our allies in the Free Rasalhague Republic. These reports are now complete, and I have attached them for your reference.

The Word of Blake material you forwarded last month was a surprising addition to the briefing document. I can only believe they are attempting to demonstrate their willingness to cooperate with the Star League in hopes of winning representation on the council, either as full members or as observers. Members like ComStar. My intelligence people have attempted to verify the information, and though they have been able to confirm little, they have found nothing that would challenge the veracity of the report. However, something about it prompts me to urge caution. Despite their seeming amiability, I do not trust either William Blaine or Cameron St. Jamais. At first I put this down to the antipathy between ComStar and the Word of Blake—our troops keep butting heads in the Chaos March, and they persist in tampering with our communications, inserting sayings attributed to Jerome Blake being their current favorite—but something doesn't tally. We think they're coded messages, but we haven't cracked the encryption yet. However, I can't quite put my finger on it. Maybe it's the speed of their expansion. My intelligence people believe that increasing their operational strength to ten divisions is at the upper end of what they could achieve in four years, even with defections from the Com Guard and Thomas Mark's generosity. Unless they have found Amaris' lost treasure, I believe they must be close to bankruptcy, which is likely another motive for their current rapprochement with the Star League.

While on the subject of rapprochement, the Nova Cat forces pose an interesting problem. I know their Tourman has clashed with your own military, and the formation of the Irece Prefecture seems the best solution, as does making your son a liaison. However, I would urge caution in your dealings with the Nova Cats. Their landholdings are from you in your capacity as Coordinator, but Biccon Winters assures me their first loyalty is to the Star League and the First Lord, not the Combine. As such, I can see more trouble when the position of First Lord changes again. Something that is not in the document but has become clear in my conversation with Winters is that not all the Nova Cats believe their leaders were right to side with the SLDF in Bulldog and on Huntress. These "hard-liners," for want of a better word, appear to be gathering in their own communities on Irece's Elmina continent and could, if unchecked, pose a major security risk to your interests.

***Transmission Altered***
"I seek the truth in Blake's Wisdom."
***Alteration Ended***

Rasalhague also poses an interesting problem. Since they have become reliant on ComStar for protection since the invasion, their recent militancy is worrying and could pose problems for both the Star League and ComStar. I can see their new Prince pushing for the withdrawal of foreign troops, but I don't believe they can stand against the Clans, especially the Ghost Bears given the situation with Ragnar. Nor could they stand against Katherine's troops or, dare I say it, your own. If we're not careful we could have another situation on our hands, this time so confused it would make St. Ives look like a picnic.

Which brings me to Sun Tzu's private little war. His abuse of member-state forces to kick off bloody war with Candace's people hasn't earned him any friends, but it has already cast doubts on the institution of the SLDF. People wonder if we'll become nothing more than a tool for the First Lord to use to benefit his own people rather than the Star League as a whole. As for St. Ives itself, I'm not entirely sure what can be done to calm things down. History has shown that such interfamily disputes—St. Ives is a sovereign nation, so this isn't a civil war, no matter what Sun Tzu or Katherine says—are always the bloodiest, and I fully expect things to get worse before they get better.

I have two Com Guard divisions in the area plus some true SLDF troops, but this is about the most I can deploy without calling for a council vote, which is an awkward proposition. Even with Katherine allowed only a single vote, things could go the wrong way. Despite events earlier this month, Katherine, Thomas, and Sun Tzu form one block, and yourself and Candace another. Månsdotter would probably vote with you since he's pro-independence, but as he's only been in office a short while I wouldn't like to rely on him to give us a stalemate and thus allow ComStar the deciding vote. The only other options that spring to mind are to break Sun Tzu's alliance or to restructure the council. Actually, they could be done at the same time, but that in turn requires a vote of the existing members. As you know, I overstepped my authority somewhat in this area, and I have had to scale back operations before they threaten my position.
My suggestion is this: allow the Magistracy of Canopus an independent seat on the council, but make this conditional on their withdrawal from the St. Ives conflict by the end of the year. This gives Sun Tzu another supporter on the council, but this can be counterbalanced by bringing in the Nova Cats, who will likely side with the Combine. Katherine will not be happy, especially as it sets a precedent that might allow Morgan Kell or Phelan voting rights—after all, the Arc Royal Defensive Cordon is as independent as the Irece Prefecture—but Sun Tzu will want Canopus’ extra vote, since it is more secure than Katherine’s or Thomas’.

Anyway, I’d better leave it at that. I’ve gone on far longer than I intended.

Regards,

Precentor Martial,
Victor Steiner-Davion
Commanding General, SLDF
24 April, 3062
The following sections describe the military history and current status of units associated with the Star League, ComStar, Word of Blake, and Free Rasalhague Republic. They include common practices, outstanding officers, force strength, and details of their relationships with other groups. The organizational standards vary by unit, but the forces have been loosely grouped with appropriate introductory material. For example, the Nova Cat forces have an introduction that reflects their Clan origins and structure, while the Word of Blake Militia and Com Guard, with common origins, share an introductory section.

Each type of unit is indicated by one of the following symbols, but it should be noted that combined arms dominate the Light Horse, Nova Cat, Com Guard, and Word of Blake structures; thus, such icons indicate the dominant force in the unit.

\[ \text{MECH} \quad \text{AERO-} \quad \text{ARMOR} \quad \text{SPECIAL} \quad \text{INFANTRY} \]

The description for each unit contains details of its size and quality as well as its perceived loyalty to the political leadership.

The quality rating of a unit is an estimation of its overall skill and combat experience, determined by a review of past performance and expectations based on the current equipment and personnel make-up. Units with high quality ratings can be expected to perform consistently better than those with lower ratings, though specific conditions may bias the outcome of an engagement and thus these ratings are not infallible. The standard quality ratings are Green, Regular, Veteran, and Elite. Green denotes units that are predominantly composed of new recruits or inexperienced soldiers. Such units are often training units or else lack combat experience. Regular units comprise troops of average abilities—competent soldiers with some combat experience—and form the bulk of troops in Inner Sphere units. However, in Clan Nova Cat such units are regarded as below average. Veteran units comprise troops who have survived numerous battles and are thus familiar with the requirements of modern warfare. Such units are well-regarded in the Inner Sphere, though they are considered “the norm” in Clan Nova Cat. Elite units contain the most highly trained, experienced, and knowledgeable troops and are highly regarded.

Loyalty ratings mean different things in different units. In Clan Nova Cat it represents loyalty to the Clan’s membership in the SLDF, ranging from fanatical support to the “questionable” vocal minority who oppose any relationship with the Inner Sphere. In the Com Guard, the loyalty rating is more generalized, reflecting both the unit’s or commander’s relationship with the new Precentor Combat and the loyalty to ComStar and the reforms instituted by Anastasious Focht and Sharilar Mori. Similarly, in the Word of Blake such ratings indicate loyalty to Precentor Martial St. Jamais and the Blakist cause, though the constant infighting among factions makes such judgments highly subjective. In the case of Free Rasalhague Republic and Star League Defense Forces, the loyalty ratings reflect the strength of their allegiance to the Elected Prince Regent and First Lord, respectively.
UNIT STRUCTURE

ComStar forces diverge from the Star League-originated system of lances, companies, battalions, and so forth and instead use a system based on multiples of six that offers great flexibility for deployments. Both the Com Guards and the Word of Blake Militia make use of combined-arms forces, for which this system is ideally suited.

The smallest formation is a Level I, which comprises a single BattleMech, fighter, tank, or infantry squad. Such units are the building blocks of ComStar forces. The next formation, a Level II, contains six Level Is and is thus roughly analogous to a reinforced lance or a demi-company. In many cases a Level II contains units of the same type (e.g., BattleMechs), but combined-arms groups are also possible at this level.

The next formation, a Level III, contains six Level II formations and is the ComStar equivalent of a battalion; it is frequently referred to as such. Level IIIs are almost all combined-arms formations. Level IIIs are usually the largest formations to operate together on a regular basis.

Level IV formations, known as divisions, contain six Level III formations, making them equivalent to two SLDF-style regiments. Divisions are the largest permanent formations and form the backbone of the administrative network. The Com Guards also uses a large formation, the Level V or army, that contains between four and six divisions (officially the latter). Though principally administrative, Level V formations can form field commands, as was demonstrated on Tukayyid. It is not known at this time if the Word of Blake has organized its forces into armies.
APPROXIMATE COMSTAR DIVISION FORMATION COMPOSITION TABLE

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<td>108</td>
<td>39</td>
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</tbody>
</table>

Word of Blake hands. A Level I BattleMech unit comprises a single BattleMech.

AEROSPACE FORCES

Save for those assigned as spacecraft escorts, usually of Level II strength, ComStar forces integrate aerospace assets at the most basic level. With minor losses compared to those sustained by ground forces, Star League designs like the Gotha, Rogue, and Tomahawk remain common, though others, like the Stingray and Riever, are also prominent. Indeed, in their aerospace forces, there is little difference between the Com Guards and Word of Blake Militia. Though a Level I aerospace unit technically consists of a single fighter, ComStar follows standard military doctrine and always deploys fighters in pairs.

ARMOR UNITS

Unlike the military of the Successor States, where it is relegated to a supporting role, armor plays an integral part in ComStar forces. The vehicle forces took a pounding on Tukayid, prompting the introduction of Successor State designs like the Pegasus, Manticore, and Demolisher. However, despite its exile from Terra, the Com Guard roster continues to be dominated by Star League designs like Gabriel, Nightshade, and Burke. In stark contrast, the Word of Blake uses relatively few ex-MLF designs, instead using those common in the Free Worlds League, like the Ontos and Galleon. A Level I armor unit comprises a single tank.

INFANTRY TROOPS

As with armor units, infantry play an integral role in frontline ComStar forces, though there is a notable bias toward infantry in formations designed for defense or city combat. Most ComStar infantry are mechanized, using APCs or IFVs to navigate the battlefield, though jump infantry and "leg" infantry appear in specialized roles. Both the Com Guards and Word of Blake Militia deploy light power armor for commando teams and both have begun to make extensive use of battle armor. Though the Com Guards simply use standard Inner Sphere battle armor, the Word of Blake Militia deploys small quantities of the Longinus and Achilles battle armor manufactured by the Free Worlds League and has recently fielded a new design: the Purifier Adaptative battle armor. A Level I standard infantry unit (platoon) consists of twenty-eight men—neither the Com Guards nor Word of Blake Militia deploys its standard infantry in any organizational group smaller than a platoon. A Level I battle armor unit consists of four troopers.
COMSTAR RANKS

The Com Guards and the Word of Blake use a similar rank system, with the same designations, indicators of seniority, and promotion systems. Both use a lean rank structure, with three grades (four in the case of the Com Guards) and an additional command post.

PRECENTOR MARTIAL

Both the Com Guards and Word of Blake Militia use Precentor Martial to denote the head of their armed forces. The Precentor Martial serves as the liaison between the orders' governing bodies (the Primus and First Circuit of ComStar, the Ruling Conclave of the Word of Blake), executing their orders and originating battle plans. He oversees the service-arm heads (the precentors in charge of BattleMech, infantry, armor, and so on) as well as the Precentor ROM and the Naval Precentors. The current Precentor Martial of the Com Guards is Prince Victor Steiner-Davion, and the Precentor Martial of the Word of Blake is Cameron St. Jamais.

PRECENTOR

Precentors are the senior officers of the Com Guards and Word of Blake Militia, serving as commanders of large units. In the Com Guards this has traditionally been reserved for Level IV- and Level V-sized units, but the Word of Blake also places precentors in command of Level III units. In the Word of Blake Militia, a junior precentor, usually commanding a Level III unit, may be referred to as a Demi-Precentor, though their rank remains that of precentor. The rank of precentor is roughly equivalent to that of a colonel or lieutenant general, though the Word of Blake version may also be viewed as a major.

DEMI-PRECENTOR (COM GUARDS ONLY)

An informal rank in ComStar before the Reformation (see the Word of Blake usage with regard to precentor and adept for its original use), ComStar formalized the rank of Demi-Precentor to provide a more gradual progression between junior and senior levels of command. In the Com Guards, a Demi-Precentor commands a Level III or occasionally a Level IV unit. The rank is roughly analogous to a major or colonel in the SLDF.

ADEPT

Adepts form the junior officers of ComStar forces, commanding Level II units as well as work teams and any units assigned to independent operations. They have rudimentary command training and are roughly equivalent to SLDF captains and lieutenants. In the Word of Blake Militia, a senior adept assigned to command several Level II units may be called a Demi-Precentor, though their rank remains that of an adept.

BRANCH DESIGNATIONS

<table>
<thead>
<tr>
<th>Military/ROM</th>
<th>Branch Designations</th>
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<tbody>
<tr>
<td>Epsilon</td>
<td>MechWarrior</td>
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<tr>
<td>Pi</td>
<td>Aerospace Pilot</td>
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<td>Iota</td>
<td>Infantry</td>
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<td>Xi</td>
<td>Dropship Crew</td>
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<tr>
<td>Theta</td>
<td>JumpShip/WarShip Operations/Crew</td>
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<td>Zeta</td>
<td>Military Technician</td>
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<tr>
<td>Mu</td>
<td>Intelligence Analysis</td>
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<td>HPG Operations</td>
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<td>Scientific Analysis</td>
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<td>Medical</td>
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<td>Tau</td>
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<td>Chi</td>
<td>Administrative Affairs</td>
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<td>Phi</td>
<td>Financial/Monetary Control Offices</td>
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<tr>
<td>Word of Blake Only</td>
<td>Obedience (ROM)</td>
</tr>
<tr>
<td>Omicron</td>
<td>Spiritual Enlightenment (Military)</td>
</tr>
</tbody>
</table>

ACOLYTE

The rank of acolyte is the most common in ComStar. It encompasses all the enlisted ranks of other militaries, with seniority being the principal factor that distinguishes the equivalents of privates, corporals, and sergeants.

BRANCH DESIGNATIONS AND SENIORITY

All members of ComStar have a designation that comprises a Greek letter and a Roman numeral, showing their service branch and the number of years at their current rank. The table below contains all the branch designations, which are common to both the Com Guards and the Word of Blake, save for the Omicron and Psi designations, which ComStar discontinued in the Reformation. The Roman numeral serves to establish seniority within ranks, the lowest being I (1st year at current rank) and the highest being XXV (25th year at current rank). After 25 years the individual is automatically promoted to the next rank and their seniority indicator reset to I.
Precentor Martial Steiner-Davion,

Please find attached the briefing you requested on the history, organization and composition of the Com Guards. As you will see, our order has not been idle in the 275 years since General Kerensky and the Star League Council gave Jerome Blake his mission. Many of these events are unknown outside our order or are shrouded in mystery and disinformation. As a neutral party, our order required such secrecy to ensure our survival. A vengeful or jealous House lord could have wrecked ComStar, and though our actions have not always been “right,” they have often been necessary. We are not apologizing for some of our less appropriate methods, but they should be viewed in the context of the events and politics of the time. As such, we have taken the liberty of expanding the historical brief beyond purely military endeavors to include events within ComStar and the Inner Sphere. Unlike previous works, which have been tampered with by Blakist agents, we believe the material contained herein is accurate and unbiased. We hope it proves useful and enlightening.

—Gudrun Sigurdsdottir, Demi-Precentor IV-mu
—Viggo Gruy, Adept Xi-tau
19 April 3062

HISTORY

Officially, the Com Guards were formed following the Fourth Succession War, to prevent such tragedies as occurred on Sarna, but in truth ComStar’s armed forces are much older. The Successor States had privately known since 2933 that ComStar maintained a small armed force, but even this date was incorrect by some 150 years. ComStar’s armed forces actually share the same origins as do those of the Clans.

SHADOW GAMES

Stefan Amaris’ coup destroyed the Terran Hegemony and irrevocably shattered the Star League. In 2780, the only agreement in what remained of the Star League Council was that Jerome Blake should become Minister of Communications, overseeing the reestablishment of the HPG network, which had been ravaged by more than a decade of war. The commander of the Star League armies, Aleksandr Kerensky, saw that his troops would become little more than pawns in the political machinations of the Great Houses. Indeed a number of units had already defected to the Houses. Instead, Kerensky proposed a bold alternative: an Exodus out of the Inner Sphere to find a new home.

Four-fifths of the SLDI sided with the general, but others felt their duty lay with the Inner Sphere and chose to remain. Some of these units sided with the Great Houses, but the bulk simply disappeared. Some historians suggested that they departed in a second Exodus or were destroyed by Kerensky in a covert civil war. The truth was far more shocking.

Before departing the Inner Sphere, Kerensky persuaded the bulk of these units—some seventeen divisions and fourteen independent regiments—to side with Jerome Blake, whom he had known from the war against Amaris. They were to aid Blake’s reconstruction efforts, and Blake, with near-total control over communication in the Inner Sphere, was able to conceal their fate.

Blake’s Department of Communications, renamed ComStar in 2785, had plans beyond simply rebuilding the Inner Sphere’s communications network. He saw that the Hegemony was defenseless before the Great Houses and would likely be divided up as spoils of the war. He proposed having ComStar formally take control of the Hegemony, but ComStar’s ruling body, the First Circuit, was divided on the matter. Some suggested ComStar take a more militant approach, while others pushed for talks to re-establish the Star League. In the end, Blake’s vision won, and, as a prelude to the seizure, he set about getting the Great Houses to accept ComStar’s neutrality. This was established in the Communications Protocol of 2787, though the outbreak of war between the Houses prompted a modification to the plan. Rather than targeting the entire Terran Hegemony, Blake’s forces would limit themselves to Terra itself.

On 25 June 2788, ComStar shut down communications within the Inner Sphere and launched Operation Silver Shield. In a 72-hour campaign, eight divisions, masquerading as mercenary troops and led by General Lauren Hayes, occupied military and political sites and defeated the small military units loyal to the Great Houses. They also eliminated the threat posed by two former SLDF divisions based in South America that refused to accept ComStar’s use of force. With Terra secured, ComStar moved to strip New Earth, site of Kerensky’s SLDF headquarters, of all military and technological items, and by July 11, this too was completed. The Great Houses were unhappy that Jerome Blake had “betrayed the principle” of ComStar’s neutrality, but though each coveted Terra, none dared challenge ComStar’s possession.

***Transmission Altered***

"Holding Terra provides political legitimacy, something we need to survive the future. It will present many problems, but we must seize the initiative and seek to do what will advance the greater vision. All is blessed initiative the quest for Truth. Ours is the glory."

***Alteration Ended***

EYE OF THE STORM

After Silver Shield, ComStar mothballed most of its military equipment at various sites across Terra. Some was allocated to ROM following its foundation in 2811, but this was principally infantry equipment and vehicles. Emilio Travis drafted a few 'Mechs and aerospace fighters during his search for the
THE COM GUARDS

Minnesota Tribe, a raiding force of unknown origin that struck the Periphery edge of the Draconis Combine in 2826, but they returned to storage after the mission's unsuccessful conclusion.

However, it should be noted that Blake's death in 2819 threatened to bring ComStar into the Succession Wars. Led by Herman Schewepp, a faction within the First Circuit objected to new Primus Conrad Toyama's plans to continue the order's neutrality. Instead, they proposed direct military intervention in the Successor States to restore the Terran Hegemony. This was not to be. Backed by Precentor ROM Michelle Dupres, Toyama instigated "the purification," a purge of the pro-war faction and any disloyal members of the order. By the end of the process, twenty percent of the order were dead, imprisoned in re-education camps, or missing. Although criticized on some levels, Toyama's actions strengthened ComStar's position of neutrality in the Inner Sphere and set ComStar on the path toward becoming a religious order. He also restructured the rank system, making it akin to a monastic society, though Successor States that thought neutral ComStar could be cowed were swiftly disabused of that notion.

In 2830 Toyama agreed to allow Jeanette Marik, who had joined the order in 2821, to pass information to her brother, Captain General Charles Marik. This allowed Captain General Marik to make significant gains, but by 2836 he had become suspicious of ComStar's motives, and, after he found seeming proof of duplicity, he attacked and razed the ComStar compound on Oriente. ComStar's response was swift and devastating: an eighteen-month shutdown of HPGs within the League. ComStar personnel went into hiding, and ROM and the Free Worlds League intelligence agency, SAFE, waged a covert war. By November 2838 Marik had little choice but to back down, as the lack of communications and intelligence had crippled the League's efforts against the Lyran Commonwealth and Capellan Confederation. This conflict, later known as the ComStar War, was a clear victory for ComStar.

Toyama's successor was Raymond Karpov, who continued Toyama's policies and expanded ROM. Furthermore, Karpov instigated Operation Holy Shroud, a covert program of assassination and terrorism to maintain ComStar's technological advantage by preventing the Successor States from recovering the technology they had lost in the near-apocalyptic fighting of the First Succession War. By this time, ComStar's neutral image was so well-entrenched that the Great Houses believed one another responsible for the killings.

THE NEW DAWN

A new era for ComStar began with the ascension of Dwight Kurstin to the Primacy in 2001. Becoming increasingly paranoid, Kurstin ordered a witch hunt within ComStar intended to solidify his rule. This triggered what amounted to a civil war within the order, and his opponents fled Terra. Using their control of the First Circuit of HPG stations, the rebels, led by Precentor Gregori Hartford, interdicted Terra itself. Moving his headquarters to the former Star League capital, Unity City, Kurstin plotted his counterstrike: Operation Winged Crusader. The Primus hired three regiments of mercenary troops and provided them with vintage SLDF equipment, ostensibly to garrison Terra but in practice to take the war to the rebels. However, many flocked to join the rebels and alerted them to the danger. Unwilling to see ComStar wielding force openly, Hartford ordered a sleeper agent, known only as Saber, to assassinate the Primus. With Kurstin dead, preparations for Winged Crusader ground to halt and peace returned to the order.

However, the recruitment of mercenaries set a precedent that would be followed for the next thirty years, with a number of units, usually battalion-size or smaller, contracted to defend Terra and carry out small-scale operations. These forces proved particularly valuable in clashes between ComStar and the Draconis Combine in 2831. Necess Kurita, sister of Coordinator Hugai, had petitioned ComStar for membership and been accepted. However, her brother objected and sent ISF agents on a bloody raid to "rescue" her. Primus Hollings York knew that the Combine would not respect ComStar if they acquiesced, nor would they be cowed by an interdiction. The only suitable response was the threat of military action, and with this in mind, ComStar snatched up the contracts of a number of mercenary units. However, it was the Bandersnatches, a unit already under contract to ComStar (although ROM misdirection later suggested the unit was hired during the crisis), that was used as a Sword of Damocles, threatening an assault on the Combine capital if ComStar's demands were not met. Hugai, recognizing the danger, backed down.

Primus York used the incident to highlight ComStar's need for a military arm, both to defend Terra and to handle such incidents in the future, and by 2933 the ComStar Guards and Militia began to form. Initially an infantry force some eight regiments strong, the Guards added 'Mech troops in the 2980s, and by the 31st century the modern Com Guards were born. ComStar informed the Successor States of this development and assured them it was for "defensive purposes" only. Furthermore, by publicly forming the unit around the Bandersnatches, they hid the true origin of the materials used to build this new army: those left behind by the SLDF. At the same time, ComStar reopened the Sandhurst Royal Military College [as the Holy Order of Sandhurst] and began a program of renovation on the SLDF WarShips it had concealed since the Exodus. A number of new ships were constructed, but escalating costs and increasing difficulty in maintaining secrecy prompted the abandonment of this program in 2949.

BAIT AND SWITCH

The ascension of Primus Addriene Sims in 2947 temporarily slowed the expansion of the ComStar Guards and Militia, as she first revitalized ROM, neglected and nearly disbanded under Hollings York, and then founded the Explorer Corps in 2960. However, her successor, Yin Takami, was more
than willing to use and expand the force, as shown by his orders for the First Division to destroy the wreck of the Black Lion-class WarShip SLS Tripitz, preventing it from falling into the hands of the Taurian Concordat. It was Takami who increased the ‘Mech element of the CSG&M, a development running in parallel with the less successful Holy Shroud I missions to assassinate Successor State scientists.

The CSG&M’s next major operation came in 3004, when ComStar-sponsored pirate gangs, intended to cause friction between the Lyran Commonwealth and the Draconis Combine, ignored orders and struck out on their own. Negotiations with the pirates only worsened the situation, and when the bandits struck at the HPG compounds on the planets Lost and Canal, the CSG&M went into action. Taking place some eight jumps into the Periphery, the battle against the pirates lasted three days. Despite their numerical advantage, the ComStar troops lacked their opponents’ experience and, though eventually victorious, lost a disproportionate number of personnel.

Despite this near-disaster, ComStar’s military policy over the next few years continued in a similar vein. The most notable destabilizing efforts occurred during the Fourth Succession War: the destruction of the Sarna HPG Station, which gave ComStar the pretext to interdict the Federated Suns, and the ill-fated raid on the NAIS. Neither had the desired impact of ending House Davion’s campaign against the Capellan Confederation, though the Sarna operation provided an opportunity that forever changed ComStar and the Inner Sphere. Citing the vulnerability of HPG stations, and as part of the conditions for lifting the communications interdiction, Primus Myndo Waterly persuaded Prince Hanse Davion to allow ComStar troops to be stationed at every HPG station in the Federated Suns. Within a dozen years, every Successor State had come to similar arrangements, giving Com Guard troops, as Waterly renamed the ComStar Guards and Militia, a base on every Inner Sphere world.

**AGE OF EMPIRES**

Waterly saw the Steiner-Davion pact as the end of the Inner Sphere. The massive power block created by the alliance had already shown its teeth in the Fourth Succession War, and further aggression seemed likely. The Draconis Combine, a long-standing foe of both powers, was the most probable target, so Waterly entered into negotiations with Gunji-no-Kanrei Theodore Kurita. In exchange for intelligence and war material (later to prove vital in the Combine’s victory against the alliance in the 3039 war), the Combine would recognize the existence of the Free Rasalhague Republic, simultaneously creating a buffer state and stirring up secessionist feelings throughout the Inner Sphere. Despite disagreements between the two parties—the Combine did not release all the worlds it had promised to, and ComStar “downgraded” the “Mechs and equipment provided to the DCMS—both sides deemed the results basically satisfactory.

However, House Davion realized the Draconis Combine was reacting to information that could only have been provided by ComStar and launched a major operation against ComStar operatives. Lasting for almost a decade, Davion’s “Operation Flush” became a vicious and bloody secret war, costing the lives of many on both sides. Although the Com Guards remained under ROM’s operational command during the early months of the conflict, the Readjustment Act of 3035 placed ROM under the Com Guards’ control. Though some Davion operations against the Com Guards personnel took place, this ensured the neutrality of the order’s armed forces. Without this change in command, it is possible that ComStar and the Federated Suns could have become embroiled in a full-scale shooting war.
THE COM GUARDS

The new Precentor Martial, an experienced ex-general named Anastasius Focht who was introduced to the order by Theodore Kurita, reorganized units and instigated training programs. He also encouraged the Guards to take on a humanitarian role, carrying out disaster relief and helping to beat back pirates. The image of the Com Guards as "white knights" was a major public-relations victory and triggered a massive upsurge in recruitment.

THE CLAN WARS

The Explorer Corps vessel Outbound Light accidentally triggered the return of Kerensky's descendants when it discovered one of their homeworlds in 3048. ComStar learned of the arrival of the invaders in the summer of 3049, eventually sending the Precentor Martial as an ambassador. The two parties reached an agreement: The Clans would not interfere in our operations, and in turn ComStar would administer their captured territories as a neutral party. From the point of view of the Successor States, ComStar collaborated with the invaders, though the order sought only to maintain its neutrality. In truth, however, ComStar did provide the Clans with information on Inner Sphere targets, though this came to a sudden end in late 3051 when the Primus and Precentor Martial learned of the Clans' ultimate goal: Terra.

Neither side wanted to see Terra shattered by the battle to possess it, and instead they agreed upon a proxy battle on the Rasalhague world of Tukayyid. If the Clans won, ComStar would grant them Terra and become the Clans' administrative arm. If ComStar won, the Clans would halt their invasion for fifteen years. Every last Com Guard unit—some seventy-two divisions (the equivalent of 144 combined-arms regiments)—deployed to Tukayyid and faced off against twenty-five Clan Galaxies. The largest engagement since Kerensky's liberation of Terra, the Battle of Tukayyid lasted for twenty-one days and exacted a horrendous toll on the Com Guards. 40 percent of the troops were killed in the engagement, and a larger number were injured. Even now, a decade later, the Com Guards stand at only 60 percent of its pre-Tukayyid strength. Nevertheless, ComStar was victorious, and the Clans halted their invasion.

However, Primus Waterly did not have complete faith in the Precentor Martial and, concurrent with the Battle of Tukayyid, launched her own "Operation Scorpion." Intended to bring both the Inner Sphere and Clans to their knees with a total communications interdiction, it was a complete failure, and the Precentor Martial had little option but to remove the Primus. However, in turn triggered a schism within the order, leading to the formation of the Word of Blake, which fled to Gibson in the Free Worlds League. A number of officers and troops defected to the Blakists, further degrading the strength of the Com Guards and allowing the rebels to build their own military. However, compared with the losses of Tukayyid, this was but a small trickle and, much to the Com Guards' later chagrin, largely ignored.

WHEELS WITHIN WHEELS

In February 3058, the Word of Blake struck at Terra, smuggling troops onto the world and then, backed by sabotage and assassination, disabling the garrison. With the Clans viewed as the more pressing concern, the Precentor Martial chose not to launch a counterassault at that time. Instead, he sent ComStar troops to block the Jade Falcon incursion of 3058, in which Khan Marthe Pryde led her troops into the heart of the Lyran Alliance to prove their vitality. Ironically for Pryde, this assault prompted the Whitting Conference on Tharkad in November 3058, the goal of which was to find an end to the Clan threat.

This was enacted as Operations Bulldog and Serpent, which led to the destruction of Clan Smoke Jaguar and a shift in Clan politics that brought an end to the invasion. Additionally, the reformation of the Star League by the attendees was a major psychological weapon against the Clans; as the victor of Tukayyid, Precentor Martial Focht was the logical choice to head the military operations and thus became de facto head of the reborn Star League Defense Force.

ComStar troops participated in both missions, providing the second-largest contingent in Operation Bulldog, which resulted in the ejection of Clan Smoke Jaguar from the Draconis Combine, as well as providing troops and WarShips to the Serpent mission against the Jaguar capital of Huntress. The troops acquitted themselves well, and the mission was an outstanding success. Not only were the Jaguars destroyed, but the Clan Grand Council also formally agreed to end the invasion following a combat trial on Strana Mechty. One of the few sour notes was that the Com Guard troops lost the trial, though they were facing tough opposition in the form of Pryde's Jade Falcons.

Prince Victor Steiner-Davion had command during Operation Bulldog and, together with Focht, led a relief force to Huntress. But his long absence gave his sister, Katherine, an opportunity to seize the throne of the Federated Commonwealth. However, Prince Victor was a well-respected commander, and when Precentor Martial Focht chose to retire at the Star League conference in November 3061, he named the prince as his successor. Furthermore, the new First Lord, Theodore Kurita, appointed Steiner-Davion commanding general of the SDF, placing him at the head of two militaries.

However, this recruitment from outside the order caused resentment among many in the Com Guards, prompting a number of personnel to retire or defect to the Word of Blake, where they formed the Expatriate faction. Although nowhere near the scale of those in 3052, the defections are nonetheless problematic, providing the Blakists with resources and information. Perhaps the most serious incident was the betrayal of the Titan naval yards to Blakist forces. Despite this, the remaining Com Guard forces fulfill their job admirably, both in their traditional roles and as peacekeepers in the Confederation-St. Ives dispute.
ORGANIZATION AND PROCEDURES

Of all the Inner Sphere militaries, the organization of the Com Guards is the most unusual, but one of the most practical. Although using Star League-vintage equipment, the Com Guards' structure has been built over the past 129 years with a view to easy subdivision and deployment of troops.

COMMAND STRUCTURE AND OPERATIONAL DEPLOYMENT

Like most militaries, ComStar uses a pyramid command structure, radiating out from the political and military HQ. At the head of the pyramid is the Precentor Martial, answerable only to the Primus and the First Circuit, who serves as commander-in-chief of ComStar's armed forces, including those of ROM. Below the Precentor Martial are the six branch heads, precentors with at least ten years' experience in the relevant arm. Principal among these are the precentor of 'Mech forces, Katherine Luarca; the precentor of armor forces, Anna Gesicki; the precentor of infantry forces, Salvador Parish; and the precentor of naval forces, Alain Beresick. However, with the exception of Precentor Beresick, these senior officers have little involvement with day-to-day operations; rather, they oversee procurement, recruitment, and training for their respective services. Beresick, a veteran of Task Force Serpent, prefers to command from the bridge of the Cameron-class WarShip Invisible Truth. Likewise, the heads of the other two “branches”—Precentor ROM Victoria Parreau and Director of Explorer Services Padraig O'Bhaol—oversee the day-to-day operations of their commands.

Twelve army commanders of precentor rank oversee military operations in the Inner Sphere, though the schism and the recreation of the Star League have complicated matters. Prior to the Clan invasion and the schism, ComStar divided the Inner Sphere into twelve theaters corresponding to the positions on a clock, each with an assigned army (Level V) military unit. However, our order's expulsion from the Free Worlds League and the need to defend the Clan border and deliver humanitarian aid in the Chaos March have thrown this system into chaos. Exacerbating this is the Com Guards' relative weakness. Before Tukayyid, each army comprised six divisions, providing sufficient troops to meet all commitments in the theater. However, the Com Guards' post-Tukayyid deployment numbers only fifty divisions, reducing the number of divisions per army to four (except for Fourth Army, which still contains six) and making deployments—particularly around the Clan Occupation Zone—problematic. No troops occupy the former Sixth or Seventh Theaters, the troops formerly assigned to those regions instead being deployed to bolster the Jade Falcon and Ghost Bear borders. The borders of the Fifth and Eighth Theaters have been distorted to account for the changed deployments.

The largest field units are divisions, roughly analogous to two regiments of combined-arms troops. However, unlike the regiments of House militaries, divisions are rarely deployed intact but rather are scattered across a group of worlds and serve as “regional” forces. The size of these regions varies considerably, depending on their political situation and volatility. For example, in the Chaos March the 366th Division is based on Terra Firma but has Level III units deployed on Nanking, Zurich, Capolla, Acamar, and Arboris, while the 207th Division in the Lyran Alliance has Level II units scattered across some twenty worlds. Conversely, the 278th Division on Tukayyid remains intact, ready to defend the world against aggression by any of the remaining invading Clans. Precentors or, occasionally, Demi-Precentors command divisions.

Level III units, directly analogous to battalions save for the use of combined arms, are the most common deployments in high-risk areas such as the Clan border. They are fully functioning military units, complete with aerospace and logistic support. However, Level II units, analogous to a demi-company or reinforced lance, are the standard deployment on low-risk worlds. Adepts may command both types of unit, although officers of Demi-Precentor rank are more common in Level III formations.

TRAINING

Until 3058 the majority of Com Guard personnel trained on Terra, at the Sandhurst Royal Military College or, more recently, at the reopened War College of Mars. Some warriors were taken in from the schools of the Great Houses or from existing military units, but for security reasons the number of such troops was strictly controlled. The loss of the Terran system to the Word of Blake isolated the Com Guards from their training facilities, forcing it to rely on secondary sources. Chief among these were the training grounds on Tukayyid, but basic training

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<th>Size</th>
<th>Com Guard Rank</th>
<th>SLDF Equivalent</th>
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<td>Level I</td>
<td>1 unit ('Mech, etc.)</td>
<td>Acolyte or Adept</td>
<td>Soldier</td>
</tr>
<tr>
<td>Level II</td>
<td>6 units</td>
<td>Adept</td>
<td>Lieutenant</td>
</tr>
<tr>
<td>Level III</td>
<td>36 units</td>
<td>Adept or Demi-Precentor</td>
<td>Major</td>
</tr>
<tr>
<td>Level IV</td>
<td>216 units</td>
<td>Demi-Precentor or Precentor</td>
<td>Lieutenant General</td>
</tr>
<tr>
<td>Level V</td>
<td>864-1,296 units</td>
<td>Precentor</td>
<td>General</td>
</tr>
<tr>
<td>Com Guard</td>
<td>Variable</td>
<td>Precentor Martial</td>
<td>Commanding General</td>
</tr>
</tbody>
</table>
ComStar Inner Sphere Clock
Map of the Inner Sphere

© 3062 COMSTAR CARTOGRAPHIC CORPS
Inset to show Theatres

1. Dieron Theater
2. Fomalhaut Theater
3. Caph Theater
4. Bryant Theater
5. Keid Theater
6. Procyon Theater
7. Talitha Theater
8. Alula Australis
9. New Earth Theater
10. Rigil Kentarus Theater
11. Yorii Theater
12. Asta Theater
had to be performed elsewhere. Plans were made for a new school, the Focht War College, but until that site opened in the fall of 3060 the Com Guards had to rely on the good graces of several House academies.

***Transmission Altered ***

"Seek you the difficult roads that present choices and dangers. They are the driving forces needed to bring victory."

***Alteration Ended***

Like Sandhurst and the War Academy before it, the Focht War College teaches a wide range of combat skills, but unlike most Successor State schools, it also teaches cooperation and interdependence between service arms. Having lost most of its teaching staff in the Word of Blake assault, the FWC’s early years have proved problematic. However, with the aid of the Star League member states—the facility is a joint venture with the reborn Star League—standards are improving rapidly. Indeed, less than two years after its first intake of recruits, the FWC is already winning a reputation for the depth and realism of its program. The college begins offering advanced courses this year, spearheaded by a new Gunslinger program to teach the one-on-one combat style used by the Clans.

**COLOR SCHEMES**

Unlike House militaries, where most regiments have evolved a specific color scheme, the Com Guards simply paint their vehicles white for official occasions and use appropriate camouflage for combat.

**UNIFORMS, INSIGNIA AND DECORATIONS**

Like all Inner Sphere militaries, the Com Guards use a range of uniforms, dependent on rank, branch, and circumstances. All are practical, a far cry from the pre-reformation years, but are easily distinguishable from those of other militaries.

**DRESS UNIFORM**

Dress uniforms in the Com Guards are broken into two groups: those for junior officers and the rank and file (adepts and acolytes) and those for senior officers (precentors and Demi-Precentors).

The dress uniform of adepts and acolytes comprises white, close-fitting trousers and jerkin, made of resilient twill. This material is waterproof, insulated against heat and cold, and resistant to wear and tear. The cuffs and collar are trimmed in gold, as is the hooded white cape. Completing the outfit are a gold cummerbund-like belt and white-and-gold boots. On processions, such personnel carry a decorative spear or pike.

The officer dress uniform is more akin to that of regular militaries, comprising powder-blue trousers and a smock-style top. Save for the collar, which is trimmed in red, trim on the top is in gold, including broad gold cuffs. Accompanying this is a powder-blue cape. Again trimmed in gold, with a gold hood, the cut of the cape varies for precentors and Demi-Precentors, the former adopting a more rounded cut. Similarly, headgear varies between the two ranks—precentors wear a blue-and-black flat cap, while Demi-Precentors, more often deployed in the field, use a less formal kepi that hangs down to protect the wearer’s neck. Both complete their uniform with black boots, a black belt, and a saber.

**FIELD DRESS**

Unlike the dress uniform, field dress varies by service branch, adapting to meet the needs of individual warriors.

MechWarriors, pilots, and armor crews wear white silk-skin trousers, gold cool-mesh boots, and a lightweight blue-and-white “torsotube” cooling vest. All dissipate heat in combat, and despite their light weight, the vest and boots are superior to those used by the Successor State militaries. MechWarriors simply add a lightweight neurohelmet to the outfit, but armor crews also wear a padded blue jacket, white trousers, and heavy black boots over the cooling gear, intended to protect them from the battering to which vehicle crews are exposed. Similarly, pilots wear a white pressure suit, complete with integral air supply and maneuvering pack. The pilot’s helmet contains neuroreceptors and a sophisticated HUD system.

Infantry field dress is similar in many ways to the dress uniform of adepts and acolytes, comprising close-fitting trousers and jerkin. Although the uniform retains a hood, the cape is removed for practicality. Similarly, the colors of infantry field dress are more muted, usually charcoal gray or occasionally traditional camouflage patterns. At the time of the Word of Blake invasion, ComStar scientists were working on an infantry uniform that used mimetic—color-shifting—fabrics, though this research was thought lost during the evacuation from Terra in 3058. Shockingly, the Word of Blake recovered that technology, though to date the only practical application has been in the Purifier Adaptive battle armor. The uniform of technicians is very similar to that of infantry but lacks the hood and is generally white.

**ROBES**

In some situations neither the dress uniform nor field dress is practical. In these informal conditions, some Com Guard warriors wear simple robes akin to regular ComStar personnel. These are color-coded to denote rank: red for precentors, green for Demi-Precentors, yellow for adepts, and white for acolytes. Although entitled to wear red, the Precensor Martial typically wears white robes. However, many Com Guard warriors choose not to wear robes and instead use white fatigues.

**INSIGNIA**

Although dress uniform or robe color often shows rank within the Com Guards, all branches also wear a rank patch on the right shoulder of their field uniform and on the front of their
THE COM GUARDS

helmets. This patch depicts the ComStar logo in white, with border color indicating rank; red for precentors; a mix of white, blue, red, and yellow for Demi-Precentors; solid blue for adepts; and no border at all for acolytes.

A collar pin further denotes rank on the field and dress uniforms. Senior officers use the basic ComStar insignia, in gold for precentors and silver for Demi-Precentors. The pins for junior ranks are also in silver, but with a square black enamel backing for adepts and a black enamel triangle for acolytes.

The Greek letter corresponding to branch appears in the eye of the rank patch and as a silver pin on the left collar. Unit patches, unique to each division, are worn below the rank patch.

DECORATIONS

The Com Guards have traditionally had little call for decorations, but Tukayyid and the following years have seen a number come into use.

Tukayyid Campaign Ribbons

Every member of the Com Guards who served on Tukayyid during the twenty-one-day battle against the Clans is entitled to wear a campaign ribbon on the left breast of their dress uniform. Each ribbon is two centimeters long. A silver star on the ribbon indicates the wearer was wounded during the conflict, while a black star indicates the defeat of a Clan BattleMech or fighter. Many veterans wear multiple stars, and a few wear multiple ribbons, indicating they faced several Clans. When the Nova Cats joined the Star League, the Com Guards offered to discontinue the Nova Cat campaign ribbon, but Khan Santin West argued against the motion, stating that it would be dishonorable to divest the ComStar warriors of their hard-won spoils.

Star League Awards

The resurrection of the Star League and ComStar’s close ties to the new SLDF have prompted the creation of several new awards for Com Guard troops serving as part of the SLDF. All take the form of a two-centimeter silver Cameron Star, the insignia of the Star League, hung from variously colored campaign ribbons. Troops who fought in Operation Bulldog wear the medal with a white ribbon, with silver bars bearing the planet’s name for each engagement. Those who fought as part of Task Force Serpent use a blood-red ribbon, again with silver bars bearing the names of each battle participated in. Troops who fought in the Great Refusal on Strana Mechty add a black bar. Lastly, troops who participated in SLDF peacekeeping operations in the Chaos March or St. Ives Compact are entitled to wear a version with a two-tone green ribbon.

The Precentor’s Sword

The Precentor’s Sword is a dagger-shaped pin, awarded by the Primus or Precentor Martial as a medal of honor.

The Focht Star of Honor

A silver, twelve-pointed star mounted on a red-and-white ribbon, this award is given for acts of extreme valor and traditionally confers upon the recipient promotion to the next rank or five years seniority if already a precentor.

Sinclair Wings

An award specifically for aerospace pilots, the Sinclair Wings commemorate the valor and sacrifice of Adept Charles Sinclair on Tukayyid. Pilots who demonstrate bravery above and beyond the call of duty may receive this award, which takes the form of a set of golden wings spreading from a sword.

COM GUARD PERSONALITIES

PRECENTOR MARTIAL PRINCE VICTOR STEINER-DAVION

The first-born son of Prince Hanse Davion of the Federated Suns and Melissa Steiner of the Lyran Commonwealth, Prince Victor was born to rule the Federated Commonwealth. However, like his uncle Ian Davion before him, Victor was more a warrior than a statesman, having fought the Clans on Trell 1, Twycross, Alyina and Tienent during the Clan invasion. He also orchestrated the “grand alliance” that moved against the Jade Falcons on Coventry and subsequently proposed the Whittington Conference that led to the reformation of the Star League and, through Operations Bulldog, Serpent and Hunter, the end of the Clan threat.

However, his two-year absence gave his sister, Katherine, an opportunity to usurp the New Avalon throne. Though recent events have shown Katherine’s grip is tenuous at best. Prince Victor has disavowed any intention of moving against his sister, stating he has no desire to subject his people to that bitterest of conflicts, civil war.

Seemingly cast into the political wilderness, Prince Victor’s appointment as the new Precentor Martial of ComStar and subsequently the commanding general of the SLDF came as a
shock to the Inner Sphere. Victor’s ascension has not been universally popular, and he is working to stem the flow of disaffected personnel leaving the Com Guards or, worse, defecting
to the Word of Blake.

**FORMER PRECENTOR MARTIAL ANASTASIIUS FOCHT**

Little is known about Anastasius Focht’s life before he joined ComStar, save that he is Lyran by birth and had a long military career. He entered service with the order in the 3030s; he later became Precentor ROM and, in 3043, the Com Guards’
first Precentor Martial. When the Clans invaded the Inner Sphere, he was a natural ambassador to Kerensky’s militaristic descendants, becoming a close associate of Ulic Kerensky.

Focht planned and led the battle on Tukayyid, as well as masterminding the reformation of ComStar that resulted in the schism with the Word of Blake. His efforts remained focused on holding back the Clans, even to the extent of allowing the Blakists to retain control of Terra after their 3058 invasion, preferring to deal with the Jade Falcon incursion on Coventry and Operation Bulldog. Focht accompanied the SLDF relief force to Huntress and Strana Mechty, where he was profoundly moved by the sacrifice of the SLDF troops.

Though long expected, his retirement in November 3061 was a surprise, coming as it did at a crucial juncture in Star League affairs: the election of a new First Lord. However, in doing so, and in allowing Victor Davion to cast the vote that doomed his sister’s bid for the position, Focht remained above the political infighting that has plagued the Inner Sphere since the Clan defeat.

Since his retirement Focht has served as an adviser to his successor, but he has also devoted considerable efforts to writing his memoirs and researching several political and military treatises he has long planned to write.
FIRST ARMY V-KAPPA: THE BEAR MAULERS

On Tukayyid, the First Army contested the Ghost Bear landings, leaving the defense of the objectives to the 103rd Division and the reserve Fourth Army. In many regards the plan was successful, halting the Bear drive on Luk. However, it came at considerable cost, and the Clan forces captured Spanac and achieved a marginal victory.

Rebuilding the army was a long, time-consuming process, not helped by Katherine Luarca’s promotion to head Com Guard ‘Mech forces in 3053. Although badly damaged, the First Army was far from the worst affected by the battle, and though the army was also weakened by defections to the Word of Blake, its losses were small compared with other Com Guard units. Indeed, the army lost a larger number of troops in the post-Tukayyid reorganization of forces—the whole Twelfth Division was transferred to bolster the Sixth Army.

Having been stationed in the Draconis Combine for several decades, the “Bear Maulers” have established strong ties with the local communities. The army’s recruitment efforts in the Combine have shown marked improvements since Operation Bulldog. This has helped to stave off further defections, since the people of the Combine have followed Theodore Kurita’s lead in supporting the new Precentor Martial.

The insignia of the First Army shows a severed bear paw before the ComStar insignia.

OFFICERS

Robinson-born Katrina Troth seems a strange choice as commander of the Com Guards’ principal Combine Division, since her upbringing in the staunchly anti-Combine Draconis March of the Federated Commonwealth initially biased her against the Kuritan people. However, her long period of service with the unit—she joined the Ninety-First Division as a MechWarrior in 3033—has overcome this prejudice. Repeatedly decorated, Troth quickly climbed the ladder of command, becoming precentor and executive officer of the army in 3045. She was the natural choice to take command after Tukayyid.

FORCES

BattleMechs form a third of the combat forces in the First Army. Many of these are old Star League designs like the Champion and Sentinel, though DCMS designs like the Wolf Trap and Avatar are not uncommon. A similar pattern exists among vehicles, with Burke and Tokugawa tanks operating side by side.
91st Division (The Luk-y 91st IV-eta)
Division/Elite/Fanatical
CO: Precentor XII Rachal Drake
The Bulldog’s Bite III-iota: Demi-Precentor X Dieter Fischer
Bear Baiters III-eta: Demi-Precentor IX James Lech
Lost Boys III-theta: Demi-Precentor VI Gayle Morici
Defenders of Oasin III-epsilon: Demi-Precentor VII Robert Mooi
The Fierce Ill-eta: Adept XV Anna Paoli
Broken Promises III-zeta: Demi-Precentor III Raymond Pifke

Although successful in defending Luk, the Ninety-first were less fortunate at Spanac, where they were overrun and lost their supply depots. Although badly bloodied, the unit harried the Clan defenders for the remainder of the battle. Since then, the division’s commanders have carried out numerous exercises, both internally and against other ComStar and DCMS units.

In 3059, the division participated in Operation Bulldog, forming part of Victor Davion’s “Dream Team” against the Smoke Jaguars on Schuyler. The unit’s fourth Level III took a number of casualties at Oasin Ford, but overall losses were light. Elements of the unit therefore traveled to Huntress as part of the relief force, and two warriors from the division participated in the Great Refusal on Strana Mechty. The unit is currently deployed in Level III-sized units on worlds in the Combine’s Dieron Military District.

The insignia of the Ninety-first pictures a pair of white dice, both showing sixes.

211th Division (The Martial’s Hunters IV-phi)
Division/Veteran/Reliable
CO: Precentor XIII Marvin Daebuble
Empire Builders III-phi: Demi-Precentor II Terry Brinkman
Clanbusters III-tau: Demi-Precentor IV Nathan Camras
Quick Dispatch III-psi: Demi-Precentor VI Erin Ellis
The Bear Trap III-sigma: Demi-Precentor IX David Greenfield
Limitless Valor III-phi: Demi-Precentor X Anne Rizzuto
Blake’s Knights III-omega: Demi-Precentor VIII Dorothy Tomek

The 211th has the smallest proportion of ‘Mech forces in the First Army, with only thirty-five ‘Mechs scattered throughout the unit. However, vehicles and infantry are better-suited to the division’s widespread deployment.

The largest deployment is on Benjamin, which serves as home to an entire battalion (Level III). No other deployments are above two Level Ills, and the majority are composed of a single Level II demi-company assigned to protect the planetary HPG station. With many garrison sites regarded as hardship postings, Precenctor Daebuble has had to work hard to maintain his troops’ morale and combat edge. Assignments rotate continuously, and few warriors have to spend more than six months in any one posting.

The insignia of the 211th depicts the silhouette of a gun dog pointing at its prey.

308th Division (Winged Divinity IV-xi)
Division/Regular/Reliable
CO: Precentor IV Ernst Keller
The Remnants III-nu: Demi-Precentor X Rebecca Inriarte
Lineholders III-xi: Demi-Precentor II Donald Blair
New Vanguard III-nu: Demi-Precentor IV Kevin Mese
The Dragon’s Allies III-xi: Precentor I James Willson
Angel of Mercy III-omicron: Demi-Precentor X Alfred Stei
Extreme Warfare III-pi: Demi-Precentor IX Armand Lalavalle

Overrun by the Ghost Bears on the outskirts of Spanac, the 308th was reduced to little more than a Level III unit, but working in conjunction with the 103rd Division, it captured the Ghost Bears’ principal supply depot and halted their second drive on Luk. However, the unit’s losses were so grievous that the Precentor Mental agonized over whether to permanently merge it with another division. In the end, the 308th was allowed to retain its independence, though it took almost five years for the unit to return to full strength. The unit subsequently played a key role in extracting a Smoke Jaguar defector, MechWarrior Trent, who gave ComStar the Exodus Road.

When Precentor Karl Karter died on Maldonado in 3058, his XO, Ernst Keller, was the logical choice to command the division. He immediately found a major challenge: securing the supply lines for Operation Bulldog. Ironically, the division missed out on the fighting, despite the Smoke Jaguar attack on its home base, Pesht.

A winged sword before a black disc serves as the insignia of the 308th.

103rd Division (Kimmelry’s Raiders IV-nu)
Division/Regular/Reliable
CO: Precentor XIV Styven Kimmelry
The Saviors of Spanac III-nu: Demi-Precentor X Brian Moore
Styven’s Marauders III-nu: Demi-Precentor X William Plath
The Linebreakers III-xi: Demi-Precentor V Chang Shim
Sound and Fury III-nu: Demi-Precentor IV Elvira Vere
Bearskinners III-omicron: Demi-Precentor VII Ashfaq Ahmed
Glory Hounds III-lambda: Demi-Precentor III Anthony Dolan
Precentor Kimmelry took command of the 103rd in 3049 and defended Spanac. Grossly outmatched by the Ghost Bears, the division was ordered to withdraw, but it extracted some small measure of revenge by helping destroy the Bears’ principal supply depot, stalling the Clan advance.

The 103rd has the second-largest contingent of ‘Mechs in the First Army but has a very small armor complement, deploying instead the equivalent of two Level Ills of mechanized infantry. Most of the unit’s equipment is of Star League vintage, though Combine-produced Maxim transports have entered service over the past three years.

The insignia of the 103rd shows crossed swords before the ComStar emblem.
2ND ARMY V-MU: THE IRON WARRIORS

Occupying the two-to-three slice of the ComStar "clock"—the underbelly of the Draconis Combine and its border with the Federated Commonwealth—the Second Army has seen little combat save for Tukayyid. Unlike many armies, which faced off intact against a single Clan, the Second’s best divisions bolstered other armies, in all facing every Clan save the Ghost Bears. The army lost only a single unit on Tukayyid, the 121st, but with the army regarded as overstrength a second division, the 321st, was reassigned to the Twelfth Army in 3053. The insignia of the Second Army is a Black Knight-class BattleMech, its right arm raised in a salute.

OFFICERS

One of the youngest army commanders at Tukayyid, Precentor Alexander Crocus is now only fifty-two. A formidable battlefield strategist and administrator, he has worked hard to keep his forces in fighting trim. Fortunately, Crocus’ contacts—he is the only pre-Tukayyid army commander remaining in his post—ensure his troops do not want for supplies. Surprisingly for someone of his seniority, Crocus harbors Precentor Martial Davion no ill will and has taken an active role in ensuring the loyalty of his troops.

Seventy-one years old, Precentor Vincent Wollam is a strange choice for the army’s executive officer, but the former commander of the 282nd Division has proved his worth time and again. A veteran of the FWLM, Wollam fought in the Marik Civil War and the Fourth Succession War before fleeing the League in the wake of Janos Marik’s assassination. He joined ComStar in 3038 and quickly rose through the ranks. Badly injured when the Wolf Spiders shattered his command on Tukayyid, he was forced to retire from active duty, but his experience is invaluable.

FORCES

The army’s equipment is rumored to be the best of any Com Guard formation. However, the distribution of material to the widespread troop deployments is patchy. The Eighty-First and Seventy-Seventh have the highest concentration of new equipment, principally of ComStar manufacture but also including Combine- and FedCom-produced material. But many units of the 301st use hand-me-downs from other divisions, and some even have pre-Clan War equipment.
81st Division (The Defenders of Joje IV-kappa)
Division/Veteran/Reliable
CO: Precentor XVI Randolph Riggins
The Clawed III-theta: Demi-Precentor X Burton Gale
Extreme Prejudice III-kappa: Demi-Precentor I Kermit Reed
Applied Force III-iota: Demi-Precentor IV William Grawin
Cat Tamers III-kappa: Demi-Precentor III Lori Bielawski
Breath of Hope III-mu: Demi-Precentor V Carla Walther
Boiling Point III-lambda: Demi-Precentor VII Anthony Martino

The Eighty-first Division was attached to the Eighth Army on Tukayyid and fought Clan Nova Cat at Joje, sustaining grievous losses. Only a merger with other equally damaged units saved the division from being disbanded. The years since Tukayyid Commonwealth, as well as the Chaos March, Precentor Riggins recently reported a number of protests against the Com Guard presence in the Federated Commonwealth. However, it is unclear how much of this is Archon Princess Katherine Steiner-Davion’s response to the installation of her brother as Precentor Martial, and how much can be attributed to the FedCom population’s distrust of our order.

The insignia of the Eighty-first shows a marble wall bearing the ComStar emblem.

301st Division (Shark Bait IV-phi)
Division/Veteran/Fanatical
CO: Precentor VI Fibber Walton
The Shark Skinners III-phi: Demi-Precentor X Ada Howes
Barbed Hook III-psi: Demi-Precentor V Rita Antunovich
High Rollers III-phi: Demi-Precentor VI Brian Splitt
Strength of Union III-chi: Demi-Precentor V Barbara Wraas
Rolling Waters III-psi: Demi-Precentor II Baldev Patel
Focht’s Gladiators III-tau: Demi-Precentor X Masaru Marui
Based on An Ting, the 301st are responsible for a large portion of the Spinward Draconis Combine along the FedCom border. The unit’s widespread dispersal has had a serious impact on the supply chain, and everything from ammunition to mail takes an excessively long time to arrive. With the reduction of the Clan threat, the Precentor Martial ordered the diversion of vessels to improve the 301st’s logistics, which has seen a marked improvement in morale.

A giant hook with a Mercury BattleMech as bait serves as the unit’s insignia.

82nd Division (The Web Cutters IV-pl)
Division/Elite/Questionable
CO: Precentor III Xue Zhi-Heng
The Enlightened III-chi: Demi-Precentor I Michael Azad
Divergent Paths III-psi: Demi-Precentor II Faina Lerner

The Wolf Handlers III-phi: Demi-Precentor VI Carol Burgeson
The Minutemen III-phi: Demi-Precentor IV Glen Peterson
The Muzzlers III-psi: Demi-Precentor IX Kara Sand
Knights of Truth Ill-tau: Demi-Precentor III Mark Weir

Formerly the executive officer of the Eighty-second, Precentor Zhi-Heng received an unexpected command promotion when his predecessor resigned following the installation of Victor Davion as Precentor Martial. Precentor Julius Rostinberger’s resignation shocked the unit, and morale, already suffering from the unit’s omission from Operation Bulldog, is at an all-time low. Almost an entire Level III unit has resigned over the past five months, a handful of whom have joined the Word of Blake. The majority, however, followed their

77th Division (The Monsters IV-theta)
Division/Regular/Reliable
CO: Precentor VIII Jollings Rajji
The Gunslingers Ill-eta: Demi-Precentor V Benito Juarez
The Magnificent Few III-theta: Demi-Precentor IV Harry Cruikshank
Spoils of War Ill-eta: Demi-Precentor X Vladimir Zilbert
Bright Horizon III-theta: Demi-Precentor II Rita Barth
The Stonecutters Ill-iota: Demi-Precentor IX Fivel Calif Valor and Arms Ill-kappa: Demi-Precentor III Anne Wente

 Barely a Level III of troops from the Seventy-seventh survived Clan Jade Falcon’s assault on Tukayyid. The unit’s fate hung in the balance for more than a year as more troops defect to the Word of Blake, but as the situation stabilized, ComStar decided to rebuild the unit. Much of the unit’s equipment came from caches on Terra, but a large proportion was newly manufactured, and designs like the Nexus and Rajjin have become increasingly common. Indeed, containing the equivalent of a full regiment of ‘Mechs, the Seventy-seventh is, on paper, the most powerful unit in the Second Army.

Although officially intended only as a garrison for ComStar HPG sites on and around Prosperina (including a number in the Federated Commonwealth) the division has repeatedly had to defuse incidents between rogue warriors of the Draconis Combine and the Federated Commonwealth. Tensions have increased since Katherine Steiner-Davion became head of the Commonwealth. However, the Precentor Martial has so far refrained from increasing the number of troops deployed in his former realm, fearing such an action would only deepen the crisis.

The insignia of the Seventy-seventh shows a pair of golden eyes on a black disc.
3RD ARMY V-LAMBDA:  
THE EMERALD FALCONEERS

The principal force deployed against the Jade Falcons on Tukayyid, the Third Army has one of the best reputations in the Com Guards, which has been further enhanced by participation in Operations Bulldog and Serpent.

The Third Army is charged with protecting worlds in the three-to-four slice of the ComStar "clock," but it is vastly understrength. Two divisions are scattered across a handful of worlds near Terra to maintain order and beat off the predation of the Word of Blake and other groups, which leaves only two divisions to protect sites throughout the Federated Commonwealth.

The insignia of the Third Army shows a hooded green falcon perched on a black gauntlet.

OFFICERS

Precentor Alexander Durbin rose to command of the Third Army after Tukayyid; although an excellent field commander, he has proved less adept at bureaucratic wrangling. Fortunately, his executive officer, Precentor Stephanie Lavelle, has kept the unit running smoothly and is the true power behind the Third Army.

Upon his return to the Inner Sphere, the commander of the Second Division, Regis Grandi, received the Star of Honor and a promotion to full precentor for his efforts on Huntress. His courage and leadership are held up as the epitome of a Com Guard officer, though Grandi is uneasy with the adulation he has received and would prefer to concentrate on rebuilding his shattered unit.

FORCES

The Third Army is very 'Mech heavy, with such forces accounting for almost half its combat strength. Unusually, this is viewed as a disadvantage in the unit's principal task of securing ComStar facilities in the Federated Commonwealth. Only in the Chaos March-based Eleventh and Second Divisions is this firepower fully exploited.
11th Division (The Wing Clippers IV-beta)
Division/Elite/Fanatical
CO: Precentor IX Sharron Tang
Never Surrender III-alpha: Demi-Precentor X Joseph Neven
Kiamba Cavalry III-beta: Demi-Precentor VII Stephen Schesnol
Full Moon III-gamma: Demi-Precentor II Nicole Graziani
Ivory Terrors III-beta: Demi-Precentor IV Oleg Zobninger
The Chain Rattlers III-alpha: Demi-Precentor III Emily Bakjo
Deputies of Truth III-gamma: Demi-Precentor IV Andy Dumasius

Second only to the 472nd Division (Invader Galaxy) in the number of 'Mechs deployed, the Eleventh provides a solid defense against the Word of Blake’s ambition in the Coreward region of the Chaos March. During Operation Bulldog, elements of the Fourth and Fifth Armies deployed to that region, and the Eleventh participated in the destruction of the Smoke Jaguar's 362nd Assault Cluster on Kiamba. The unit spent three months refitting on Tukayyid before returning to their Caph headquarters.

They immediately found themselves embroiled in a series of clashes with Word of Blake troops, though since Cameron St. Jamais took control of the Blakist military, such incidents have reduced noticeably. Despite this, Precentor Tang has kept her forces on high alert, fearing some sort of surprise attack.

The unit’s insignia is an ornate curved blade upon a white shield.

2nd Division (The Falconeers IV-xi)
Division/Elite/Fanatical
CO: Precentor II Regis Grandi
Living Word III-nu: Demi-Precentor VII Hector Machabanski
Hidden Hand III-mu: Demi-Precentor IV Sam Pulcianii
Dark Regret III-xi: Demi-Precentor X Judy Gerambia
The Profound III-omicon: Demi-Precentor IX Karen Victor
Diogenes’ Search III-xi: Demi-Precentor III Carmen Schmidt
Madness With Method III-pi: Demi-Precentor IX Ashraf Abdulhadi

Having honed its combat skills against the Steel Vipers on Tukayyid, the Second Division was Precentor Marial Focht’s first choice for Task Force Serpent. However, it was impractical to transport the entire division to the Jaguar homeworld. Of the eighty BattleMechs that went to Huntress, only seventeen returned, and losses among the few aerospace, armor and infantry sent there were even more severe. The Precentor Martian decorated every survivor of the mission—some forty-two personnel—making the unit the most decorated in the Com Guards.

Much of the time since then has been spent rebuilding and training troops. The Second remains marginally understrength, a result of leaving positions open for the Huntress survivors while many of them are on a leave of absence. Despite this, the unit has returned to active duty on a swarth of worlds between Epsilon Indi (the unit’s headquarters) and Bristol in the Federated Commonwealth.

The insignia of the Second Division is a simple white disc inscribed with the word “Remember.”

323rd Division
(The Groundhogs of Tukayyid IV-nu)
Division/Regular/Reliable
CO: Precentor VIII Charles Reanner
Two at a Time III: Demi-Precentor I Larry Gostomski
Dinju Warriors III: Demi-Precentor X Arceia Huss
Blood Trail III: Demi-Precentor IX Allan Jepsen
Torch of Honor III: Demi-Precentor III Pietr Maj
From the Ashes III: Demi-Precentor X Beverly Shannine
Against the Wall III: Demi-Precentor VII Renato Calp

Formed by the merger of the 322nd and 323rd Divisions after Tukayyid, the Groundhogs are one of the few units to have fought multiple Clans on Tukayyid and are widely respected and honored. Both units fought the Smoke Jaguars, while the latter also fought the Diamond Sharks. Both units were shattered, and ComStar decided to merge the more intact but leaderless 323rd with the smaller 322nd, which retained command integrity. However, the merger was insufficient to bring the unit back to full strength, and though some positions were filled by survivors of destroyed or disbanded units, the vast majority were new recruits, and the unit’s overall experience level plummeted.

The unit’s insignia shows a groundhog clutching a hand grenade.

299th Division
(The Battle Smokers IV-lambda)
Division/Regular/Questionable
CO: Demi-Precentor X Peter Fedt
Falcon Hunters III-kappa: Demi-Precentor IV Jason Elm
Blessings of Truth III-lambda: Adept XII Robert Schullo
The Birdcallers III-mu: Demi-Precentor VI Walter Hayna
The Hood and Jesses III-nu: Demi-Precentor III Jan Ziolo
The Fog of War III-lambda: Demi-Precentor VII Hadez Abero
Bad Omens III-iota: Adept IX Thomas Atkiss
Demi-Precentor Fedt, a veteran of Tukayyid, has publicly taken a strong stance against Precentor Martial Davion, although he has yet to defy Davion’s orders. His greatest concern is that the appointment damages ComStar’s neutrality, especially in the Lyran Alliance and Federated Commonwealth. He fears that should Katherine Steiner-Davion’s two realms collapse into chaos as is expected, Com Guard troops—including Fedt’s New Avalon-based but widely dispersed 299th Division—will be sucked into a maelstrom of war. Davion has done all in his power to assure Fedt and other members of the Com Guards that he has forsaken his former titles, but they have expressed doubts that the former prince will hold to his promise should some great disaster occur.

The insignia of the 299th Division is a black and white silhouette of a Raijin standing before a stylized gray cloud.
4TH ARMY V-IOTA: THE DEFENDERS OF HONOR

The Fourth Army occupies the four-to-five slice of the ComStar “clock,” more commonly known as the Bryant Theater. Until 3057, the army’s responsibilities included the Federated Commonwealth’s Sarna and Capellan Marches, the St. Ives Compact, and the Spinward regions of the Capellan Confederation. The Liao-Marik invasion of the Sarna March threw the region into chaos, increasing the burden on the Fourth and Fifth Armies. Despite numerous clashes with Blakist forces, the troops deployed to the Fourth Army were deemed sufficient until 3061, when the escalating crisis in the St. Ives Compact prompted the Precentor Martial to order two experienced divisions from the Twelfth Army, the 403rd and 321st, into the region. They have been accepted into the Defenders of Honor and have deployed to Nashuar and Warlock, respectively. Publicly intended as Star League observers to ensure the safety of St. Ives citizens—and to safeguard ComStar’s investment in the Helios BattleMech lines on Warlock—the divisions’ secret goal was to hamper Sun Tzu Liao’s aggression, though the Capellan Chancellor shows no sign of reining in his troops.

A white shield bearing the ComStar emblem serves as the insignia of the Fourth Army.

OFFICERS

A graduate of the Nagelring Academy, Oscar Wetzel served with the Lyran Commonwealth Armed Forces in the Fourth Succession War before joining a mercenary unit. In 3037 ComStar hired the Level III-strength unit and subsequently absorbed it. Wetzel accepted a commission as an adept, commanding first a Level III and then an entire division on Tukayyid. His leadership and valor earned him the Star of Honor, a promotion to precentor, and, eventually, the command of the Defenders in 3053.

Precentor Wetzel is adept at small-unit tactics and favors a war of maneuvers over set-piece engagements. This preference for finesse has earned Wetzel the call sign “Rapier,” though many of his troops call him “Dueling Oscar.”

FORCES

The two divisions from the Twelfth Army introduced a number of new ‘Mech and vehicle designs into the Defenders—previously dominated by mothballed Star League-era equipment—as well as examples of the Draconis Combine’s Raiden and Kanazuchi battle armors. The only army away from the Clan border to deploy such suits, the Fourth are having to develop tactics for their use on the fly.

83rd Division (The White Cyclones IV-gamma)
Division/Regular/Reliable
CO: Precentor XV Allyn Omlid
Eternal Truths III-epsilon: Demi-Precentor II Sol Kopp
The Phantoms III-gamma: Demi-Precentor VI Edmund Rydz
Green Machine III-alpha: Demi-Precentor X Vivian Soballe
The Longshoremen III-beta: Demi-Precentor VII Richard Pales
The Lion’s Den III-delta: Demi-Precentor III Thomas Kyle
Power Struggle III-gamma: Demi-Precentor V Tina Hanson

Although brutalized by the Ghost Bears on Tukayyid, the Eighty-third Division was quickly brought back up to strength. Rather than returning to their old base on New Syrtis, they assumed the duty of garrisoning sites in the sensitive Terran Corridor. With the collapse of order in the region following Mark’s Operation Guerrero, the Eighty-third has attempted to provide some semblance of law and order in the region. However, rather than Thomas Mark’s or Sun Tzu Liao’s agents, it is the Word of Blake that has posed the most problems for the Eighty-third.

The insignia of the Eighty-third Division depicts a white tornado on a golden disc.

166th Division (Wolf Bait IV-rho)
Division/Green/Reliable
CO: Precentor VIII Edward Revere
The Harried III-rho: Demi-Precentor VII Edmund Sadlak
Numbing Chill III-sigma: Demi-Precentor IX Piotr Skorya
The Champions III-tau: Demi-Precentor III Carrie Nieweem
Pack Hunters III-rho: Demi-Precentor VIII James Dades
Bloodbrothers III-omicron: Demi-Precentor II John Berg
The Visionaries III-pi: Demi-Precentor X Terry Moody
Shattered by the Wolf Clan on Tukayyid, the 166th is the least experienced unit in the Fourth Army. They have been further weakened by the resignation of Demi-Precentor Marita following Victor Davion’s appointment as Precentor Martial. Ambitious but principled, Marita chose not to defect to the Word of Blake. Instead, she is believed to be on Outreach, seeking employment.

The insignia of the 166th Division shows a wolf’s jaws closing on an Atlas BattleMech.
79th Division
(The Steel Snake Charmers IV-zeta)
Division/Elite/Reliable
CO: Precentor XII Louisa Draga
The Fang Pullers III-delta: Demi-Precentor X Ping Hu
Beyond Belief III-zeta: Demi-Precentor VII Jerry Krug
Evident Glory III-epsilon: Demi-Precentor II Brenda Wright
The Bridgeburners III-zeta: Demi-Precentor X Clemens
Goldader
Leap of Faith III-theta: Demi-Precentor IX John Fishbein
Starlight Warriors III-eta: Demi-Precentor VIII Malik Park
The Seventy-ninth Division is one of the most experienced in ComStar, having fought the Diamond Sharks and Steel Vipers on Tukayyid and the Smoke Jaguars on Carinae, Garstedt, and Savinsville in Operation Bulldog. However, the unit's success has gone to their heads, and a number of Level III commanders have questioned the wisdom of returning the unit to peace-keeping duties in the Chaos March. Although not directly hostile, the Capellans have made it clear that ComStar troops are not welcome. However, it is unclear how much of this is the result of the long-standing antipathy between Chancellor Liao and Precentor Martial Davion and how much can be attributed to the word of Blake's malign influence.

The insignia of the Seventy-Ninth shows a snake, its fangs bared, coiled about the ComStar emblem.

87th Division (The Nova Cat Trainrs IV-pl)
Division/Regular/Reliable
CO: Precentor XIII Archie Pardeo
Elloquent Words III-ryo: Demi-Precentor IX Stanley Fratte
The Outsiders III-xi: Demi-Precentor III Aaron Duda
Paragons of Loyalty III-pl: Demi-Precentor VII Edmund Villaflor
Troubled Times III-sigma: Demi-Precentor I Kimberly Arneill
Rulebreakers III-omicron: Demi-Precentor IV Pete Chadha
Mountain Men III-pl: Demi-Precentor VI Alexander Fogel
Based in the city of Tiantan on St. Ives, the Fifty-seventh is nominally responsible for guarding many of ComStar's facilities in the Capellan March, but since the start of the St. Ives Crisis, many of these garrisons have been downgraded in favor of an increased presence in the Compact and the FedCom's Kettory salient. A capable diplomat as well as military commander, Precentor Pardeo has been working closely with the St. Ives government and the Federated Commonwealth's military liaison. Indeed, it was Pardeo's willingness to admit that his forces could not protect ComStar installations and block the Liao advance that prompted the Precentor Martial to deploy additional troops. The arrival of the 403rd Division on Nashuar has allowed the Fifty-seventh to concentrate its efforts in the Kettory region, though two Level III units remain on St. Ives and a third is providing logistical support for Kuan-Yin Liao's humanitarian relief effort.

The insignia of the Fifty-seventh Division shows a stylized cat sitting atop a tank.

403rd Division (Przemo River Rats IV-phi)
Division/Elite/Fanatical
CO: Precentor XI Darrel Burns
Harbingers of Victory III-chi: Demi-Precentor II David Ushkow
Looking Glass III-tau: Demi-Precentor IV Daryn Waite
The Thunderheads III-phi: Demi-Precentor VII Nicole Morin
Misguided Fortune III-phi: Demi-Precentor X Jean Jubelt
Natural Enemies III-psi: Demi-Precentor IX Derek Cook
The Sentinels III-psi: Demi-Precentor VIII Harold Junge
Until the end of 3061, the 403rd was part of the Twelfth Army and based in the Free Rasalhague Republic. However, when the situation in the ST. Ives Compact became clear, the 403rd's exploits against the Jade Falcons at Robyn's Crossing and the Smoke Jaguars on Yamarovka made them ideal peacekeepers. Though an accomplished warrior, Precentor Burns is committed to the path of peace and will do everything in his power to defuse the situation and protect the citizens of Nashuar and surrounding worlds.

The insignia of the 403rd shows a water rat bearing a helmet and rifle.

321st Division (Com Guard Grenadiers IV-beta)
Division/Elite/Fanatical
CO: Precentor VIII Tamatha Sparks
The Banshee's Wall III-beta: Demi-Precentor II Nicholas Liapes
Points of Light III-gamma: Demi-Precentor IV Edward Tenner
Black Hole III-alpha: Demi-Precentor III Jos Wishner
Blinding Flash III-gamma: Demi-Precentor VI Brad Morrissey
The Long Wait III-beta: Demi-Precentor VII Dan Lawlor
Over the Wall III-alpha: Demi-Precentor X Jas Hutt
Like the 403rd, the 321st are now arrivals in the Compact, this time on the so-called "Teng front." Headquartered on Warlock, the BattleMech-heavy division is deployed in Level III-sized units on worlds from Maladar to Teng, and though nominally neutral, the unit is believed to have supplied Cassandra Liao's forces with intelligence and materials.

The insignia of the Com Guard Grenadiers shows a 'Mech's foot crushing a snake.
5TH ARMY V-OMICRON: THE MOUNTAINEERS

Divided between the Chaos March and the Capellan Confederation, the tactical position of the Fifth Army is almost as bad as that of the Fourth. The situation is further worsened by a number of internal problems stemming from the Marik-Liao invasion. With the 394th Division withdrawn to Hall in the face of the advance, the army unwittingly allowed the Sirian Holds Massacres to take place. Every warrior in the army regards this as a personal disgrace, exacerbated by the loss of Terra to the Word of Blake, which two of the army’s divisions could theoretically have prevented. Anastasiis Focht’s willingness to take the 394th Division to Huntress and Strana Mechty went some way toward resolving the problem, but the unit’s morale remained shaky until the end of 3061. Strangely, where Davion’s appointment has had an adverse effect on many ComStar units, in the Fifth Army it may have done some good, indicating the start of a new era.

The insignia of the Fifth Army shows a Wyvern BattleMech scaling a cliff.

OFFICERS

Until 3061 Precentor Harris Harvison commanded the 394th Division. On Strana Mechty, he commanded the ComStar forces in the Great Refusal. Though he was defeated by the Jade Falcons, the Precentor Martial lauded his leadership and courage, and upon returning to the Inner Sphere, Harvison was promoted to command of the army, replacing Anna Gesicki (who was an excellent tactician but a poor strategist). His promotion has led to a general improvement in morale.

FORCES

Though containing a smaller proportion of aerospace forces than is normal in a Com Guard unit, the Fifth Army’s mix of BattleMechs, armor, and infantry is suited to its assigned tasks. The two Confederation-based divisions, primarily charged with securing ComStar facilities, contain the highest proportion of BattleMechs, while the Chaos March-based forces have a considerably higher proportion of infantry, ideal for their peace-keeping role.
394th Division (The White Lions IV-tau)
Division/Elite/Reliable
CO: Precentor II Elayne Reine
   Manyfold Paths III-tau: Demi-Precentor VI Julius Havanna
   The Mummers III-rho: Demi-Precentor V Joseph Czart
   Bloodied Hopes III-tau: Demi-Precentor I Edwin Rymek
   The Lion's Mane III-phi: Demi-Precentor III Antonio Velev
   Moonchildren III-sigma: Demi-Precentor IX Renee Dempster
   The Bull Dancers III-upsilon: Demi-Precentor II Orson Baker
Elements of the 394th accompanied the Huntress relief force, and warriors from the unit made up half the ComStar force that fought on Strana Mechty. Although the force lost, Focht and Davion applauded their courage and tenacity. The unit's morale has increased dramatically since 3059, but since the return from Clan space the new commander, Elayne Reine, has had to work hard to prevent any backsliding.

The insignia of the 394th Division shows a lion rampant before a golden sunburst.

76th Division
(The Battered Wolf Warriors IV-mu)
Division/Regular/Reliable
CO: Precentor VIII Ullan Brian
   Infinite Dreams III-nu: Demi-Precentor VII Cristian Downey
   Majority Rules III-mu: Demi-Precentor VI Frank Precilio
   Razor's Edge III-kappa: Demi-Precentor VII Annie Driscoll
   Storm and Stress III-mu: Demi-Precentor III Richard Ryan
   Bold Rascals III-lambda: Demi-Precentor X Gordon Souden
   Nerves of Steel III-xi: Demi-Precentor IV Angelo Dugo
The Capellan Chancellor has placed the Seventy-sixth Division, based on Sian, in a difficult position by inviting the Word of Blake to operate the HPG stations within his realm. In the absence of orders from the Primus or Precentor Martial, Precentor Brian has refused the Capellan government's requests to hand over the HPG facilities to the Blakists. Fortunately, the CCAF's military commitments in the St. Ives Compact and the Chaos March have prevented the Confederation from bringing force to bear on the division, but trade with the local population has dropped off markedly in recent weeks. The unit has been the target of a half-dozen sabotage attempts in the past few months.

The insignia of the Seventy-sixth Division depicts a bloodied wolf.

467th Division (The Jaguar Skinners IV-xi)
Division/Regular/Reliable
CO: Precentor VIII Terry Shykes
   Teeth and Claws III-nu: Demi-Precentor II Leslie Roberts
   The Shadowmen III-omicron: Demi-Precentor X Chris Wick
   Gens de Guerre III-xi: Demi-Precentor VII Samuel Baba
   The Trumpeters III-nu: Demi-Precentor IX Brian Callero
   True Prophecy III-pi: Demi-Precentor III Gordon Jorgenson
   Eyes and Ears III-xi: Demi-Precentor VIII June Ploen
Like the Seventy-sixth, the 467th Division has suffered at the hands of the CCAF and Word of Blake in recent months. But the problems on Menke and surrounding worlds are far more serious than those facing the Sian-based division, including sniper attacks and unprovoked arrests. These incidents have prompted Precentor Shykes to confine his forces to their bases, accepting a de facto siege but keeping the Word of Blake from taking command of the HPG stations. However, with the situation deteriorating, the Precentor Martial may be forced to withdraw the troops or risk conflict with a Star League member state.

A patch depicting the skeleton of a big cat identifies members of the 467th Division.

379th Division (Hawks of the High Wind IV-pi)
Division/Veteran/Reliable
CO: Precentor XI Dakkara Sin
   The Hawk's Talons III-pi: Demi-Precentor IX Ali Ahmad
   Dancing Shadows III-rho: Demi-Precentor II Leroy Bacci
   The Harlequins III-pi: Demi-Precentor V Mark Gamb
   Inner Strength III-xi: Demi-Precentor IV Natalia Kornas
   The Cavalrymen III-omicron: Demi-Precentor VI Sylvia Solomon
Howling Breeze III-sigma: Demi-Precentor X Tim Hoskinson
Although it performed well on Tukayyid, for many years the 379th Division was a shadow of its former self. That changed with the Mark-Liao invasion of the Federated Commonwealth. The inexperienced unit suffered major losses, but the constant engagements gave its troopers the seasoning they lacked, and today they are among the most proficient in the Com Guards at small-unit tactics and urban warfare.

The pitched battles with the Word of Blake have given way to ambushes and terrorism, but the strain of commanding a unit in a de facto war zone for more than four years has taken its toll on Precentor Sin. He has become increasingly authoritarian and isolated, exhibiting signs of acute paranoia. However, his troops have remained steadfastly loyal to their commander, and any attempt to remove the precentor could prompt a rebellion. The issue is a thorny one that should be resolved with the utmost speed.

The official insignia of the 379th shows an eagle's head, though many units also bear the image of a jade falcon impaled on a katana.
6TH ARMY V-KAPPA: GRIM DEFIANCE

The Sixth Army was formerly based in the six-to-seven slice of the ComStar "clock," predominantly in the Coreward regions of the Sarn March. But after the Liao-Marik invasion, it was relocated to bolster defenses against the Clans. Grim Defiance was assigned to the Draconis Combine and played a major role in supporting Operation Bulldog, though only the Thirty-first Division saw action in that campaign. The Sixth has remained in the Combine, strengthening the defenses against the relocated Ghost Bears, aiding the reintegration of the former Jaguar holdings, and occasionally serving as mediators between the Combine and the assimilated Nova Cats in the newly formed Irece Prefecture.

Members of all four divisions routinely drill against DCMS troops, avoiding the stagnation that comes with prolonged garrison duty. However, in recent months Precentor Mueller has become concerned that some Combine regimental commanders, particularly those of the Alshain Avengers, may be using these exercises to hone their skills for assaults on the Ghost Bear territories. Mueller feels such attacks would be detrimental to the interests of both the Combine and the Inner Sphere. Precentor Martial Davion has raised the issue with Coordinator Kurita but has reached no firm decision.

The insignia of the Sixth Army shows an armored knight, standing with a sword in one hand and a mace in the other.

OFFICERS

Precentor Daniel Mueller, who commanded the Thirty-first Division on Tukayyid before taking control of what remained of the Sixth Army, is regarded as one of the best officers in the Com Guards. Mueller’s authoritarian, no-nonsense style proved ideal for integrating two new divisions into the rebuilt army, though the task was undoubtedly made easier by his having commanded one of those divisions. Although dismayed by events in the Chaos March since the army’s withdrawal, Mueller accepts that they could not have been predicted, which has brought him into conflict with several junior officers.

FORCES

Unusually for Com Guard troops, the Sixth Army’s divisions clearly delineate between ‘Mech and support troops. The ‘Mech troops, and to a lesser extent the armor troops, form the mainstay of the defenses against Clan Ghost Bear. Few infantry are included in such units, instead serving in the traditional role of security forces for HPG compounds. This has allowed troops to specialize in tactics and thus avoid the weakness of multipurpose training.
31st Division (The Lost Boys IV-theta)
Division/Elite/Reliable
CO: Precensor VII Gonzalo Cabral
Cemetery Gates III-theta: Demi-Precensor IX Richard Wilder
Crazy Players III-eta: Demi-Precensor VIII Alice Pollworth
The Molehill Climbers III-kappa: Demi-Precensor III Adolph Guenther
Strange Highways III-zeta: Demi-Precensor VI Hiroshi Abe
Into the Wind III-theta: Demi-Precensor II Manolo Patenio
Broken Laws III-iota: Demi-Precensor VII Elaine Margolie
Based on Procyon following the Battle of Tukayyid but withdrawing
in the wake of the Liao-Marik invasion, the Thirty-First is haunted
by the specter of the Sirian Holds tragedy, where a large
portion of the planet’s population was condemned
to death camps. When the scale of the atrocities became apparent,
the members of the division blamed themselves, and the
unit’s commander, Johnny Ruth, resigned. However, the unit
has maintained an effective fighting force, participating in
Operation Bulldog, fighting the Jaguars on Virentofta and
Rockland, and forming part of the relief force to Huntress.

Currently headquartered on Chandler, the Thirty-first serves
as the command division for the Sixth Army, defending
the army’s headquarters in addition to its more general responsibilites. Since returning from Clan space, the Thirty-first has
participated in a number of exercises with the Fifteenth Alshain
Avengers.

A black disc bearing a set of white footprints serves as the
division’s insignia.

12th Division (The Grizzly Grinders IV-gamma)
Division/Elite/Reliable
CO: Precensor VIII Herman Schtilles
Luk’s Warriors III-gamma: Demi-Precensor X Frank Desimone
The Renegades III-beta: Demi-Precensor II Abraham Chacko
Killing Glare III-alpha: Demi-Precensor IV Jas Threadgill
Evolution in Motion III-gamma: Demi-Precensor V Mark Zipperer
House of Pain III-epsilon: Demi-Precensor III Albert Michael
Gaping Jaws III-delta: Demi-Precensor V Dane Hooper
The intervention of the Twelfth Division in the battle for Luk
is considered one of the key events of Tukayyid, although the
brutal fighting that ensued cost the unit almost half its strength and
most of its senior officers.

The modern Twelfth Division’s lack of major combat experience
since Tukayyid has led some to question the unit’s abilities.
However, the unit’s military and diplomatic efforts to inte-
grate the Nova Cats into Combine society have done much to
silence the critics. The unit’s combat record, demonstrated in
a series of exercises with the Genyosha regiments and Tau and
Chi Galaxies, has earned the respect of both the DCMS and the
Nova Cats.

The insignia of the Twelfth Division shows a meat grinder
from which a ghost bear is attempting to escape.

102nd Division (Focht’s Knights IV-omicron)
Division/Regular/Reliable
CO: Demi-Precensor XVIII Peter Isotera
Broken Crown III-pi: Demi-Precensor III Leonid Brennan
No Regrets III-omicron: Demi-Precensor VI Donna Probst
Return to Serenity III-nu: Demi-Precensor IV Walter Theefs
From the Depths III-omicron: Demi-Precensor X Alan Lau
Harmonious Discord III-xi: Demi-Precensor I Argimiro Gamboa
Careful Haste III-rho: Demi-Precensor IV Thomas Chall

The fighting on Luzerne during Operation Bulldog saw some
of the worst casualties in the SLDF and inflicted considerable
damage on the planetary infrastructure. Deployed to Luzerne in
the fall of 3059, elements of the 102nd have been heavily
involved in the relief and reconstruction efforts. The unit’s engineers have made battle sites safe, and life for the liberated population has slowly returned to normal. However, the populace remains suspicious of the Com Guard troops, remembering Operation Scorpion and the Jaguar crackdown that followed. Though not directly hostile, there have been murmurs about “accepting one occupation force in lieu of another.”

The insignia of the 102nd Division shows a pair of crossed lances.

1st Division (McGillaray’s Legion IV-xi)
Division/Regular/Reliable
CO: Precensor XIV Peter McGillaray
Legion Alpha III-nu: Demi-Precensor XII Kathy Issel
Legion Beta III-mu: Demi-Precensor XI John Lemein
Legion Gamma III-xi: Demi-Precensor XV Amit Singh
Legion Delta III-pi: Demi-Precensor IX Jesus Martinez
Legion Epsilon III-omicron: Demi-Precensor XIV Kevin T. Stein
Legion Zeta III-xi: Demi-Precensor X Gregory White

The first division formed by the Com Guards has been the
most active over the past 150 years. The First Division
destroyed the wrecked battlecruiser Tripitz in 2980 and
shattered the pirate alliance of “Black” Jack McGirk in 3004.
Although taking major casualties, the division proved the Com
Guard could fight and developed many of the order’s combat
tactics. The division’s prestige was further enhanced by its battles
against the Steel Vipers and Ghost Bears, though both cost
the unit dearly. The contribution of Precensor McGillaray led to
the unit’s nickname, one of the few times a Com Guard unit
has been named for its commander.

Based on Rockland near the Combine-Periphery border,
the unit faces a growing pirate threat. In late 3061, Precensor
McGillaray dispatched Beta Level III into the Periphery to iden-
tify and neutralize the pirate bases. The unit has yet to report
in, and the precentor fears the worst but has yet to list the unit
as missing.

The insignia of the First Division shows a marble pillar on
which rests the helmet of a Roman soldier.
THE COM GUARDS

7TH ARMY V-IOTA: THE DARK WAVE

The past five years have not been kind to the Seventh Army. First the Marik-Liao invasion of the Federated Commonwealth prompted their relocation to the Lyran Alliance, and then the Coventry Crisis necessitated a second relocation to the Jade Falcon border. Furthermore, the defection of the commanding officer and a large body of troops to the Word of Blake has devastated morale. Precentor Karina Vista was well-liked by her troops, and many who remain question Precentor Martial Davion’s appointment. The resignation rate in all divisions save the Ninth is very high, and the new commander has been hard-pressed to keep the army in fighting trim.

The insignia of the Seventh Army shows a dark blue wave on a gray disk.

OFFICERS

Formerly the XO, Precentor XI Yusuf ibn Ayyub has fought a losing battle to maintain the army’s morale. Some have blamed Ayyub, born in Terra’s Lavant provinces, for the army’s steady deterioration, accusing him of being a Blakist sympathizer. However, Precentor Martial Davion has expressed his confidence in Ayyub, allowing him free rein in his efforts to motivate the Seventh.

Demi-Precentor Richard Pettigrew of the 214th Division is the most infamous member of the Seventh Army, having been demoted from precentor for insubordination following the Battle of Tukayyid. Pettigrew was openly critical of the number of lives lost on Tukayyid, and only his actions against the Jade Falcons at Plough Bridge saved him from a full court martial. A staunch opponent of Focht’s policies, it remains to be seen whether Pettigrew will work with the new Precentor Martial.

FORCES

Defections and resignations have dragged the Dark Wave’s combat effectiveness down to seventy percent. New recruits—including ROM agents to keep tabs on the unit’s sympathies—have replaced many of the lost troops, but the integration process is not expected to be complete until the end of 3062.
9th Division (DKK—Dark Kat Killers IV-pi)
Division/Elite/Questionable
CO: Precentor IX Narami Nichigama
Shades of Gray III-rho: Precentor V John Morahan
Blinding Light III-pi: Precentor VII Ted Korshak
The Claw Clipperters III-omicron: Precentor III Chao-Chung Hsu
The Joje Grenadiers III-pi: Precentor II Darlene Sorg
Tricks and Traps III-sigma: Precentor IX Ken Pariser
The Sword’s Edge III-xi: Precentor IV Albert Gioia

Having fought the Nova Cats at Joje and Tost, the Ninth Division has established a reputation for courage, thoroughness, and ingenuity. The division excels at combined-arms tactics, mixing air power, static defenses, and tactical assaults to keep its opponents off balance. The unit’s sappers are particularly adept at setting booby traps, something they used to devastating effect against the Nova Cats. Working in conjunction with other SLDF troops on Hyner and Marshdale during Operation Bulldog, the Ninth continued to live up to their nickname of “Dark Kat Killers.”

Unlike other divisions in the Seventh Army, morale in the DKK remains good. However, the unit’s loyalties are unclear. Almost a third of the troops who accompanied Karina Vista into exile came from the Ninth, and Precentor Nichigama has yet to declare for or against Precentor Martial Davion.

After Tukayyid the unit patch of the Dark Kat Killers showed the pelt of a Nova Cat, but since 3060 this has been joined by that of a Smoke Jaguar.

244th Division (The Prince’s Men IV-psi)
4 Level Ills/Green/Fanatical
CO: Precentor I Raymond Irelon
Broken Chains III-psi: Precentor II Zaffar Akhlaq
Loyal Subjects III-chi: Precentor II Margaret Chaps
The Strongmen III-omega: Precentor VI Patrick Hullinger

Sticks and Stones III-psi: Precentor III Rudolf Shakov
After Precentor Martial Davion’s appointment, Precentor Shint Dieter attempted to lead a Level III of troops into exile with the Word of Blake. However, he counted without the resolve of Level III commander Raymond Irelon, who, leading the division’s “loyalist” forces, moved to block his commander’s treachery. The result was a pitched battle between the two factions, bloodying both but preventing a mass exodus. A handful of Blakist sympathizers escaped, but Dieter was captured and awaits trial for treason at the ComStar HQ on Tukayyid. To underline their loyalty to the new Precentor Martial, the division has abandoned its old nickname, “The Cloaked,” in favor of “The Prince’s Men.”

Officially, the insignia of the 244th shows a sword impaling a crown, but some members of the unit also wear the Federated Sun’s Sword and Sunburst.

222nd Division (The Banished Few IV-xi)
Division/Regular/Questionable
CO: Demi-Precentor XI Hart Kraig
The Birdcage III-omicron: Precentor IV Barry Rabovsky
Mobile Menace III-xi: Precentor X Brad Tomasheski
The Blackout III-mu: Precentor VI Maria Jorns
Late Bloomers III-nu: Precentor V Paul Davies
Class Acts III-xi: Precentor III Phoebe McLernon
Blessed Actions III-pi: Precentor II Richard Shafic

In the wake of the Jade Falcons’ 3058 assault on the Lyran Alliance, the 222nd Division was reassigned to Kowloon on the Periphery border. Politely referred to as “the world the Alliance forgot,” the planet has little to endure itself to the Com Guard garrison save large tracts of virgin terrain. The occasional pirate raid provides the only break in the unit’s monotonous routine, and Precentor Kraig constantly stages exercises and rotates his deployments to prevent stagnation. However, discipline has begun to slip and many are questioning their deployment, regarding their nickname as sadly prophetic. A number have deserted—most simply disappeared into the Alliance, but others defected to the Word of Blake.

The insignia of the 222nd Division shows a helmet hung from the stock of an assault rifle that has been driven into the ground.

214th Division
(The Red Arrow Division IV-eta)
Division/Regular/Questionable
CO: Precentor XIII Richard Pettigrew
Solid Foundation III-eta: Precentor IV Yan Zhang
Lightning Strike III-epsilon: Precentor VI Karl Haviland
Guiding Light III-theta: Precentor III Bass Deike
River Raiders III- iota: Adept X Anthony Lux
Steadfast Survivors III-eta: Precentor VIII Jason Neace

The Breakout III-zeta: Precentor IX Bong Ro

Although broken by the Jade Falcons at Plough Bridge on the Prezno River, the ‘Mech-heavy 214th has a reputation for resilience and fortitude, having overcome its initial defeat and launched a counterassault on the Falcons. Less than a Level III of warriors survived the battle, but these serve as the core of the rebuilt division and are steadfastly loyal to Precentor Pettigrew. Though few show any inclination toward the Word of Blake, Precentor Pettigrew’s leanings have given ROM little choice but to designate the unit questionable.

The insignia of the 214th Division shows a flight of arrows, one of which is red and larger than its fellows.
8TH ARMY V-PI: STERN DEFIANCE

Based along the border of the Lyran Alliance and the Free Worlds League, the members of the Eighth Army have had little opportunity for combat since Tukayyid, instead focusing their efforts on humanitarian relief, peace-keeping, and anti-pirate missions. The greatest threat the four divisions have faced is the Word of Blake, whose terrorist operatives have staged a number of minor attacks on HPG stations along the border. These attacks died down in early 3060 but returned with a vengeance late in '61. However, ROM believes some of these assaults actually originate with Loki, the Lyran terrorist agency. The Alliance’s reason for such operations is unclear, but it seems likely they are intended to keep the Com Guard forces occupied and out of the degenerating situation in the Alliance and Commonwealth. Little hard evidence exists to support this theory, but it is steadily gathering support among the army’s senior officers.

The insignia of the Eighth Army shows a gargoyle perched on the shoulder of a Guillotine BattleMech.

OFFICERS

Though loyal to ComStar, Precentor XI Beesor Yakel espouses the view—supported by a number in the order—that Victor Steiner-Davion’s appointment places the Com Guards in a difficult position because of Davion’s poor relationship with his sister and the Capellan Confederation. With the Free Worlds League already close to ComStar because of the Word of Blake, the precentor argues that only the Combine and Rasalhague support the Com Guards, and even this appears optimistic. Yakel regards his stance as “loyal opposition” rather than outright rebellion against ComStar, a situation the Precentor Martial has tacitly approved. Indeed, Davion has said, "I'd rather be surrounded by a loyal opposition than advised by sycophants."

FORCES

The Eighth Army has bolstered its traditional Star League-era equipment with locally produced 'Mechs and vehicles. Lyran-built Thunder Hawks and Cestus fight alongside Terran-built Shootists and Excaliburs, lending the army a cosmopolitan air. Prior to 3057 this was due to the insistence of Prince Victor Davion, who recognized the Federated Commonwealth’s debt to the Com Guards who fought on Tukayyid. Following the secession of the Lyran Alliance, the flow of material initially continued at a reduced level while Katherine Steiner-Davion bolstered her forces, but in recent months ComStar has found it increasingly difficult to purchase such equipment.
182nd Division (The Steel Cavalry IV-kappa)
Division/Regular/Reliable
CO: Precentor VIII Erin Harwell
Devil Dogs III-kappa: Demi-Precentor V Dominique Ferrand

The Dreadnoughts III-iota: Demi-Precentor II Rifet Kozlica
Dark Moon III-kappa: Demi-Precentor VII Albina Sharts
Out of Time III-theta: Demi-Precentor VI Elmer Zobus
Sacred Heart II-lambda: Demi-Precentor IX Jan Chrimagea
Fluid Conflict III-mu: Demi-Precentor III Linda Wu

Anchoring the Com Guard deployment along the Lyran-FWL border, the 182nd Division is charged with defending ComStar installations on a dozen worlds on the Lyran side of the border with the Free Worlds League and Circinus Federation. However, although Precentor Harwell is on reasonable terms with Colonel Darrel Ingles' Tenth Lyran Regulars, her troops have repeatedly fallen foul of the commander of the Cavanaugh II Theater, Richard Steiner. The son of General of the Armies Nondi Steiner and thus cousin to the Archon, Richard Steiner is also a former member of our order who resigned under mysterious circumstances in the late 3030s. Reassigned from the Skye March in 3058, General Steiner appears to bear us some form of grudge, which he has been taking out on the 182nd by enmeshing their supply shipments and troop movements in red tape. It seems unlikely such actions are part of official Lyran policy, but they fit neatly with the Archon's disdain for the Precentor Martial and our order's neutrality.

The insignia of the 182nd shows a horse made of riveted steel plates.

85th Division
(Mack the Knife Division IV-omicron)
Division/Elite/Reliable
CO: Precentor IX John Graf

Circle of Honor III-rho: Demi-Precentor VIII Louis Feid
Lone Star III-omicron: Demi-Precentor I Patricia Abbey
Night Intruders III-nu: Demi-Precentor III Albert Schneider
Defiant Gestures III-pi: Demi-Precentor VI Barbara Wilcox
Blood and Steel III-omicron: Demi-Precentor IV Chung Hong
Ugly Angels III-xi: Demi-Precentor V Leon Upin

Former Word of Blake Precentor Martial Trent Arian, who commanded the Eighty-fifth Division on Tukayyid, took a Level III of 'Mechs when he defected to Gibson, almost half the unit's complement. The unit's new commander faced an uphill struggle but persevered, and the rebuilt Eighty-fifth was declared combat-ready in January 3055.

The division took part in Operation Bulldog, forming part of the Schwartz task force and contributing to the relief mission to Humpress. Precentor Graf fought in the Great Refusal, though his Shootist was reduced to scrap and he sustained serious injuries.

A 'Mech fist clutching a knife serves as the Eighty-fifth Division's insignia.

56th Division (The Martial's Sword IV-iota)
Division/Regular/Reliable
CO: Precentor IV Celene Jussiaume
Right to Fight III-eta: Demi-Precentor IX Clarence Hamre
Blind Pursuit III-kappa: Demi-Precentor IV Sonya Johnson
Roll the Bones III-iota: Demi-Precentor I Dinah Alday
White Rabbits III-lambda: Demi-Precentor VII Roman Gailes
Wild Children III-theta: Demi-Precentor X Kenneth Sommers
Rain or Shine III-iota: Demi-Precentor III Steven Denk

Based on Solaris for the past decade, the Fifty-sixth Division's role has evolved steadily. Initially intended as garrison troops, their status as a neutral party accepted (albeit warily) even by the Free Worlds League has led to a role as arbitrators. This role has become increasingly prominent since the breakup of the Federated Commonwealth, but in recent months relationships with Lyran officials have cooled. Indeed, the Fifty-sixth has been relieved of any responsibility for maintaining order during the forthcoming season's matches, a task they have undertaken for the past four years. That position will instead be handled by Lyran Alliance troops.

The insignia of the Fifty-sixth Division is a broadsword bearing the ComStar logo, point upward in a deliberate reversal of the Word of Blake logo.

167th Division
(The Green Mountain Boys IV-xi)
Division/Green/Reliable
CO: Demi-Precentor IX Sjurpea Kuzi
Line in the Sand III-nu: Demi-Precentor VIII Raymond Sowell

The Wastelanders III-xi: Demi-Precentor VI David Zigmund
The Silent Men III-pi: Demi-Precentor IV Demetria Lonis
Lifting Shadows III-omicron: Demi-Precentor III Fred Greenburg
Pale Fire III-xi: Demi-Precentor VIII Rick Robinson
Pieces of Eight III-mu: Demi-Precentor X Craig Green

The 167th Division is well-equipped for its location and status, a result of Demi-Precentor Kuzi's contacts in the Com Guard logistics command. Although not supplied with the latest equipment, the unit does not want for ammunition and parts, allowing it to maintain a high degree of readiness. Unusually, given the current relations with the Lyran Alliance, the unit regularly exercises with the Seventh Lyran Regulars. Precentor Kuzi and Colonel Hamilton hope such exercises will provide their enthusiastic but inexperienced units with valuable practical experience. Indeed, the Com Guard and Lyran commanders have arranged a series of officer exchanges, granting each an insight into how the other works. However, neither Kuzi nor Hamilton believes the status quo can be maintained indefinitely, and both fear the gathering clouds of war.

The insignia of the 167th Division shows two warriors arm-wrestling.
9TH ARMY V-LAMBDA: THE RAG TAGS

The Ninth Army’s area of responsibility includes the Spinward sections of the Lyran Alliance, the old nine-to-ten slice of the ComStar “clock,” dovetailing into the areas of the Eighth and Tenth Armies. Away from both the Clans and the Word of Blake, the Ninth faces the smallest military threat and is widely dispersed. In many regards this reflects standard pre-Tukayyid troop deployments, though the lack of troops when compared with the pre-war era is notable. With the exception of the Level Ills of the Thirty-fourth Division, few troops gather above Level II strength and a combination of Level I forces, usually a mix of infantry supported by armor or ‘Mechs, is more common. However, the preponderance of ‘Mech forces—some four hundred across the four divisions—has made it impossible to protect every site in the area of responsibility, and Precentor Owens has concentrated his forces in key trouble spots.

As in the Seventh and Eighth Armies, the troops are uneasy about Precentor Martial Davion. They have witnessed the Alliance’s outrage firsthand and have seen a steady deterioration of their relationship with the local populace. They have also seen a number of resignations and defections to the Word of Blake, most notably that of Newton Fawcett, former commander of the 207th Division.

The soldiers and vehicles of the Ninth Army use the image of a scarecrow as their insignia.

OFFICERS

More of a diplomat than a military commander, Precentor Sonic Owens recognizes the difficult position he and his troops are in. He has been in near-constant communication with the LAAF High Command to assure them of ComStar’s neutrality, but, angered by ComStar’s rejection of the Archon’s candidacy for First Lord, the Lyran officials seem little inclined to listen. This has prompted Owens to change his approach, and he has intimated that while the LAAF could certainly crush his command in a military confrontation, doing so would have grave consequences.

FORCES

Increasing anti-Com Guard bureaucracy within the Lyran Alliance has had a major impact on troop and supply movements that has proved particularly problematic to the widely dispersed Ninth. Current estimates suggest that only three-quarters of the army’s ‘Mechs and armor troops are operational because of parts shortages. Although of little tactical significance—the unit’s forces are spread too thin to offer more than a token military threat—it has had a major impact on morale.
34th Division (Black Glove Division IV-epsilon)
Division/Elite/Questionable
CO: Precentor VIII Patrice King
Open Eyes III-kappa: Semi-Precentor X Florence Jozefikai
In the Shadows III-mu: Semi-Precentor II Gerhard Feldmann
Strength of Spirit III-lambda: Semi-Precentor VII Paul Rapach
The Boxers III-iota: Semi-Precentor IV Raymond Thiem
Gliam of Hope III-lambda: Semi-Precentor V Brian Conklin
Fighting Pioneers III-nu: Semi-Precentor IV Peter Walthers
Headquartered on New Earth, the Thirty-fourth is the only division within the Ninth Army able to concentrate its troops. The division has deployed two Level Ills each on New Earth, Thorin, and Chara, officially because of the risk of attack on these worlds by the Free Worlds League or Draconis Combine, but in practice because of the strategic importance of these worlds in an assault on Terra. New Earth, former command post of the Star League Defense Force, plays a major role in ComStar’s plans. The world is home to the New Earth Trading Company, with which ComStar had a profitable relationship for many years, and which, together with Yankee Weapon Systems, is a major supply source for the order. Already deprived of Terra’s warehouses and manufacturing plants, such independent sources of material are vital to the smooth operation of the Com Guards.

The insignia of the Thirty-fourth Division is a black gauntlet clenched in a fist, akin to the insignia of the Lyran Alliance and Federated Commonwealth.

366th Division (The Brzo Lancers IV-iota)
Division/Green/Reliable
CO: Precentor I Perry Espertero
The Alley Cats III-kappa: Semi-Precentor VI Daryl Gormley
Force Brzo III-theta: Semi-Precentor V Angela Paul
Blake’s Giants III-iota: Semi-Precentor IX Jerome Hollobow
Lafferty’s Legionnaires III-lambda: Semi-Precentor IV Eva Fiks
Circle of Tears III-iota: Semi-Precentor VI Emil Presman
Gunjumpers III-eta: Semi-Precentor III George Vette
Responsible for a broad swath of worlds between Caledonia and Duran, the 366th Division recently faced an unexpected change of command when Precentor Lilly Lafferty suffered a heart attack and retired from active service. Her XO, Perry Espertero, succeeded her; though a capable administrator and tactician, Espertero was a mediocre leader and proved powerless to prevent the wave of resignations and defections to the Word of Blake that followed Precentor Martial Davion’s ascension. Within two months of the Whitting Conference, the unit had lost fifteen percent of its combat troops, and Espertero has had to make radical changes to the division’s deployments until the losses can be made good.

The insignia of the 366th Division shows a crossed sword and lance before a shield bearing the ComStar logo.

143rd Division (The Focht Hussars IV-delta)
Division/Regular/Reliable
CO: Precentor IX Alder Reed
Screaming Skull III-gamma: Semi-Precentor IX Nicki Artino
Sidehackers III-zeta: Semi-Precentor VI Francis Bilgman
The Hellcats III-delta: Semi-Precentor VI Oleg Mudrik
The Delta Knights III-delta: Semi-Precentor IX Paula Kose
The Unearthly III-epsilon: Semi-Precentor IV Tor Johnson
Riding with Death III-beta: Semi-Precentor VIII Charles Verble

Widely scattered through the Lyran Alliance’s Skye Province and Freedom Theater, the 143rd Division is charged with the defense of ComStar facilities from Thoriin to Skye. Although seemingly an improvement on the division’s pre-Tukayyid posting of Poulsbo, the risks in this region are considerably greater. In Skye, they are in the tinderbox that has attempted to secede from the Federated Commonwealth twice in the past quarter-century and under Robert Kelswa-Steiner could easily do so again. As the political situation has deteriorated, the precentor, unwilling to trust his people’s safety to ComStar’s fragile neutrality, has redoubled his troops’ training schedules and made every effort to ensure their equipment is in full working order.

The insignia of the 143rd Division depicts a skull and crossbones with an eye patch.

207th Division (The Pounds IV-mu)
Division/Green/Questionable
CO: Precentor III Hiram Laval
Mystic Visions III-mu: Semi-Precentor VII Robert Patela
Restless Natives III-lambda: Semi-Precentor VI Ted Ferrera
The War Drums III-xi: Semi-Precentor II John Simone
The Grandmasters III-mu: Semi-Precentor IV Helen McNeil
Siege Machines III-nu: Semi-Precentor X Sasa Berberian
Blake’s Spear III-kappa: Semi-Precentor III Robert Saluga
Until Marik’s Operation Guerrero, the 207th was based on Oliver, but ComStar’s ejection from the region prompted the unit’s reassignment to a broad swath of worlds Anti-Spinward and Coreward of Alarion. Headquartered on Virtue, the unit is perhaps the most isolated and widely dispersed in the Com Guards. ROM reports suggest that it was this isolation that allowed the Word of Blake to insinuate itself into the unit, prompting a resurgence of pre-reformation pseudoreligious practices. The retiree of Focht triggered many of these Blakist sympathizers, led by Precentor Newton Fawcett, to defect. Most of these troops traveled to the Free Worlds League and thence to Terra, but a few seized HPG stations, prompting the unit’s new commander to use force to return them to ComStar’s control. He has yet to ascertain how many of the remaining troops have Blakist sympathies, leading to a self-imposed “Questionable” rating.

The insignia of the 207th shows a kangaroo wearing boxing gloves.
10TH ARMY V-NU: THE RED LEGION

The Tenth Army occupies Coreward and Spinward regions of the Lyran Alliance, ranging from worlds near Terra to Tharkad and the Clan border. Until 3057 they were the only unit to garrison HPG stations in the region, but since the Refusal War and the Jade Falcon strike against Coventry, these troops have been bolstered by the Seventh and Eleventh Armies. However, the Tenth has found itself drawn into the Alliance’s internal problems, namely between Archon Katherine Steiner-Davion and Grand Duke Morgan Kell of the self-proclaimed Arc Royal Defensive Cordon. With the army’s supply lines fouled by Alliance bureaucracy, two divisions—the 198th and 208th—have been forced to rely on the good graces of the Grand Duke, a staunch Victor loyalist. However, this has further worsened their relationship with Tharkad, creating a self-perpetuating downward spiral.

A red shield bearing the ComStar logo serves as the Tenth Army’s insignia.

OFFICERS

The commander of the Tenth Army, Precentor Cynthia Byrd, has admitted that she does not like Victor Steiner-Davion. However, she does respect Focht’s judgment and is prepared to give the former prince the benefit of the doubt. For now.

Precentor Christine Reardon of the 283rd Division is less gracious. However, rumors of her plans to defect to the Word of Blake appear to be without substance. Furthermore, her tactical brilliance despite being unable to pilot a ‘Mech—she lost both legs on Tukayyid—and rapport with her troops make removing the precentor from command a risky proposition at this time.

FORCES

Though most of the army’s divisions are at full strength, the 208th was effectively destroyed by the Smoke Jaguars on Luzerne, and only the bravery of the survivors prevented the unit from being disbanded. With Terra’s factories lost to ComStar, the partly rebuilt division is dominated by equipment manufactured in the Draconis Combine and Arc Royal Defensive Cordon, resulting in a patchwork appearance.
283rd Division (The Wolf Lords IV-pl)  
Division/Regular/Questionable  
CO: Precentor XVII Christine Reardon  
The Sharp End Ill-pl: Demi-Precentor X Amado Martinez  
Fighting Chance III-sigma: Demi-Precentor VI Thos Poy  
Primal Scream III-omicron: Demi-Precentor I Chns Gard  
The Comitatus Ill-pl: Demi-Precentor X Domenic Cusano  
Solid Dreams Ill-rho: Demi-Precentor VIII Susan Lipson  
The Stouthearts Ill-xi: Demi-Precentor IV Jessica Munao  
Led by a staunch opponent of the new Precentor Martial,  
the 283rd Division has come under close scrutiny by ROM.  
The decision to base a potentially disloyal unit so close to Terra  
has been the subject of much debate, but Precentor Reardon’s  
decision to court-martial several Blakist agents discovered  
inherent within her unit has gone a long way toward dispelling  
yet more. More cynical observers, however, have suggested this  
is merely a smokescreen for the precentor’s true motives.  
The division once supplied the 201st Division in their guer-  
rilla war against the Blakist occupation of Terra, but doubts over  
the unit’s loyalty have effectively ended the 283rd’s role in  
such missions, which are now handled by the Thirty-Fourth  
Division from New Earth. However, inertia in the logistics chain  
has meant supplies have continued to arrive on Rigel Kent, and  
the unit has been left in possession of numerous warehouses  
of parts and ammunition.  
The insignia of the 283rd Division shows a wolf howling  
beneath a full moon.  

66th Division (The Loner Division IV-uptson)  
Division/Green/Questionable  
CO: Precentor VI Dag Kesselring  
The Harassers Ill-tau: Demi-Precentor IX Florence  
Lichwa  
Deadly Decoys Ill-chi: Demi-Precentor V Allan Murzyn  
The Charrioters Ill-uptson: Demi-Precentor III Raymond  
Ruggerio  
Storm Clouds Ill-ph: Demi-Precentor V Alan Kearns  
Wondrous Foresight Ill-uptson: Demi-Precentor VII Pegeen  
Holtane  
Golden Wraiths III-sigma: Demi-Precentor II Frank Posch  
Like the 283rd Division, the Sixty-sixth fought the Wolves  
at Forest’s Edge on Tukayyid. The Sixty-sixth took grave losses,  
but the Wolves failed to take the bait of their withdrawal,  
instead advancing and capturing their objectives. The unit also  
suffered from defections to the Word of Blake, and Demi-  
Precentor Gustav Garron, commander of the unit until his retire-  
ment in 3059, faced an uphill struggle to rebuild the division.  
Garron’s replacement, Dag Kesselring, has changed the  
unit’s fortune, but it remains to be seen whether for the better.  
The scion of a minor Lyran noble house, Kesselring maintains  
close links with the court on Tharkad. Though initially a great  
advantage to the unit, his association with Katherine Steiner-  
Davion has become a thorny issue over the past few months.  

Kesselring and his staff have been strangely reluctant to pro-  
vide intelligence on the Tharkad court.  
The insignia of the Sixty-sixth Division shows a single  
knight facing a barbarian horde.  

198th Division  
(Dinju Mountain Men IV-epsilon)  
Division/Elite/ Reliable  
CO: Precentor VIII Winston Quillar  
Spirit of Fury III-delta: Demi-Precentor VI Christy Roames  
Icy Wind III-eta: Demi-Precentor IV Anne Smyth  
The Packmasters III-epsilon:  
Demi-Precentor IV Victoria Braund  
The Lion’s Heart III-epsilon: Demi-Precentor VII David Edler  
Red Knights III-zeta: Demi-Precentor II Jerome Orf  
The Dinju Grenadiers III-gamma: Demi-Precentor X Andrzej Ptk  
One of three divisions based within the Arc Royal  
Defensive Cordon (the others being the Eleventh Army’s 312th  
Division and the Seventh Army’s Ninth Division), the Dinju  
Mountain Men have established an excellent rapport with the  
Grand Duke and his troops. Indeed, the unit has come to rely  
on the ARDC for supplies.  
Several Level Ills of the unit have exercised with ARDC  
troops, including members of the Wolf Clan (in exile). Having  
fought the Wolf Clan at Skupo, Precentor Quillar feared his  
troops would balk at working with their former enemies, but the  
two forces struck up an immediate rapport, each respecting the  
other’s martial prowess. Khan Kell’s troops have shown a  
marked preference for working with the Com Guard division  
over ARDC forces.  
The insignia of the 198th shows a snow-capped mountain.  

208th Division (The Racice River Raiders)  
3 Level Ills/Elite/Reliable  
CO: Precentor VIII Gravely Zane  
Luzerne’s Castoffs Ill-kappa: Demi-Precentor III Elmer Ewing  
The Survivors Ill-theta: Demi-Precentor VII Donald Millard  
Courage Under Fire Ill-mu: Demi-Precentor III Charles Wolf  
The Smoke Jaguars shattered the 208th Division on Luzerne,  
a result of bad planning and bad luck. But together with the  
Third Davion Guards, the division held the Jaguars off long  
short enough for reinforcements to arrive. For several weeks after  
the operation, serious consideration was given to merging the  
208th Division and the Guards to form a new Star League unit,  
but arguments over command structure and responsibilities led  
to the abandonment of the idea. However, despite the distance  
separating them, the units have remained in constant contact.  
Just prior to the Second Whittington Conference, they petitioned  
Precentor Martial Focht and Marshal of the Armies Jackson  
Davion to allow a series of officer exchanges, but Precentor  
Zane and Marshal Seymour believe that the appointment of  
Vicor Davion has destroyed the possibility.  
The insignia of the 208th Division shows a cartoon rat  
canoeing down a river.
11TH ARMY V-ETA: THE HONORABLE

Though many Alliance-based Com Guard units have suffered over the past few months, the Eleventh Army has been the target of petty Lyran spite for almost five years. Originally based along the Alliance-Combine border, the Eleventh was relocated to the border of the Clan Occupation Zone at the time of the Refusal War. This action, intended to block any Wolf or Falcon drive toward Terra, did not anger the Archon. However, inviting Combine troops to serve as peace-keepers in the disputed “Lyons thumb” did. The Alliance government strongly protested the move, but faced with a de facto occupation and the task of restoring law and order in the wake of the secession from the Federated Commonwealth, they chose not to take direct action.

However, they did levy a series of “customs tariffs” and surprise inspections on supplies bound for the division, prompting protests from Precentor Wagoner and the Precentor Martial. The army’s division commanders have carefully built up extensive supply caches for use in the event of a Clan strike into the Alliance. Fearful of an attack in the wake of the Falcon-Viper war, the army dispersed the stockpiles to individual units, but after the Viper’s withdrawal, this material was returned to peacetime holding areas.

The insignia of the Eleventh Army shows two warriors dueling with rapiers.

OFFICERS

Precentor George Wagoner has earned the nickname “Pack Rat” from the Com Guard supply corps, intended as a tribute to his foiling the Alliance’s petty bureaucracy. However, the cold and humorless Wagoner has shown no sign of recognizing his moniker.

Having commanded the Forty-eighth Division since 3050, Cheryl Raume is the longest-serving officer in the Eleventh Army; though a superlative leader, she has twice refused promotion to army command. A hands-on commander, she feels her skills are ill-suited to administrative tasks and would rather remain with her troops, who trust her implicitly. Like most commanders in the Eleventh, Raume has lent her whole-hearted support to Victor Steiner-Davion.

FORCES

Should the Jade Falcons attack the Alliance or drive on Terra, the Eleventh would be on the front line of defense, and despite the interference of the Lyran Alliance, its divisions are equipped with some of the Com Guards’ newest technology. In addition to front-line combat troops, each division has a large contingent of engineers, charged with building fixed defenses such as bunkers and gun emplacements. Indeed, having completed defensive works for the four divisions, these engineers, with the exception of those on Fort Loudon, have been helping fortify the positions of Lyran troops along the border. The Fort Loudon contingent has been renovating a large underground command and repair facility, believed to be the remains of a Star League Castle Brian.
48th Division (The Silver Cavalry IV-chi)
Division/Regular/Fanatical
CO: Precentor IX Cheryl Raume
Inward Bound Ill-psi: Demi-Precentor V Chris Robb
Price to Pay Ill-chi: Demi-Precentor VI Andrew Kostel
Hook in Mouth Ill-omega: Demi-Precentor III Karen Desilvita
Take the Time Ill-chi: Demi-Precentor X Julie Voek
The Blue Dreamers Ill-upsilon: Demi-Precentor IX Arthur Swick
Into the Light III-phi: Demi-Precentor VIII Joan Ausland

Based on Fort Loudon, the Forty-Eighth would bear the brunt of any drive toward Terra, and their engineering detachment has assembled a fearsome array of fortifications and emplacements. Precentor Raume realizes the weakness of static defenses, but with only a Level III of ‘Mechs at her disposal, she must rely on the Fourth Davion Guards and the Fifth Alliance Guards for mobile strength. Given the worsening political situation in the Alliance and the antipathy between the two Lyran units, she has requested the transfer of additional Com Guard troops to the region.

The insignia of the Forty-Eighth Division is a black horse on a silver shield.

388th Division (The White Banshees IV-xi)
Division/Regular/Reliable
CO: Precentor VIII Andrea Shillery
New Rays Ill-pi: Demi-Precentor II Traci Horel
Glass Moon Ill-xi: Demi-Precentor VII Carlton Prouty
Palpable Hit III-nu: Demi-Precentor X Roger Gamble
Twilight Marauders Ill-xi: Demi-Precentor XII Paul Buskirk
Knights and Pawns III-nu: Demi-Precentor VI John Marrella
The Undertow Ill-omicron: Demi-Precentor IV Wesley Haddon

The 388th fought the Jade Falcons on the banks of Tukayyid’s Prezno River and have come to regard the Clan as their nemesis. The Falcons’ end run around the border defenses to attack Coventry infuriated Precentor Shillery, who authorized a series of minor raids against Falcon positions in the Occupation Zone. One of the few offensive operations by ComStar prior to Operation Bulldog, the raids were too slight to hold territory or inflict significant damage.

Drawing its supply from the ARDC, the 388th’s position has become increasingly difficult in recent months, with the pro-Katherine Eleventh Donegal and Third Lyran Guards moving into positions that seem intended as much to confine the Com Guard troops as to resist any Clan aggression.

A stylized white ghost set on a red disc serves as the 388th Division’s insignia.

39th Division (The White Lancers IV-gamma)
Division/Elite/Fanatical
CO: Precentor XI Joan Opree
Lancer Alpha Ill-alpha: Demi-Precentor V John Simmons
Lancer Beta Ill-gamma: Demi-Precentor XI Nick Drivas
Lancer Gamma Ill-alpha: Demi-Precentor VI Willis Proudfoot
Lancer Delta III-eta: Demi-Precentor X Allan Harpelund
Lancer Epsilon Ill-alpha: Demi-Precentor III Martin Schneider
Lancer Zeta III-gamma: Demi-Precentor VII Leroy Holt

Relocated to Borghese in late 3057, the Thirty-Ninth Division received a warm welcome from the planet’s population, who had suffered at the Jade Falcons’ hands several years earlier. However, the decision to use the division in Operation Bulldog proved less popular, prompting Precentor Opree to leave the infantry-dominated Delta Level III as a garrison force. Fortunately, moving the ‘Mech-heavy Thirty-Ninth Division to face the Smoke Jaguars on Outer Volta paid off; the division helped crush the Beta Galaxy command trinary and the First Jaguar Guards in less than five days.

The insignia of the Thirty-Ninth Division is a knight in white armor mounted on an armored horse.

312th Division (The Ivory Rooks IV-rho)
Division/Green/Reliable
CO: Precentor V Leonardo Dintaro
Towers of Truth III-omicron: Demi-Precentor X Abel Rios

Life and Legend Ill-sigma: Demi-Precentor I Emily Gramling
The Berserkers Ill-pi: Demi-Precentor V Clarence Deters
The Wild Bunch Ill-rho: Demi-Precentor III William Balling
Lost Road Ill-rho: Demi-Precentor IV Lillian Schall
The Shadowboxesers III-tau: Demi-Precentor IV John Mahler

Despite its lack of experience in battle, the 312th Division plays a major role in the Inner Sphere’s relationship with the Clans. Only two jumps from the Jade Falcon provincial capital on Sudetan, the world serves as a base of operations for Inner Sphere diplomats. Members of the 312th serve as escorts for such missions and are the only Inner Sphere troops whose presence is tolerated in the Clan Occupation Zone.

The insignia of the division shows a single white rook on a chessboard.
12TH ARMY V-BETA:  
THE BROADSWORD AND SHIELD

The Twelfth Army is based in the Free Rasalhague Republic, working hand in hand with the KungsArmé to protect the remnant state from Clans Jade Falcon, Wolf, and Ghost Bear. Until recently, the army was the most powerful in the Com Guards, comprising some six divisions, but with the Clan threat receding and the situation in the St. Ives Compact deteriorating, the Precentor Martial re-assigned two divisions to the Fourth Army.

Former Prince Haakon Magnusson deemed ComStar’s presence vital to the Republic’s survival, but his successor, Christian Månsdotter, has made no secret of his wish to stand on his own. As a result, the treatment of the ComStar troops on every world in the Republic has deteriorated noticeably; the stigma attached to them is not unlike the one formerly placed on mercenary groups who joined the order. Indeed, many Rasalhague citizens regard ComStar as little more than an occupying force, an impression supported by ComStar’s naming the seven worlds a protectorate in 3057.

The insignia of the Twelfth Army shows a shield propped up on a broadsword.

OFFICERS

Precentor Allian Higham is a brusque but capable officer who has served ComStar for more than thirty years. Renowned for his abrasive personality, Higham nonetheless is respected by his subordinates and is equally at home with small-unit tactics or a multiplanetary defensive campaign. A consummate planner, the precentor has developed strategies to protect the republic from its neighbors—Inner Sphere as well as Clan—though the loss of two divisions and the less cooperative stance of the KungsArmé have prompted the precentor to rethink his plans.

FORCES

Until the end of 3061, the Twelfth Army had the highest experience level of any army, containing four Elite units. The transfer of the 321st and 403rd Divisions to the Fourth Army has ended that claim, though the army remains the best equipped and supplied in the order. Furthermore, the Twelfth is the only army with direct WarShip support, with a five-ship squadron based at Tukayyid and under the authority of Precentor Higham.
278th Division (The Khan Killers IV-chi)  
Division/Elite/Fanatical  
CO: Precentor IX Eduard Karen  
The Red Horde Ill-psi: Demi-Precentor Ill Joy Krupa  
Cover of Darkness Ill-psi: Demi-Precentor IX Vincent Perri  
The Hangmen Ill-chi: Demi-Precentor VII Robert Ziel  
Blood Road Ill-psi: Demi-Precentor VI Igor Fayer  
Gleaming Lances Ill-chi: Demi-Precentor X Darlene Kramer  
Dangerous Days Ill-omega: Demi-Precentor IV Isabelo Primo  

The 278th Division’s clash with the Wolf Clan on Tukayyid was brutal. The unit survived, but with horrendous losses, taking almost three years to regain their former strength. Fortunately, rather than being rebuilt with new recruits, the unit absorbed displaced warriors from other divisions shattered on Tukayyid. Even so, the idle years on garrison duty threatened to destroy the unit’s capabilities, and Demi-Precentor Richard Burleton won a place in the campaign for Asgard during Operation Bulldog. He was badly injured in a cargo-handling accident while the unit secured the former Jaguar world and was replaced by Eduard Karen.  

Originally deployed solely on Tukayyid, the division’s deployment now includes Ueda, recently vacated by the 403rd Division. Ueda has come as something of a culture shock, the troops having had little opportunity for day-to-day contact with Rasalhague civilians on near-deserted Tukayyid.  

The insignia of the 278th Division shows a hooded figure with an ax standing above a bound prisoner.

116th Division (The Aggressors IV-lambda)  
Division/Regular/Reliable  
CO: Precentor XI Gloria Poquet  
On the Brink III-nu: Demi-Precentor IV Helen Berglin  
Agents of Destiny III-lambda: Demi-Precentor IX Clarence Hacker  
Impalacible Defense Ill-iota: Demi-Precentor VIII Melanie Thornton  
The Intruders III-lambda: Demi-Precentor III Steven Chu  
Ferocity Unbound Ill-kappa: Demi-Precentor VI Stan Dros  
The Skirmishers III-mu: Demi-Precentor I Charlotte Massimb  

On Tukayyid the 116th Division gained a reputation for courage and aggression in their clashes with the Nova Cats in the Losiije Lake district, working in conjunction with the Ninth and 417th Divisions to repel two Clan Galaxies and effectively end the Nova Cat campaign. The attack cost the unit almost half its strength, including Precentor Raymond Garibaldi. He was replaced by Gloria Poquet, the unit XO and as much a maverick as her former commander. After rebuilding, the division deployed to Karbala, where it paired up with the decimated Second Kavalleri. Despite the recent cooling of relations between the FRR and ComStar, the two units remain on good terms and have continued to exercise together.  

The insignia of the 116th is a charging bull.

104th Division (Smoke and Mirrors IV-chi)  
Division/Regular/Fanatical  
CO: Precentor IX Marietta Winger  
Shock Troops III-psi: Demi-Precentor IV Steven Werker  
The Immortals Ill-psi: Demi-Precentor X Lisa Jung  
The Besiegers Ill-chi: Demi-Precentor IX Martha Sanders  
Wolf in the Fold Ill-omega: Demi-Precentor III Rodney Dabe  
Campaigners III-chi: Demi-Precentor VI Billy Erika  
Freedom and Victory III-psi: Demi-Precentor V Wanda Raymond  

The 104th returned to active duty in October 3057, the last Com Guard unit returned to full strength before the loss of Terra to the Word of Blake. Having been based on Terra for five years, the unit felt the loss keenly and vowed to be in the vanguard of the liberation. Indeed, were it not for Precentor Martial’s orders, the unit would have reversed course and attempted to liberate the world single-handedly.  

Instead, the unit moved to the FRR capital of Orestes and helped drill the new Tyr regiment before its missions against the Clans. However, it is on Orestes that the anti-ComStar sentiment is strongest, and both the unit’s barracks and the local HPG station have been the subject of vandalism. Graffiti stating “Freedom not occupation” is a common sight in the city.  

The insignia of the 104th is an infinite maze of passages formed by mirrors.

472nd Division (Invader Galaxy IV-alpha)  
Galaxy/Elite/Fanatical  
CO: Precentor VI Lisa Koenigs-Cober  
1st Assault Cluster (Sword of Truth): Precentor IV Catherine Vitale  
2nd Assault Cluster (Spear of Loyalty): Precentor IV Jong Lee  
1st Battle Cluster (Shield of Honor): Precentor IV Lisa Finnegan  
1st Recon Cluster (Wings of Purity): Precentor IV Christopher Campise  

The newest division of the Com Guards, the Invader Galaxy entered service in 3058, having been created from salvage recovered from Tukayyid and manned by veterans of the invasion and the battles against the Blakists on Terra.  

Although a fully functioning combat unit, the Galaxy’s primary task is to serve as an aggressor in war games, usually in conjunction with the Focht War College. The unit’s realistic tactics and equipment (Clan weapons and sensors) provide cadets with an early lesson in the reality of the Clan threat.  

Four “Clusters” make up the Galaxy, each a mix of modified ‘Mechs and battle armor and roughly analogous to a reinforced Level III. Each Cluster contains as much firepower as a regular regiment, though the unit’s adherence to Clan doctrine places major restrictions on its capabilities. Fortunately, the unit would abandon such restrictions in a real conflict, allowing Precentor Koenigs-Cober to make full use of her unit’s potential.  

The Galaxy’s insignia is the letter “I” surrounded by five stars.
THE WARSHIP FLEET

The ComStar fleet, kept hidden for more than two centuries, is the largest currently operated by an Inner Sphere power. ComStar has constructed a number of new designs based on vessels left behind by Kerensky’s Exodus, using existing schematics and designs developed since the Exodus. Facilities in the uninhabited Luyten 68-28 and Ross 248 systems have served as the fleet’s primary hiding place, though several vessels remained hidden in the Terran system as a final line of defense in the event of an attack by one of the Successor States. However, following the Clan invasion, these vessels were deployed to Tukayyid against the Clan threat, fatally weakening Terra’s defense. The loss of Terra also cost ComStar the use of the Titan manufacturing and repair yards, though ComStar retained control of the facility until the treachery and defection of Precentor Klaus Hettig, Focht’s right-hand man, who betrayed the facility to the Word of Blake in late 3061. The loss was a devastating blow to a fleet that had lost four vessels in recent years: the Sovetskii Soyuz-class Harmonious Thought and the Lola-class Leander in Operation Bulldog, and the Essex-class Emerald and Starlight at Huntress. Other vessels like the Ranger, Divine Wisdom, and even the Invisible Truth sustained damage in those engagements but remain operable.

OFFICERS

The Com Guard fleet is commanded by Alain Beresick, who served as commander of the Ross Luyten 68-28 fleet facility during the Blakist spoiling attacks in early 3058 and headed up the naval contingent of Operation Serpent. Operation Serpent proved Beresick’s sharp intellect and instinctive grasp of naval tactics, the multinational fleet emerging victorious in three engagements against vessels of Clans Ghost Bear and Smoke Jaguar. Upon his return to the Inner Sphere, Precentor Martial Focht named Beresick commander of ComStar’s naval forces.

The Com Guard First Fleet
12 ships/Veteran/Fanatical
CO: Precentor IX Alain Beresick

Based at Luyten 68-28, the Com Guard First Fleet comprises Precentor Beresick’s flagship, the Cameron-class Invisible Truth; the Dante-class Montpellier and Bordeaux; the Suffren-class Anastasius Focht; the Lola III-class Divine Wisdom, Holy Martyrdom and Strength Through Adversity; the Potemkin-class Vision of Truth; the Whirlwind-class Fire Fang; the Vincent-class Alacrity; and the Faslane-class yardships Dover and Portsmouth.

The Com Guard Second Fleet
11 ships/Veteran/Reliable
CO: Precentor VII Anne-Sophie Gardot

The Com Guard Second Fleet operates from the fleet base at Ross 248. Precentor Gardot’s command comprises the Black Lion-class Blake’s Strength; the Dante-class Narbonne; the Suffren-class Manchester; the Lola III-class Blake’s Vision and Ranger; the Volga-class Enlightened Path; the Essex-class Defender of Versailles; the Vincent-class Resilience and Determination; and the Faslane-class yardships Plymouth and Dun Laoghaire.

First Independent Squadron
5 ships/Veteran/Fanatical
CO: Precentor II Kristin Helmlinger

Based in the Free Rasalhague Republic, the First Independent Squadron provides the Twelfth Army with a defense against Clan WarShips and devastating orbital fire support should the need arise. The squadron is based at Tukayyid and comprises the Congress-class Cleansing Fire; the Sovetskii Soyuz-class Blake’s Vengeance; the Aegis-class Righteous Fury and Swift Justice; and the Essex-class Hammerstrike.

Second Independent Squadron
4 ships/Veteran/Fanatical
CO: Precentor V Emerson Toran

The Second Independent Squadron has no fixed duties and spent the second half of 3061 exercising with the navy of the Draconis Combine. However, since February 3062, the unit has operated in conjunction with the SDF peace-keepers in the St. Ives Compact, although the vessels have remained clear of the active combat zones. The squadron comprises the Congress-class Hollings York; the Aegis-class Avenging Sword; and the Essex-class Deathblow and Brandenburg Crusader.

Independent Vessels

The Faslane-class vessels Roslare and Galamorgan are currently on detached duty from the fleet, based at the Deep Periphery Columbus facility to ensure the continued operation of JumpShips and DropShips belonging to the Explorer Corps.
WORD OF BLAKE

Though unreceived and scoffed at through the years;
   Though made the butt of ridicule and jest;
Though held aloft for mockery and jeers,
   Denied by those of transient power possessed,
Insulted by the insolence of lies,
   Truth never dies.
—Author Unknown, “Truth Never Dies”

Formed during the crucible of ComStar’s reformation following the Battle of Tukayyi’d, and dismissed by many as a harmless bunch of fanatics, the Word of Blake has shown its true might in recent years with the liberation of Terra and the entire Sol system. Now that the cradle of humanity lies in our hands, people across the Inner Sphere have begun to take notice and, in many cases, join our cause. In the spirit of cooperation and at the request of Primus-in-Exile Thomas Marik, we have put together this profile of our military for the First Lord of the Star League, and we hope he sees fit to allow us membership soon.

We await the recognition owed us.
—Alexander Kernoff, Precentor ROM of Word of Blake
17 March 3062

HISTORICAL DATA

Until the Battle of Tukayyi’d, the Word of Blake’s history is the same as ComStar’s. I have assumed that you can get pre-Tukayyi’d information from ComStar, since they seem to feel sharing knowledge is so important.

REFORMATION AND SEPARATION

The history of the Word of Blake as separate from ComStar begins during the Battle of Tukayyi’d. The sainted Primus Myndo Waterly had put Operation Scorpion into action, a plan to save the Inner Sphere from sinking into barbarism in the face of the Cians. The traitor Anastasius Focht and his puppet Sharlairi Mori chose to murder Primus Waterly, an act both will pay for in due time. Focht installed Mori as the new Primus, and ComStar began its downfall.

Reformation began when the devil Focht produced a technical readout he claimed was authored by Jerome Blake, which stated that ComStar’s true goal was to spread knowledge to mankind, rather than hide and protect it. Mori used this blasphemy as the basis for sweeping reforms that dishonored everything Jerome Blake had stood for. Many, however, were outraged at this violation of sacred ideas, including Precentor Demona Aziz. Aziz was precentor of Atreus and a member of the First Circuit, so many followed her when she fled to the Free Worlds League to avoid persecution. Once there, Aziz petitioned Captain-General Thomas Marik, an ex-member of ComStar and a believer in the true writings of the Blessed Blake, for sanctu-
ary. He agreed.

Incredible numbers of ComStar refugees soon poured into Marik space, separating themselves into various factions as they arrived. They called themselves the Word of Blake. Marik met with the factions’ leaders to determine what to do with the refugees; they decided that the Free Worlds League planet of Gibson would become the Word of Blake’s new homeworld and that the HPG stations throughout his realm would be serviced by Word of Blake members, as Marik realized that ComStar was no longer worthy of that duty. A grateful Aziz named him Word of Blake’s Primus-in-Exile, and the others followed her lead.

The Ruling Conclave also formed at that meeting. Lacking a true Primus, and the cooperation necessary to elect one, the factions chose instead to form a council made up of the heads of the four biggest factions, with the much-respected Precentor William Blane mediating disputes. The Precentor Martial was also made a member of the Conclave. Although factions have come and gone, a total of four are still represented on the Conclave.

FROM GIBSON TO TERRA

The people of Gibson did not respond well to mass occupation by the Word of Blake, and guerrilla uprisings became frequent. In 3053, a full-blown guerrilla war with revolutionaries known as the Gibson Freedom League erupted. The war lasted until early 3055, when a confusing large-scale battle broke out between the Word of Blake Militia, the Knights of the Inner Sphere, the Gibson Freedom League and units from the Principality of Regulus. The battle ended in the use of a tactical nuclear weapon by the Freedom League; the shock effectively concluded the war. We turned over the leader who had caused the confusion within our ranks to ROM to determine the cause of his actions. The nuclear incident, indicative of the threat posed by unhappy Gibsonites, helped speed the timetable of the Word of Blake’s next objective: the liberation of Terra from ComStar.

The plans to liberate Terra began to take form in 3057, during the Liao-Markin invasion of the Sarna March. Though military aid was generally beyond our means at the time, we supported the rightful invasion with communications aid wherever possible. In the turmoil, Word of Blake Militia captured HPG stations throughout the region and moved three full divisions into striking distance of Terra undetected. Fate provided the next step: Brion’s Legion, the mercenary unit hired by ComStar to protect Terra, chose not to re-sign their contract, no doubt due to dissatisfaction with the heretics’ treatment of them. Com Guard officials replaced them with the Twenty-First Centauri Lancers, an elite mercenary unit.
Militia units made planetfall on the Lancers’ base world and convinced the Lancers that serving ComStar was a poor choice. The Lancers offered to keep a low profile for several months, allowing the Militia to assume their identities and begin the salvation of Terra. We honor the Lancers for their actions, despite the lies they told about us to exonerate themselves. The Word of Blake then reorganized two divisions to match the composition of the Lancers and went to Terra masquerading as the elite unit.

On 28 February 3058, we initiated Operation Odysseus, as the liberation was called. A computer engineer who knew the truth about the new ComStar’s perversions used a hidden back door in the ComStar computers to trap a large number of Com Guard troops in their bases and then changed the security codes. He was later shot by heretic troops, but we honor his memory. At the same time, the disguised Militia began moving against ComStar facilities all over the world. That night, the rest of the Word of Blake army, with the notable absence of non-officer Toyama members, who were busy with missions elsewhere, arrived in-system, turning aside heretic defenders and disabling ComStar Space Defense System sites with commando assaults. In about a week, Terra returned to the control of the Word of Blake, where it rightfully belongs.

There were some loose ends, however. Small pockets of ComStar resistance and guerrilla activity persisted for close to three years, though we have now quieted them. Reopening all of the bases the murdered engineer closed took time; those bases are now on-line and occupied, including all twenty Castle Brians. The Word of Blake fleet had been unable to take the Titan shipyards, which allowed the traitor order a foothold in the system. This problem was solved two months ago, when Precentor Klaus Hettig, who was in charge of the shipyards, gave up the redemption of ComStar from within and returned to the fold. He cleared the facility of unbelievers, leaving us a small window to liberate the yards before the heretics realized they had been tricked. Currently, the entire Sol system belongs to the Word of Blake. All Militia units have been moved there from Gibson, as have most non-military personnel.

**RECENT EVENTS**

The years following Odysseus have been a period of upheavals for the Word of Blake. Later in 3058, Precentor Demona Aziz died of natural causes while traveling in the Periphery. Her replacement as head of the Toyamas was Cameron St. Jamais, a newly made precentor and leader of a small subsect. St. Jamais proved to be quite capable of leading the Toyamas.

More change came on 6 June 3061. Then-Precentor Martial Trent Arian and his aide, Precentor Suzanne Mulvanery, were traveling in an armored car in London when an explosion ripped through the vehicle, killing both instantly and destroying several buildings. Investigation showed that the explosion was due to a bomb planted by a heretic insurgent named Darius Bell. Bell was captured, interrogated, and executed for his crime. This horrible act shocked the Word of Blake, which held a mass funeral for the civilians killed in the explosion. When the Ruling Conclave reconvened, they chose the rising star St. Jamais to be Precentor Martial. Supported, surprisingly, by powerful members of all factions, St. Jamais gained his position despite his relative inexperience. This was due, no doubt, to his strong faith in the ways of Blake, which impressed the entire Conclave.

Just a few months later, disaster struck again. The Shunnars faction, which had withdrawn to a conclave on Venus, were nearly all killed when the atmosphere stabilization device for their small dome city catastrophically failed. This dread event left the Shunnars a tiny faction, and they lost their seat on the Ruling Conclave, to be replaced several months later by the Expatriates.

**ORGANIZATION AND COMMAND**

The Word of Blake Militia uses the same unit organizations as ComStar, except that no Level V (army) units are currently active in the Militia. The ranks are also identical, except for Demi-Precentor; in the Word of Blake, Demi-Precentor is still an unofficial rank. Demi-Precentors are officially either senior adepts (with ten or more years at that rank) or junior precentors (with five or fewer years at that rank). The command structure, however, is organized a bit differently.

**COMMAND STRUCTURE**

Though the Precentor Martial has nominal control of the entire military, his orders must go through various channels, and he must take orders from the Ruling Conclave. The structure is fairly straightforward and works quite well.

**Ruling Conclave**

The Ruling Conclave is the decision-making body of the Word of Blake and is made up of the heads of the four largest factions, plus the Precentor Martial. Any military actions other than the defense of Word of Blake holdings or personnel must be approved by the Conclave. The Precentor Martial is also answerable to the Conclave and can be removed by them; though the Precentor Martial is a member of the Conclave, he is excluded from votes concerning him.

***Transmission Altered***

"Again I say that the greatest mistake, the most final error, shall come from peaceful people. A single, terrible choice will destroy them. It is a decision that is near at hand."

***Alteration Ended***

**Precentor Martial**

The overall commander of the Militia is the Precentor Martial, who is appointed by the members of the Ruling
Conclave. The current Precentor Martial is Cameron St. Jamais, a relative unknown who replaced Demona Aziz as head of the Toyama upon her death, then vaulted to his new position on the death of Trent Anian and the strong support of Precentor Blane. Since gaining his new rank, St. Jamais has increased the size of the Militia considerably and consolidated the Word of Blake’s position in the Sol system.

The Precentor Martial has an advisory staff of three precentors, who help him keep a handle on military matters. The Precentor Quartermaster ensures that the proper supplies get to the troops of the Militia and oversees purchases of non-weaponry equipment. The Precentor Arms is responsible for purchases of weaponry and war machines, including BattleMechs. The Precentor Liaison, the final adviser, ensures good relations with allies of the Word of Blake—mainly the Free Worlds League, but also mercenaries.

As should be expected, St. Jamais made some changes when he took over. In addition to increasing the size of the Militia, he replaced the Precentor Quartermaster and the Precentor Arms, explaining that he was dissatisfied with their performance. Their replacements are producing roughly the same quality of work, but St. Jamais seems pleased with them.

Precentor ROM

ROM, the feared intelligence and internal-security arm of the Word of Blake, is technically part of the Militia, though they seldom act together. Even so, the Precentor ROM reports directly to the Precentor Martial, though the Ruling Conclave can also issue orders in time of great need or if the Precentor Martial is unavailable. The current Precentor ROM is Alexander Kernoff, who is also head of the Toyama and a member of the Ruling Conclave. The Precentor ROM has its own advisory staff, drawn from ROM’s vast membership, but their names and exact duties are withheld for security reasons.

Precentor Naval

A recently established position, the Precentor Naval is in charge of the naval arm of the Militia, from DropShips and JumpShips to WarShips and the Titan shipyards. The Precentor Naval reports directly to the Precentor Martial and often works closely with the Precentor Quartermaster to ensure that supplies get where they are needed. Though the Militia currently only fields two WarShips, the Vincent-class WoBS Blake’s Redemption and the Essex-class WoBS Deliverance, four more salvaged Star League ships are undergoing repairs at Titan and should be active within two years. The current Precentor Naval is Gregory Zwick, who commanded the Militia’s attack fleet during Operation Odysseus. Zwick is a Counter-Reformist.

Division Commanders

Division commanders are appointed by the Precentor Martial and report to him or his designated representative. Though the Precentor Martial considers skills quite carefully when he chooses his commanders, factional politics play almost as large a role as ability. Subordinates report to their immediate superiors in a standard chain of command, with the commanders of each Level III reporting to their respective division commander.

Mercenaries

Mercenary commanders report to the Precentor Liaison or to an officially appointed liaison. The lies told by the Twenty-First Centauri Lancers have driven some mercenaries away from us, but many units are intelligent enough to investigate our treatment of mercenaries themselves. Currently, several units are contracted by the militia, including Smithson’s Chinese Bandits and the Fifty-first Dark

WORD OF Blake Faction

Though there are quite a few small factions and sub-sects within the Word of Blake, only the largest are represented on the Ruling Conclave.

Counter-Reformists: The smallest of the factions on the Conclave, the Counter-Reformists feel that Blake’s word may have been tainted over the years and should be revised where necessary, though not to the extremes of Focht’s ComStar. They skate the edge of heresy, and are led by Precentor William Willis.

Expatriates: This faction replaced the Shummers on the Conclave when it was formed in early 3062. When Victor Steiner-Davion was named Precentor Martial of ComStar, many Com Guard officers and leaders who knew Blake’s Truth and were trying to redeem the traitor order from within realized that their mission had become impossible. Many of them left for the Word of Blake and became the Expatriates. They will remain Expatriates until they decide on a true factional bent. They are led by Precentor Klaus Hettig.

Toyama: Named for the saint and student of Blake, Conrad Toyama, this is the most radical of the leading factions. They believe that the Word of Blake must lead the rest of the Inner Sphere to Blake’s Truth, by whatever means necessary. The current Precentor ROM, Alexander Kernoff, is the head of the Toyamas, and Precentor Martial St. Jamais is Toyama as well, giving them an advantage on the Conclave.

True Believers: Though “true believer” is often used outside our order to describe any Word of Blake member, True Believers are, in reality, a moderate faction. Only slightly larger than the Toyamas, the True Believers are diplomatic and generally nonviolent, though they are not pacifists. They push for understanding among the various factions, feeling that the Word of Blake should unify within before it leads the rest of the Inner Sphere to Truth. Precentor William Blane, an old friend of Thomas Marik’s, leads this faction.
Shunners: Until recently, the Shunners were on the Ruling Conclave. They believe that the destruction of the Inner Sphere is coming and the only way to survive is to isolate themselves. They moved en masse to a refugee dome city on Venus in 3059, and nearly all members were killed when the machinery maintaining their atmosphere exploded. Though we found no proof, ROM believes the explosion was caused by a heretic bomb. The Shunners are currently led by Precentor Clementine Turner.

Panzer Jaegers. The largest unit under contract is Herman's Hermits, under Colonel Herman Aufkopfen. They have been employed by the Militia for some time now, and have recently moved from Terra to Gibson, where they have taken up garrison duties.

ACADEMIES AND TRAINING

The training of new Word of Blake Militia members takes place at one of three academies, the “War Triad” of the old Star League: Sandhurst Royal Military College on Terra, the War Academy of Mars, and the Military Academy of Aphros on Venus. Until 3058, Fort Tukayyd and Camp Sims on Gibson were used as academies, but they were transferred to mercenary control following the mass migration to Terra.

SANDHURST ROYAL MILITARY COLLEGE

Famous as the best military academy of the old Star League, Sandhurst has been the major school of ComStar and now the Word of Blake since Operation Silver Shield claimed Terra for ComStar in 2788. Originally used as a training school for ROM, it was reconverted to a military academy in 2933 and has been producing warriors ever since. Sandhurst also acted as the Com Guards' headquarters until 3058, and we immediately reopened it following Operation Odysseus.

Sandhurst accepts Militia cadets from across the Inner Sphere and Periphery, though they must all undergo intense background checks. The first six months of training is the same for each of the courses, and concentrates on the principles of combined arms and on basic exercise and toughening drills. Also included is an indoctrination course, which teaches students the philosophies of the Blessed Blake. Failure of this course results in ejection from the college.

Sandhurst offers a wide range of courses, including MechWarrior, armor, and infantry (standard and battle armor), as well as technician. The top students from basic training receive training as officers. The atmosphere of Sandhurst is cooperative, as the lessons learned in combined-arms courses take hold. A religious devotion to the Word of Blake also begins to appear, a fanatical drive that draws the cadets together. Those cadets who graduate Sandhurst are promoted to acolyte and assigned to a Militia unit. More important, however, is their choice of faction, which they officially make at graduation. Officer trainees are promoted to acolyte after two years of study and graduate a year after that as adepts.

WAR ACADEMY OF MARS (WAM)

The War Academy of Mars once served as the strategy headquarters for the old SLDF. It now serves as the training facility for ROM, as well as training MechWarriors and armor crews. The WAM was reactivated in 3059 and has already begun developing a friendly rivalry with Sandhurst. Except for ROM cadets, students at WAM are there because Sandhurst was full when they enrolled. This has helped fuel the rivalry, as WAM cadets strive to prove they are better than the cadets of a school they couldn’t get into.

Training common to all courses includes low-gravity classes, which acclimate the students to the environment of Mars; combined-arms courses; and an indoctrination class like that of Sandhurst. The WAM offers MechWarrior and armor MOS (Military Occupation Specialties), as well as ROM training in various specialties. The school plans to add infantry courses soon, but there is no firm date for their introduction yet. As with Sandhurst, the best cadets receive officer training. The rivalry with Sandhurst draws the students together and creates a friendly, comradely atmosphere, though that bond also drives them to try to exceed their companions. ROM cadets, however, are kept separate from the rest of the WAM and rarely see the other students.

Graduation as a cadet grants a promotion to acolyte and placement with a Militia unit. The best of the new acolytes are assigned as second-in-command of a Level II. Officer trainees are promoted to acolyte after two years of study, and graduate a year after that as adepts. New ROM agents are assigned to an experienced agent as a partner and begin missions immediately.

MILITARY ACADEMY OF APHROS (MAA)

A major center of the old SLDF’s Gunslinger program, the Military Academy of Aphros is the only remaining domed city on Venus, following the loss of the Shunners’ enclave. All civilians were forced to move in 3061, when the MAA was reopened. As most of Venus’ atmospheric stabilization stations have failed since the time of the old Star League, Venus has reverted to its hellish atmosphere, so only aerospace pilots and naval crews train here.

The MAA accepts only one hundred aerospace pilots and three hundred naval crewmen for each three-year program, although it plans to increase this number soon. Competition is fierce, and only the most promising candidates are chosen. Those who don’t make it into the MAA sometimes enter a Free Worlds League Academy and return to the Word of Blake after graduation.
The first year of training is standard for all fields of study, teaching basic space navigation and null-G living. Dealing with hostile atmospheres is also a required course, as is the standard Word of Blake indoctrination course. The second and third years vary. MOS available include DropShip and JumpShip crews, aerospace pilot, WarShip crew, and technician. Because mistakes can easily prove fatal in such a hostile environment, the academy enforces strict rules. As a result, the atmosphere is tense, but not dangerously so. Graduates are promoted to acolyte. Aerospace pilots are assigned to a Militia unit, and ship crews begin a further period of advanced training aboard an actual vessel. They are promoted to adept when they finish this training.

UNIFORMS AND AWARDS

Most of the uniforms and awards are the same as those used by ComStar before Tukayyid, though we have made minor changes.

DRESS UNIFORM

The dress uniform is essentially the same for all branches of the Militia, differing only in color. It consists of a full set of robes with a hood and a broadsword bearing the Word of Blake insignia on its hilt. The colors of the robes indicate the service branch: dark blue with red trim for MechWarriors, red with white trim for aerospace pilots, brown with yellow trim for vehicle crewmen, green with brown trim for infantry, black with red trim for naval crewmen, and dark gray with white trim for support personnel. ROM agents wear all-white robes, like those worn by non-Militia members.

Branch designation pins, which correspond to the colors of dress robes, are worn on field uniforms.

Rank insignia in the dress uniform is a medallion worn around the neck. Cadets and acolytes wear brass medallions adepts silver medallions, and precentors gold ones. Demi-Precentors often have a mixed silver/gold medallion made, though this is not officially issued, and the Precentor Martial, Precentor Naval, and Precentor ROM wear no medallion at all. The number of years of service at that rank can be inscribed upon the medallions, though precentors who have served for more than twenty-five years have no number on theirs. Awards and unit insignias are worn on the left breast, and many have taken to wearing the symbol of their faction on their right breast, though this is no

***Transmission Altered***

“When you and I, and indeed everyone, have joined together and become one, we will truly understand what the Blessed Blake has taught.”

***Alteration Ended***
FIELD UNIFORM

In all versions of the field uniform, the Word of Blake symbol appears as a patch on the right arm, and a unit insignia patch is on the left arm. Sidearms are also commonly worn, though they are only an official part of the conventional soldier’s uniform.

MechWarriors

MechWarriors generally wear their field uniforms only when they are in their ‘Mech or expecting attack; it consists of a dark blue cooling suit and a red neurohelmet, with red boots and gloves. Both the cooling suit and neurohelmet use Star League-era technology. The MechWarrior’s name and rank are stenciled on the suit’s left breast and on the front of the helmet.

Aerospace Personnel

Aerospace pilots also only wear their field uniforms when expecting attack or in their fighter. Standard issue is a red jump suit and white flight helmet, with a G-suit and white gloves and boots. The G-suit and flight helmet are advanced Star League versions. The pilot’s name and rank are stenciled on the suit’s left breast, and their call sign (if they have one) is stenciled on the sides of their flight helmet.

Naval Personnel

Naval crewmen have two field uniforms. When not in danger of hull breach, they wear a pair of black coveralls with multiple pockets and an open-front red jacket. During combat or other situations where hull breach is possible, the uniform consists of a black pressure suit and a lightweight red helmet. The suit is an advanced Star League model that features an extended oxygen supply and a maneuvering unit.

Conventional Troops

Armor crews, infantry, and other conventional troops share a field uniform, which consists of full-length coveralls and an armored combat vest, with tough leather boots and gloves. Armored helmets provide head protection and contain advanced communications and targeting gear. A hood and halfcape complete the ensemble. The colors of the uniform change among various camouflage patterns.

AWARDS AND DECORATIONS

The Word of Blake Militia still allows its members to wear their Tukayyid Campaign Ribbons. We have instituted only one additional award: the Liberation Star.

Liberation Star

The Liberation Star is given for “incredible acts of valor under fire” and is generally accompanied by promotion to the next rank in the hierarchy or five extra years of seniority if already a precentor. Then-Precentor Martial Arian instituted the Star in early 3058, and a total of eighty-seven were awarded during Operation Odysseus.

COLOR SCHEMES

Indicative of their common origins with the Com Guards, the Word of Blake Militia paint their vehicles in white or use appropriate camouflage.

MILITIA LEADERS

[Victor—Since we were already working on verifying this Word of Blake material, I thought you’d appreciate it if we also filled in some information the WoB conveniently left out. These capsule summaries are the latest from the SLDF Intelligence Command Archives.—JC]

PRECENTOR MARTIAL
CAMERON ST. JAMAIS

Precentor Martial Cameron St. Jamais began his meteoric rise to power as the leader of the 6th of June movement, a radical sub-sector of the Toyamas named for the day Primus Waterly was murdered. He and his sect proved most useful to the Toyamas’ cause, and he was promoted to head of the entire faction following Demona Aziz’s death. His support quickly built, and he became Precentor Martial when Trent Arian was assassinated in 3061. Prior to his defection to the Word of Blake, St. Jamais was a member of the Blake’s Wrath special-forces unit of the Com Guard and is quite accomplished at piloting a BattleMech.

St. Jamais has proved since his promotion that he is dedicated to expanding the Militia, increasing war-machine production and encouraging recruitment. Many who serve under him find him cold, though dedicated and effective. St. Jamais also seems to have the support of the entire Conclave, something his predecessor never enjoyed.

PRECENTOR NAVAL
GREGORY ZWICK

When the murderer Focht began the reformation, Zwick decided he had had enough. Over the course of several months, he arranged to have officers loyal to him transferred to his JumpShip. Then, in an act of exceptional daring, Zwick and his loyal officers jumped their JumpShip and two DropShips full of supplies into Free Worlds League space. They were met by Word of Blake forces that had been in communication with Zwick, which ensured that all three vessels and their cargo joined the Word of Blake.

Zwick received his reward during Operation Odysseus, when he was chosen to command the Word of Blake liberation flotilla. His success led to his promotion to Precentor Naval when the post was created, and he has since concentrated on the Titan yards. Zwick is quite good at his job and has inspired an incredible loyalty to himself and Precentor Martial St. Jamais among the naval arm of the Militia. He strongly supports St. Jamais, and, though he is an extremely moderate Counter-Reformist, he has considered joining the Toyama.
1ST DIVISION: TRUE DEVOTION IV-BETA

The first Word of Blake Militia division created, True Devotion helped suppress rebellion on Gibson and formed a large portion of the simulated 21st Centauri Lancers during Operation Odysseus. They are regarded as the premier unit of the Militia, praise that has gone to their heads. Many in the Militia consider them insufferably arrogant; competition is fierce among other divisions for the right to “teach them a lesson” in various war games. Each time, True Devotion has emerged victorious.

True Devotion also maintains an old tradition that invites derision from many: all soldiers in the division give thanks in prayer to their machines before entering them. The soldiers know that the machines will run without such prayers but feel it keeps them from taking such dangerous technology for granted—a sure path to destruction. This tradition is widespread among HPG operators and other non-military personnel, but it has nearly disappeared among the Militia. Only in True Devotion is it still practiced regularly.

The division’s insignia shows an Exterminator kneeling in prayer.

OFFICERS

Formerly of the Com Guard Eighty-Fifth Division, Precentor Shin-Ichi Yoshizumi belongs to the Toyama sect. He is considered a brilliant tactician and is a master of the ambush, a skill that served him well on Tukayid when facing the Diamond Sharks’ 222nd Assault Cluster. He realizes his skills as a strategist are somewhat lacking, however. As a result, he leaves most of the strategic planning to his XO, Precentor Newton Fawcett.

Precentor Fawcett belongs to the Expatriate faction and is newly arrived in the Militia. His skills are well-known, however, as he commanded the Com Guard 207th Division before joining his true brethren. He handles strategic concerns, allowing Precentor Yoshizumi to lead his troops from the front lines, a relationship that suits Fawcett fine. Many of the troops in True Devotion see Fawcett as aloof and unreachable, and they often refer to him as “The Hermit,” though never within his hearing.

Precentor Debra Hale, commander of Ring of Fire III-beta, is also an Expatriate. Ring of Fire left wholesale from ComStar with Hale after Victor Steiner-Davion became Precentor Martial and was added to the roster of True Devotion as a unit.

TACTICS

Though headquartered in Salina, Kansas, on Terra, True Devotion ranges across much of North America practicing ambush techniques in various environments. The division is quite competent at most offensive and defensive operations but is at its best when surprise is on its side.

1st Division (True Devotion IV-beta)
Division/Elite/Fanatical
CO/Long Night III-alpha:
  Precentor X Shin-Ichi Yoshizumi
XO: Precentor XVI Newton Fawcett
Ring of Fire III-beta: Precentor V Debra Hale
Signs and Portents III-alpha:
  Demi-Precentor (Adept XI) James Lundergan
Quality of Mercy III-delta:
  Demi-Precentor (Adept XII) Masayuki Hoshi
Hunter and Prey III-epsilon: Precentor VII Alexey Kotov
True Devotion technically contains one more Level III—Fall of Night III-alpha, commanded by Precentor Alex Nash—but it is currently attached to the Free Worlds League unit Fourth Free Worlds Legionnaires and serves as its Fourth Battalion.
2ND DIVISION: STERN RESISTANCE IV-GAMMA

Well known in the Militia for its defensive skill and incredible tenacity, Stern Resistance also proved it could attack successfully during Operation Odysseus. The Second Division had the task of taking the seat of Terran government, Geneva, so the Word of Blake could re-establish order quickly and with little organized resistance. This was accomplished despite snow and icy conditions, in a brutal city campaign that lasted several days. Stern Resistance proved its persistence in a series of four assaults that badly damaged much of Geneva as well as troops on both sides. In the end, Geneva fell, but the Second Division had been savaged. In recognition of their efforts, then-Precentor Martial Arian allocated many new machines to Stern Resistance and changed the unit insignia to its current form.

Though Stern Resistance has more machines now than it did when Odysseus began, the loss of veteran warriors has yet to be compensated for. That loss has forced Precentor Martial St. Jamais to downgrade them from a Veteran to a Regular rating, until they can sufficiently train all their new warriors.

The new division insignia shows a soldier atop a ruined building, his rifle raised in victory.

OFFICERS

Stern Resistance is commanded by Precentor Daphne Chrysler, a True Believer and sometime adviser to Precentor Blane. Chrysler is a veteran of Tukayid, having fought the Smoke Jaguars in the Racice River delta. Amazingly, the Highlander she pilots has been passed down in her family since the time of the Star League and has never been seriously damaged.

Precentor John Christopher, Stern Resistance’s executive officer, followed Chrysler, a family friend, from ComStar. She is now his immediate superior, and the two work well together. Christopher initially commanded a Level III in Fourth Division but was given command of Task Force Steel during Operation Odysseus. His success led to his posting as XO of Stern Resistance, and many see him as a rising star in the True Believers, perhaps a future Precentor Martial.

TACTICS

Stern Resistance is at its best when defending and excels at city fighting. They practice the techniques of city fighting constantly from their headquarters in the Sandhurst. British Isles Castle Brian, often engaging Sandhurst College cadets in war games to help teach them urban warfare. The warriors of Stern Resistance have learned how to act independently, as they commonly spread throughout a city. The division tends to run into problems when forced to fight in groups larger than a Level III.

2nd Division (Stern Resistance IV-gamma)
Division/Regular/Reliable
CO/Severed Dreams III-beta:
  Precentor XII Daphne Chrysler
XO: Precentor VII John Christopher
Dust to Dust III-beta: Precentor VI Anna Michaels
Cosmic Faith III-delta:
  Demi-Precentor (Precentor III) Brian Rhoads
Bad Moon III-gamma: Precentor IX Nicholas Karger
Lasting Thoughts III-delta:
  Demi-Precentor (Adept X) Glen Argall

Composed almost entirely of new warriors fresh from Sandhurst, Lasting Thoughts III-delta is considered Green by the Precentor Martial, though that is expected to change fairly soon, as they participate in war games with other units. Bad Moon III-gamma lacks any armor support, having replaced vehicles lost in Geneva with infantry.
3RD DIVISION: PURE THOUGHTS AND ACTIONS IV-MU

Badly battered during Operation Odysseus, Pure Thoughts and Actions has only returned to its pre-assault strength within the past few months. The Third Division’s target for Odysseus was southeastern Asia, and it did well there until it ran into strong ComStar resistance in China. The ComStar troops retreated into the T’ienchen Castle Brian, a fortress built in the time of the Star League. Despite several devastating assaults, T’ienchen held throughout Odysseus and only fell under the combined might of the entire Third Division. Pure Thoughts and Actions lost two Level Ills overall and has had to replace many lost BattleMechs with armor units until it can procure new BattleMechs.

Pure Thoughts and Actions has since been assigned to garrison southern Africa and is headquartered in the Magadi, Kenya Castle Brian. Two Level Ills, Sacred Dream Ill-omicron and Bloody Skies III-mu, are stationed in South Africa, where they work with the Terran Security Service to crush heretic resistance. So far, they have been quite successful, cutting the frequency of raids to a fraction of what they were immediately following Odysseus. They even seem to be receiving help from native civilians, who appear to be tiring of the violence and wish to resume their normal lives. ROM has not yet determined whether this is sincere or an elaborate trap.

The insignia of Pure Thoughts and Actions is an angel wielding a flaming sword.

OFFICERS

The commander of Pure Thoughts and Actions, Precensor Randolph Kanni, is a fervent True Believer and an old friend of Precensor Blane. He defected from ComStar with Blane and still feels slighted by being passed over for Precensor Martial. He is quite vocal about his opinions and is known to be hard on non-True Believers in his unit, especially Toyamas. Indeed, he is so biased that nearly all of his non-True Believers have put in for a transfer at one time or another. Blane and Precensor Martial St. Jamais have discussed this with him, but it seems unlikely he will change his ways.

Pure Thoughts and Actions’ XO is also a True Believer, but he is much more forgiving in his views of others. Precensor David Fellers spends most of his time soothing ruffled feathers and easing tempers within his unit and is a much more welcome sight in camp than Kanni. He is also somewhat of an oddity, a jump infantryman who has risen to the post of XO, which is normally reserved for MechWarriors or aerospace pilots. He is renowned among the infantry of the Third Division for having killed three Nova Cat Elementals with a vibroblade on Tukayyid.

TACTICS

Pure Thoughts and Actions has not developed any particular tactical specialty, Precensor Kanni preferring to have them be at least capable in every area. Those infantry serving in South Africa have become particularly adept at guerrilla warfare, however, as their constant search for resistance movements has honed their skills considerably.

3rd Division (Pure Thoughts and Actions IV-mu) Division/Veteran/Reliable

CO/Crown of Light III- iota:
Precensor XIV Randolph Kanni

XO: Precensor X David Fellers
Sacred Dream Ill-omicron: Precensor VI Shilpa Pai
Bloody Skies III-mu: Precensor VII Vadim Kravsov
Blazing Hearts III-kappa:
Demi-Precensor (Adept XI) Elizabeth Joppa
Fortunes of War III-xi:
Demi-Precensor (Precensor IV) Craig Callen

All of Bloody Skies III-mu’s units are jump capable; it contains no armor or air support, and only jump infantry. The unit also contains a Level II of Achileus Light battle armor, which it has put to use hunting guerrillas. Because of their expertise in battle armor tactics, along with their positioning in rebel-infested Africa, the Third Division has been given the honor of field-testing the new Punifier Adaptive battle armor. Whether this will mollify Precensor Kanni remains to be seen.
4TH DIVISION:
BLAKE’S BOLDEST IV-IOTA

Outrageous and bold, Fourth Division specializes in unorthodox actions—particularly “combat drops.” In ordinary drops, units exit DropShips a short distance from the battlefield and move to it under their own power. This is safer, but it gives the enemy time to prepare for your arrival. During combat drops, units leap from low-flying DropShips and slow their advance with jetpacks or jump jets. This allows a force to land literally in the middle of the enemy and allows the DropShips to get into a good position for support fire from close range, but it requires expert piloting skills. Blake’s Boldest has shown those skills time and again and practices them constantly.

This skill served them well during Operation Odysseus, when Blake’s Boldest targeted the British Isles and Western Europe—in particular the Sandhurst Royal Military College. The battle for the college was fairly quick but vicious—a detachment of Blake’s Boldest destroyed the defenders but took quite a few casualties. Even worse, the Com Guard defenders occupied their attackers long enough to allow more than fifty Com Guard warriors to escape with their machines, heading west. A running battle ensued, making several combat drops necessary. Joined at the end by then-Precentor Martial Arian, Blake’s Boldest showed their skill for their commander by destroying the defenders.

Fourth Division’s insignia is a crazed warthog.

OFFICERS

Precentor Jake Rule is the division’s commanding officer, and he is extremely friendly and outgoing. Despite his loose manner, however, he runs one of the tightest divisions in the Militia—Rule is very aware that his men could be hurt or killed during the dangerous maneuvers they perform, so he does his best to ensure that skills are honed, machines are well-tended, and people are alert. His men know why he is so demanding and appreciate it. Rule is a True Believer, though he seldom makes a big deal about it.

Adept Epsilon-VII Aenaeus Parvus commands Shield of Justice II-alpha, part of Into the Fire III-omicron. He led the initial assault on Sandhurst College during Odysseus and was badly shaken by the serious casualties his men took. He has begun to doubt his skill as a leader; he is seeing an analyst and is under careful scrutiny by ROM, though no action against him is currently deemed necessary.

TACTICS

Blake’s Boldest rely heavily on combat drops, though they are skilled at standard fighting tactics as well. During such a drop, standard policy is to unload the non-battle armor infantry and vehicles near the proposed assault battlefield and then perform the drop, with the infantry and armor providing reinforcements as they arrive.

4th Division (Blake’s Boldest IV-iota)
Division/Veteran/Fanatical

CO/Blake’s Messengers III-beta:
Precentor X Jake Rule

XO: Precentor VIII Harry McKelvey
Into the Fire III-omicron: Precentor VI Jian Feng Ding
The Hunters III-kappa:
Demi-Precentor (Precentor IV) Jessica Dowling
The Wanderers III-iota: Precentor X Yousef Ahram
Both The Hunters III-kappa and The Wanderers III-iota have a Level II of Longinus battle armor. The SRM packs are usually detached so the Longinus can make combat drops, though they can be used if a normal drop is made.
5TH DIVISION: THE CHOSEN IV-ETA

The Chosen drew what was perhaps the most dangerous assignment of Operation Odysseus: Mars. Due to Star League-era terraforming, enough of an atmosphere existed to prevent vacuum danger, but Mars has about one-third of Terra's gravity, and the warriors of The Chosen had no experience with gravitational differences outside of their original training. This made moving with any speed dangerous, as even experienced pilots can damage their machines in such conditions. Despite this, The Chosen secured Mars, though of the Level III-sized task force assigned to capture the War Academy of Mars, only six 'Mechs returned.

Following Odysseus, the Fifth Division has been based out of Brisbane, Australia, and has used the Glen Valley, Australia Castle Brian as its headquarters since it reopened a year ago. They have spent much of their time rebuilding the damaged division and integrating new recruits, though The Chosen have also been heavily involved in putting down guerrilla uprisings throughout Australasia. Six months ago, the White Cliffs, New Zealand Castle Brian reopened, and it has since been occupied by True Vision III-lambda as an anti-terrorism base.

Fifth Division's insignia is a gargoyle in flight, its head surrounded by a glowing halo.

OFFICERS

The commanding officer of The Chosen, Precentor Trenton Endicott, is a radical Toyama member whose views sometimes cause conflict with his superiors and his subordinates. Precentor Martial St. Jamais has met with him several times, though none of these meetings has improved Endicott's attitude. Despite his problems, Endicott remains in command of Fifth Division because of his consummate skill on the battlefield. Though few like his company, none can dispute his results.

Precentor Jane Skulle, who commands True Vision III-lambda, harbors a deep hatred for anti-Word of Blake terrorists. Less than a week after Odysseus, Skulle's home was firebombed. Though she got out alive, her husband did not, and Skulle has hunted those terrorists with a passion ever since. She was recently given command of anti-terrorist forces throughout Australasia, followed by a marked decrease in terrorist activity.

TACTICS

The Chosen rely heavily on their aerospace elements, which are used for scouting, combat air patrol, ground support, and bombing missions. This sometimes costs them, however—the assault on Mars lost its aerospace support early, and the Word of Blake forces fell into several traps that could have been avoided if the ground forces had scouted more extensively. Precentor Endicott has begun trying to reduce this dependence.

5th Division (The Chosen IV-eta)
Division/Veteran/Reliable
CO/Signs and Portents III-gamma: Precentor X
Trenton Endicott
XO: Precentor XII Harry McKelvey
True Vision III-lambda: Precentor VI Jane Skulle
The Deviants III-theta:
Demi-Precentor (Adept XII) Jeffrey Husar
Angel Wings III-zeta: Precentor VIII Josephine Hsia
Angel Wings III-zeta is composed entirely of BattleMechs and aerospace fighters, lacking any armor or infantry support. Arranged contrary to Militia doctrine, the unit has nonetheless proved successful as mobile support for the rest of The Chosen.
6TH DIVISION:
TRUE BELIEVERS IV-THETA

Integrated with First Division to form the false Lancers during Operation Odysseus, Sixth Division came to strongly admire their temporary unit mates. When the True Believers expanded following Terra's liberation, they tried to ensure that all new members were trained to the same high standards as the warriors of First Division. Precentor Lane Brandenburg-Curi, commanding officer of Sixth Division, wanted his division to defeat the First in one of the yearly war games, so he pushed his soldiers to their limits in a series of harsh training exercises. Despite this, the True Believers have never been able to beat True Devotion, though they have become good enough to be classed Elite by Precentor Martial St. Jamais.

Brandenburg-Curi continues to push his troops with training exercises, so much so that the precentors of the other divisions call Sixth Division "The Graduate Academy," as it seems to be more war college than military unit. Sixth Division’s successes speak for themselves, however: they have reduced guerrilla activity in Amazonia to nearly nothing and consistently defeat every division but First in war games. Precentor Martial St. Jamais is so impressed by their skill that he has begun transferring soldiers from the Sixth to other divisions, including moving an entire Level III to the recently formed Ninth Division. In effect, the Sixth Division has become a mobile academy.

The Sixth Division's unit insignia is an HPG station dish in front of crossed lightning bolts.

OFFICERS

Precentor Lane Brandenburg-Curi is known among his division as "The Schoolmaster." When he first heard the nickname, Brandenburg-Curi liked it so much that he issued an order allowing its use in place of his proper rank. The Schoolmaster is hard on his troops and expects the best from them, but he is unstinting with rewards for success. The soldiers of the Sixth don't exactly love him, but they appreciate the high level of skill he has coaxed from them, so morale is quite good. Brandenburg-Curi is beginning to be annoyed by all of the transfers, but he cannot fault the logic behind them. Brandenburg-Curi belongs to the True Believer faction.

TACTICS

Unlike their rivals, the True Believers do not rely on ambush to succeed. Because they have trained so long and so hard together, warriors of the Sixth Division can execute intricate maneuvers with precision, often dazzling and confusing their opponent. A favorite tactic, a variation of the ancient Terran General Hannibal's tactic at the battle of Cannae, is to use infantry and armor assets to pin an enemy force, allowing the 'Mechs to drive in from the flanks and rear, encircling them. Fighters then strafe the bunched targets, generally causing a collapse of the enemy.

Sixth Division (True Believers IV-theta)
Division/Elite/Fanatical

CO/Last Light III-zeta: Precentor XII Lane "The Schoolmaster" Brandenburg-Curi
XO: Precentor X Olga Gabrielow
The Guardsmen III-kappa: Precentor X Sungkyu Park
Blazing Eyes III- iota:
  Demi-Precentor (Adept XII) Arnold Juern
Glimpse of Pain III- eta:
  Demi-Precentor (Precentor IV) Jack Koslow

The main division headquarters, where Last Light III-zeta is stationed, is the Manaus, Amazonia Castle Brian. The Guardsmen III-kappa are stationed in the nearby Curitiba, Amazonia Castle Brian, and the other two Level IIs are spread across Amazonia.
7TH DIVISION: THE GLORIOUS IV-IOTA

Formed just months before Operation Odysseus, Seventh Division contained soldiers of all sects and skill levels who had little time to adjust to one another. Several factions soon formed within the nascent division, the two largest being the Veterans, skilled warriors who had fought the Clans on Tukayyid, and the Moderns, newly graduated soldiers. For more than a month division camps bustled with activity, as each faction tried everything short of violence to gain dominance over the other.

***Transmission Altered***

"Truly, if you will prepare for peace, then you yourself will learn many things, for that preparation breeds growth. The contemplation is not wasted time. Only living and dreaming of life’s wonders are spiritually cleansing."

***Alteration Ended***

Despite orders to the contrary and the intervention of many of the officers, including the commanding officer, the troops continued their private battles until just before Odysseus.

Two weeks before Odysseus’ scheduled beginning, the leaders of the two factions finally met in a peace accord orchestrated by the commanding officer of the division, Precentor Anna Friel. Under her guidance, the soldiers came to realize that each faction had different things to contribute and finally began working together. The leaders of each faction were demoted, and The Glorious finally resembled a military unit, just in time for the liberation of Terra. Seventh Division acquitted itself fairly well, though the lack of serious training took its toll. Following Odysseus, The Glorious were posted to Koryo, Chryse Pianeta, on Mars. They have since more than made up for their lost training time, becoming extremely adept at using Mars’ lower gravity to produce surprising bursts of speed.

The Seventh Division’s unit insignia is a hand holding a bloody knife.

OFFICERS

Precentor Anna Friel is the commanding officer of Seventh Division, though she was almost replaced when her division began its infighting. Precentor Blane used his influence to help her, however, despite the fact that Friel is not a True Believer, and she has become one of his greatest supporters in the Militia.

Friel is a Counter-Reformist, an oddity in the Militia, especially in a command position. She believes that ComStar’s semi-mystical religious aspect was all that kept them pure, and the changes wrought by the traitor Focht to ComStar forced her to join the Word of Blake. Despite this, Friel is quite a believer in the military, and many other Counter-Reformists have ostracized her for saying so. Many Toyamas also avoid her for her Counter-Reformist stance, which seems to suit her just fine.

TACTICS

Most of Seventh Division’s training emphasis has been on the effective use of combined arms, something all Militia units must be adept at. Specific tactical specialties haven’t really developed yet, though the division does often practice low-gravity movement.

7th Division (The Glorious IV-iota)
Division/Regular/Reliable
CO/Sacred Ashes III-delta: Precentor X Anna Friel
XO: Precentor VIII Carol Widegren
Keys of Hope III-kappa: Precentor VI James Gages
Gordian Knot III-lambda:
  Demi-Precentor (Precentor IV) Yun Kap Ju
Bells of Faith III-lambda:
  Demi-Precentor (Adept X) Shannon Paice
Originally drawn from Fifth Division, all of Sacred Ashes III-delta’s ‘Mechs are Heavy and Assault, creating a formidable block of firepower. They often act as a bodyguard unit for ROM headquarters, which is also in Koryo.
8TH DIVISION: HANDS OF FATE IV-KAPPA

The first Militia division formed since Terra was liberated, Hands of Fate has already had two commanding officers. The first, Precentor Devon Manos, was a ComStar ROM agent. This information, discovered by an investigation of fragmentary records in ComStar ROM headquarters during the first few months of Eighth Division’s existence, rocked a still-forming command staff. ROM began an investigation of all officers in the Eighth Division, looking for links to Manos, and removed three other precentors from their posts.

Precentor Alex Winningham was installed on a probationary basis as the commanding officer; he was the division’s original executive officer, and it was expected that he could pull the division together. Winningham performed solidly and was quickly certified in his position. Precentor Martial St. Jamais investigated the unit after he was promoted and once again certified Winningham as the best man for the job. Hands of Fate has since shaken off the shock of treachery and brought themselves up to Militia standards of tactical experience and combined-arms cooperation. They are expected to be moved up to Veteran status within the next year or so.

Hands of Fate’s unit insignia is an “8” with angel wings and devil horns.

OFFICERS

Precentor Alex Winningham is a born leader. His ability to motivate his soldiers is incredible, as shown by his taking a Green Division stunned by treachery and turning them into a Regular fighting force. Winningham’s men are exceedingly loyal to him personally and somewhat less so to the Precentor Martial. This would be worrisome except that Precentor Martial St. Jamais has taken Winningham, who is also a Toyama, into his councils, and Winningham is extremely loyal to St. Jamais.

Precentor Gina Curuso is the insurance for that arrangement. Though nominally the division’s executive officer, Curuso is suspected by nearly the entire division of being a ROM spy. Despite the standard fear of ROM agents, Eighth Division treats her as a simple Militia officer, reasoning that they want treachery as little as she does. Winningham is quite open with her about everything the division does and gives her all the normal duties of an executive officer. If Curuso is a ROM agent, she hasn’t revealed herself.

TACTICS

Hands of Fate is headquartered in the Cairo, Egypt Castle Brian, ROM’s old headquarters. The division is spread across North Africa, however. They have had some practice dealing with guerrilla terrorists there, but most such problems centered on the southern part of the continent and were handled by Third Division. Still, most of Eighth Division has dealt with some guerrillas from time to time, and as a result the unit is more adept at small-unit actions than larger engagements.

8th Division (Hands of Fate IV-kappa)
Division/Regular/Fanatical
CO/Lost Memories III-theta:
Precentor VIII Alex Winningham
XO: Precentor X Gina Curuso
Forbidden Fruit III-nu: Precentor VII Llewellyn Licht
Steel Rain III-kappa:
Demi-Precentor (Precentor II) Mary Stahl
Headhunters III-kappa:
Demi-Precentor (Adept XVI) John Flakne

Originally drawn from Fourth Division, Lost Memories III-theta is stationed at the Cairo headquarters and usually provides guards for ROM agents by Level II across the entirety of northern Africa, and it would take at least a week for them to be gathered into one place again.
9TH DIVISION:
BLINDING LIGHT III-GAMMA

One of the first things Precentor Martial St. Jamais did after being elected was to expand the Militia by two divisions, Ninth and Tenth. To act as a foundation for the division, St. Jamais transferred Measure of Trust III-beta in its entirety from Sixth Division. He reasoned that with an Elite Level III as its core, he could add a Green Level III, fresh from schooling, without seriously damaging the unit’s viability. To help matters some, he transferred personnel between the two Level IIIIs until roughly half of each was Elite and half Green. St. Jamais’ final maneuver was to appoint Precentor Alice Phuong, a fellow Toyama he knew he could trust, as the commanding officer of the new Division.

Since that time, Ninth Division has served garrison duty based out of the Gunnison, Colorado Castle Brian. Those warriors who entered the division fresh from school have improved quite a bit, but they are beginning to get bored. With First Division handling most of the North American problems, they find themselves with little to do but drill, barring the occasional war game with the First. They lament the fact that they just missed Operation Odyssey and are vocally ready for some action. The more experienced soldiers, who know that fighting is no picnic, simply shake their heads and go on about their business.

Ninth Division’s unit insignia is an eight-pointed star surmounted by a crown.

OFFICERS

Ninth Division’s commanding officer is Precentor Alice Phuong, a veteran of Tukayyid who followed Precentor Demona Aziz to the Word of Blake. Phuong is an aerospace pilot who was shot down by Jade Falcon fighters on Tukayyid. She was unable to eject due to damage and crashed with her fighter. Rescue crews saved her life, but much of her body is now cybernetic or bionic. Despite this, Phuong still flies with the aid of special interface gear, piloting a salvaged Jade Falcon Scytha. The irony that she may be flying the very fighter that shot her down has not escaped her.

Precentor William Mandat, the unit’s executive officer, is a rarity in Word of Blake: an ex-member of ComStar’s Explorer Corps. Dissatisfied with searching for enemies outside the Inner Sphere when they seemed to abound at home, he left shortly after Tukayyid. Mandat spent a few years working as a mercenary and then met a Blakist who persuaded him to join. Mandat has been a rising star ever since, an up-and-coming member of the Toyama faction.

TACTICS

Blinding Light has not had time to develop any tactical preferences; they have been quite busy enough getting new soldiers up to Militia field standards. Under Phuong’s supervision, the veterans of the division have done quite well teaching their compatriots, and Precentor Martial St. Jamais now rates the entire division as Veteran.

9th Division (Blinding Light III-gamma)
2 Level IIIs/Veteran/Reliable
CO/Measure of Trust III-beta:
Precentor XII Alice Phuong
XO: Precentor VI William Mandat
Crushing Reality III-delta: Precentor V Bruce Lenca

Though the Ninth Division is in reality barely a regiment, at least one more Level III is expected in the near future, with the increase in ‘Mech production and the graduations of classes from the reopened Terran academies.
10TH DIVISION: SHOOTING STARS III-BETA

Like Ninth Division, Precentor Martial St. Jamais formed Shooting Stars soon after he gained command of the Militia. St. Jamais chose to use Iron Grip III-alpha as the core of the new division. Iron Grip had been serving as the Fourth Battalion of the Fifteenth Marik Militia, a Free Worlds League unit that sometimes serves as a cadre unit for the Militia and fieldtests new designs. To this foundation he added Dreams of Revenge III-gamma, a Level III formed entirely of Expatriates, most of whom were skilled Tukayid veterans. Neither Level III contains any armor units.

As both Level IIs have spent their recent past within non-Militia militaries, there was some concern over possible traitors or ComStar ROM agents. As a result, St. Jamais posted a ROM agent within the command staff and informed the division that they had an agent within their ranks, but did not name who the agent was or what rank they held. This has caused quite a bit of paranoia and the appearance of complete loyalty; St. Jamais therefore considers the Tenth to be Fanatical, though they are more accurately described as “Reliable with acting skills.”

Tenth Division’s unit insignia is a chess rook twined with ivy.

OFFICERS

Shooting Stars is led by Precentor Karina Vista, one of the first Expatriates. Vista was once commander of the Com Guard’s Seventh Army and accepted a demotion to division commander when she joined the Militia. She provided valuable information regarding ComStar units remaining on Terra, which aided in their capture and destruction. For her information about the Blake’s Wrath unit’s safe houses and hidden bases, she was rewarded with command of Shooting Stars. Vista has never shown any treacherous behavior, and ROM considers her to be safe.

Precentor Eric Goodwin is the commander of Iron Fist III-alpha and a True Believer. Goodwin pilots a rare Perseus OmniMech, a gift from Free Worlds League Captain-General and Word of Blake Primus-in-Exile Thomas Marik. The ‘Mech was given in gratitude for Goodwin’s revealing and stopping a plot by several ComStar agents to sabotage a ‘Mech production facility. Spare parts are harder to come by now that Iron Fist has returned from Marik space, however, and Goodwin may be forced to return to piloting his old ‘Mech soon.

TACTICS

Tenth Division has yet to develop a tactical bent; troops from so many different backgrounds and training styles take time to lose their old identity and become a true unit. Iron Fist III-alpha is based at the division’s headquarters in the Tinogasta, Argentina Castle Brian and mostly practices defensive maneuvers; Dreams of Revenge III-gamma is spread across a large area, helping Sixth Division keep the peace and fight guerrillas, so it lacks any cohesive training regimen.

10th Division (Shooting Stars III-beta)

2 Level IIs/Veteran/Fanatical

CO/Dreams of Revenge III-alpha:
Precentor XVI Karina Vista
XO: Precentor Christine Gallia
Iron Fist III-alpha: Precentor V Eric Goodwin

Shooting Stars is slated to receive a new Level III from academy graduates and Expatriates soon. St. Jamais plans to assign many armor crews to this new Level III, to make up for the division’s current lack; those crews will most likely be Green warriors fresh from schooling, as relatively few armor crews defect from ComStar anymore.
FREE RASALHAGUE REPUBLIC

ORIGINS AND HISTORY

Despite being truly in existence for only a short time, the Republic has existed in spirit for several centuries. The effect that hundreds of years of captivity and oppression have had on our people should not be underestimated.

FREEDOM AND LOSS

The beginnings of the Free Rasalhague Republic date back to the mid-23rd century, when interstellar travel was new enough that only the foolish or desperate used it. Many citizens of the Federal Republics of Sweden, Finland, and Norway, tired of paying to rebuild the ruined Soviet States, chose to emigrate to a planet far from the oppression and bureaucracy of Terra. Within sixty years, they had colonized the world of Rasalhague and its eight nearest neighbors, forming the Rasalhague Consortium, a joint government that quickly evolved into the Principality of Rasalhague.

Despite the Principality's isolationist stance and political neutrality, the growing Draconis Combine attacked and conquered it in 2330, renaming it the Rasalhague Military District. Asians emigrated into the region, but they never outnumbered the Scandinavians. Native customs remained in force, and the vast majority of people chose to speak Swedish instead of the official Kuritan Japanese. Secret societies that remembered
the days of freedom continually fomented rebellion, but they were never successful due to a lack of coordination.

**LYRAN AID AND REVOLT**

This changed in 3029, when the Lyran Commonwealth, embroiled in the Fourth Succession War, invited Rasalhague resistance leaders—all autonomous members of an independence movement known as the Tyr—to a meeting on the Lyran world of Tamar. There, the leaders discovered that the Lyran government had trained some Rasalhagian exiles and given them assault ‘Mechs, forming a unit known as the First Tyr. The secret regiment had covertly aided the Lyrans in their capture of Kirchbach the year before, inciting the people to revolt.

This gave the Tyr the impetus to cooperate, and the leaders began coordinating uprisings with projected Lyran invasions; providing the Lyran military with details on terrain, targets, and the enemy; and undertaking commando missions. In return, Archon Katrina Steiner signed the Intention of the Free Rasalhague Peoples, a document recognizing the Tyr as the official Rasalhague government-in-exile.

Unfortunately, the end of the war did not bring independence. The Lyrans had not captured all of the former Principality worlds, and on those worlds they did capture, Lyran planetary administrators took over without acknowledging the Tyr’s right to rule, under orders from Duke Selvin Kelswa. Radical Tyr members responded by bombing government buildings, for which Kelswa arrested and imprisoned many of the Tyr leaders. Though the Archon freed them and apologized as soon as she discovered what Kelswa had done, it was too late—any hope the Lyrans had of absorbing the newly conquered Rasalhague worlds was gone.

**INDEPENDENCE AND WAR**

On 13 March 3034, a Tyr leader named Haakon Magnusson announced the formation of the Free Rasalhague Republic. The Republic was separate from the Lyran Commonwealth and the Draconis Combine, and Magnusson was its first Elected Prince. Both ComStar and the Draconis Combine immediately recognized the new realm, with the Combine ceding traditional Rasalhague worlds to the new state. The Lyran Commonwealth quickly followed suit, granting to the Republic most of the Rasalhague worlds captured during the Fourth Succession War.

However, most of the Combine units stationed on the ceded worlds refused to leave, disagreeing with their Coordinator’s decision. Gunji-no-Kanrei Theodore Kurita declared these units _ronin_, Japanese for “wane men,” or masterless warriors. With Elected Prince Magnusson’s permission, Kurita led loyal Combine soldiers into the Republic, fighting the rebels alongside Rasalhague KungsArmé units in what became known as the _Ronin Wars_.

Though the _ronin_ were quickly defeated, the wars left bitter stains upon the Republic. Because of poorly negotiated con-
tracts, some mercenaries refused to enter battle under certain circumstances. Though they were within their rights, their actions left Rasalhagians with a deep hatred for mercenaries, one that is only now beginning to pass. Even worse were the riots. Hatred took control, and lynchings of innocent Asian citizens were the order of the day. Thankfully, Elected Prince Magnusson was able to calm the situation.

**THE CLANS ARRIVE**

More than a decade of peace followed, enough time for the Elected Prince to get the Republic in order. He delegated command of the KungsArmé to General Christian Månsson, allowing him to concentrate on politics. He refused to greatly strengthen the military, however, fearing this would arouse our neighbors’ anger. This proved to be a grave error in March 3050, when Clans Wolf and Ghost Bear struck at several Republic worlds on the border of the Periphery. Severely outclassed and outnumbered, the brave troops of the KungsArmé could do little to stop the marauding Clans, and world after world fell to them, including the capital world of Rasalhague.

The capture of Rasalhague forced the Elected Prince to flee with only the aerospace wing of the First Drakon for protection. Månsson remained on-planet, coordinating defenses. With the loss of the world, the general was forced into hiding. He was captured by Wolf troops a little more than a year later, but Månsson’s aide, General Nels Rasmussen, took command of his guerrilla forces with scarcely a ripple.

Clan Wolf forces met up with the First Drakon at Radstadt, following the loss of that world. The Elected Prince and his escort jumped in-system only to discover Clan WarShips waiting. The Drakon quickly leapt to the attack, buying time for Magnusson to recharge his jump engines and escape. Kapten Tyra Miraborg, daughter of the famous war hero Tor Miraborg, led the final assault. Her _Shilone_ fighter badly damaged, Miraborg drove it into the bridge of a WarShip, which we later learned had contained the ilkhan of the Clans. With his death, the Clans stalled their offensive to elect a new leader. One brave woman’s final act had bought a year’s respite for her people.

**PAUSING FOR BREATH**

During this year, all the Inner Sphere leaders met on the world of Outreach with the Wolf’s Dragoons mercenary unit. There, they learned that the Dragoons had long ago come from the Clans but were now ready to help us fight them. Their training occupied much of the year.

In November 3051, the Wolves renewed their offensive. The Ghost Bears returned a month later, and the slaughter began anew. Devastating news for Magnusson came in January of the following year: his only son, Ragnar, had been captured by the Wolves while defending Satalice. The report rocked the Republic, and for a time, the people lost hope.
Reports also arrived at this time that the Wolves had offered General Månsdotter the governorship of all captured worlds in exchange for helping pacify them. Månsdotter refused and was imprisoned. Despite Magnusson's hatred of mercenaries, the special forces of Wolf's Dragoons—Seventh Koomando—volunteered to use their Clan knowledge to rescue the general. The Dragoons slipped a DropShip past Wolf defenses on Rasalhague, releasing several Kestrel VTOLs containing troops and Elementals. They overpowered Månsdotter's Elemental guards and smuggled him off the world. The general soon returned to leading his forces, which were sorely pressed, despite new skills taught by the Dragoons.

ENTER COMSTAR

In February 3052, Primus Myndo Waterly of ComStar approached the Elected Prince and general with a proposition. The Preceptor Martial planned to fight a proxy battle with all of the Clans for Terra and wanted to use a Rasalhague planet as the battle site—a quiet, agricultural world called Tukayyid. Magnusson and Månsdotter agreed and immediately began evacuating citizens with ComStar's help. Over the course of that fateful May, the future of Rasalhague was rewritten with the surprising victory of the Com Guards. In less than two years, the Republic had gone from eighty-four worlds to a mere seven, from 206 regiments in the KungsArmé to twenty-six. If he wished to defend what he still had when the Truce of Tukayyid ended, Magnusson had to allow ComStar, which was looking for a base to defend Terra from the Clans, to station its military in the Republic.

Following the loss of Terra to the Word of Blake, ComStar based all its forces out of Free Rasalhague; indeed, Tukayyid is garrisoned entirely by the Com Guards, though this may soon change as more and more Republic citizens return there following the Great Refusal. Some citizens fear that ComStar intends to absorb what remains of the Republic, an idea that has sparked several angry demonstrations and some vandalizing of HPG stations. Though not serious, the problem could get worse if allowed to continue.

The size of the KungsArmé was reduced even more with the invasion of Clan Smoke Jaguar holdings by the new Star League. The Third Drakons helped reclaim Inner Sphere territory but emerged relatively whole. Not all KungsArmé units were so lucky, however. The Republic sent the Fourth Drakons to Huntress, where they were so damaged they had to be disbanded.

A NEW LEADER

Immediately following the election of Theodore Kurita to First Lord of the Star League in November 3061, Haakon Magnusson resigned the post of Elected Prince. Magnusson had remained beyond his limit of two ten-year terms due to the Clan threat, but with the Great Refusal he could no longer justify his continued rule. The Republic held new elections immediately, with an amazing result—though he was not nominated, and technically was not even eligible, an incredible ninety-three percent of the Republic Parliament voted for the captured Ragnar Magnussson! Since his capture, Ragnar had risen to the rank of Star Captain in the Wolf Clan, and had since been taken by Clan Ghost Bear. In an emergency meeting, the Parliament, or Riksdag, decided that Ragnar was their duly Elected Prince and that they would hold another election to see who would act as regent until his return—if he ever returned.

The winner of that second election was General Månsdotter. The Riksdag awarded him the title of Elected Prince Regent, though he much prefers his military rank of Överbefälhavare, and gave him all powers of the Elected Prince until Ragnar returns to claim his position. Månsdotter has concentrated on increasing the size of the military and reviving the First Tyr regiment, creating a visible symbol of the Republic's independence. He has also changed the Republic's imports and exports somewhat, dealing more with the Lyran Alliance and less with the Draconis Combine. Politically, however, the Överbefälhavare's most popular move has been the abolition of "mercenary reservations" and an easing of the regulations for dealing with mercenaries. The reservations, instituted in the wake of the Ronin Wars, restricted mercenaries to closely guarded sections of each city to ensure the mercenaries did not mix with Republic citizens or cause trouble. Whether this is simply meant to increase Månsdotter's popularity outside the Republic or stems from gratitude to the Wolf's Dragoons who rescued him is hotly debated among political analysts.

OVERALL STRUCTURE

The organization of the Rasalhague KungsArmé is patterned quite heavily on that used by the Lyran Commonwealth Armed Forces when the Republic was formed. This is not surprising, as a large number of LCAF officers acted as advisers in the formation of the new army.

KUNGSARMÉ DEPARTMENTS

The KungsArmé consists of twelve departments, each fulfilling a different, vital function.

Administration

The Administration Department is a large bureaucracy created to handle the paperwork generated by a large military. It is by far the largest of the twelve departments, as it must keep track of every soldier, machine, spare part, and food ration, as well as anything else needed to keep the KungsArmé running. The current head of Administration is Generalmajor Sigemund Lewit.

Command Council

The Command Council provides advice and information to the Överbefälhavare. It consists of the heads of the other eleven departments, the Överbefälhavare, his Chief of Staff General Margrethe Minuit, and the commander of Orestes Province Generalmajor Beth Fogleson. Though all members
are free to offer plans and advice, the final decision in each case is made by Överbefälhavare Månsdotter.

**ComStar/Mercenary Relations**

Originally just Mercenary Relations, this department expanded following the Battle of Tukayyid to include diplomacy and coordination with ComStar. This department has begun to grow recently, reflecting Överbefälhavare Månsdotter’s friendlier stance toward mercenaries, though it is undergoing an investigation meant to find and replace those with the worst hatred of mercenaries. General Nels Rasmussen currently leads the department.

**Intelligence**

Separate from the intelligence arm of the civilian government, Intelligence is responsible for gathering information about the enemy, from troop strength to personal knowledge of enemy commanders. Most of the department’s operatives are active in Clan-occupied space, mainly Wolf and Ghost Bear, though some are also active in the Lyran Alliance and Draconis Combine. General Weland Rebsamen, a leader of the original Tyr movement, heads Intelligence.

**Justice**

This department handles accusations made by civilians against KungsArmé personnel, ensuring that the soldier is fairly represented while administering a fair and unbiased code of laws. Reports of unfair judicial actions have been remarkably few. Generalmajor Yrse Richgels is the current commander of Justice.

**Medical Corps**

The Medical Corps is responsible for providing medical care to KungsArmé soldiers. Generalmajor Doctor Bogdan Stepniak heads the department.

**Military Education**

This department trains all planetary militia trainees in the Republic, from infantry to BattleMech pilots. Military Education is also responsible for maintaining the two major Republic military academies. Generalmajor Don Sigurson leads Military Education.

**Quartermaster**

The vital task of providing the KungsArmé with the proper material and supplies lies with the Quartermaster Department. Quartermaster deals with companies that provide the Republic with BattleMechs, fighters, and vehicles, ensuring a steady supply of new machines for the ever-increasing KungsArmé. The department is headed by General Dani Wickell.

**Reservist Readiness**

Reservist Readiness is in charge of those portions of the military held in reserve, often outdated machines manned by retired soldiers. This department shrank greatly following the Clan invasion, as so many reserve units were destroyed. It now runs on a skeleton crew, led by Generalmajor Thomas Lagger.

**Strategy and Tactics**

The think tank of the KungsArmé, Strategy and Tactics uses sophisticated computers to study data gathered by Intelligence and divine an enemy’s next move. Strategy and Tactics is commanded by General Barrie Cizek.

**Transportation**

The job of the Transportation Department is to ensure that all soldiers and materials arrive at their correct stations with maximum speed and minimum hassle. This department controls the majority of the non-combat JumpShips in the KungsArmé. Generalmajor Robert Hansel heads Transportation.

**Warrior’s Ombudsmen**

Unlike Justice, which deals with civilian/military legal issues, the Warrior’s Ombudsmen Department ensures that a soldier who accuses or is accused by another soldier has his rights protected and receives fair treatment. The department was formed so that soldiers would have legal recourse against their superior officers, though it more often deals with minor issues. Generalmajor Dolores Olsen commands this department.

**Chain of Command**

The supreme commander of the KungsArmé is the Överbefälhavare, though he may choose to delegate that authority to his chief of staff, as Haakon Magnusson did. The chief of staff in turn relays the Överbefälhavare’s orders to the Province commanders. Though the Republic originally consisted of three Provinces, the Clan assault reduced that to one, the former Skandia (now Orestes) Province. Commanders of each KungsArmé BattleMech unit answer to the Province commander, while the heads of support infantry, aerospace, and armor units report to the head of the BattleMech unit they are attached to. Support units are at times given independence of command, but this is rare.

**Unit Structure**

Each unit in the KungsArmé is divided into smaller units. These divisions are listed below.
### Standard KungsArmé Unit Organization

#### BattleMech:

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<thead>
<tr>
<th>Unit</th>
<th>Component Units</th>
<th>Total Strength</th>
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<tbody>
<tr>
<td>Lance</td>
<td>—</td>
<td>4 BattleMechs</td>
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<tr>
<td>Company</td>
<td>3 Lances</td>
<td>12 BattleMechs</td>
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<tr>
<td>Battalion</td>
<td>3 Companies</td>
<td>36 BattleMechs</td>
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<tr>
<td>Regiment</td>
<td>3 Battalions</td>
<td>108 BattleMechs</td>
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#### Aerospace:

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<td>36 aerospace fighters</td>
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<tr>
<td>Regiment</td>
<td>3 Wings</td>
<td>108 aerospace fighters</td>
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#### Armor:

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<th>Component Units</th>
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</thead>
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</tr>
<tr>
<td>Company</td>
<td>3 Lances</td>
<td>12 vehicles</td>
</tr>
<tr>
<td>Battalion</td>
<td>3 Companies</td>
<td>36 vehicles</td>
</tr>
<tr>
<td>Regiment</td>
<td>3 Battalions</td>
<td>108 vehicles</td>
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</table>

#### Infantry:

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<th>Component Units</th>
<th>Total Strength</th>
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<tr>
<td>Platoon</td>
<td>4 Squads</td>
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<tr>
<td>Company</td>
<td>3 Platoons</td>
<td>84 troops</td>
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<tr>
<td>Battalion</td>
<td>3 Companies</td>
<td>252 troops</td>
</tr>
<tr>
<td>Regiment</td>
<td>3 Battalions</td>
<td>756 troops</td>
</tr>
</tbody>
</table>

### Ranks and Rank Insignia

The ranks of the KungsArmé are roughly equivalent to those used by the old Star League, save that they are in Swedish. English versions of the rank are in parentheses. All officer rank insignias are on a dark green square background, while noncommissioned insignias are on a blue square backing.

**Överbefäihavare (Commander in Chief)**

This is the military rank of the Elected Prince (or, in the current case, Elected Prince Regent). He can choose to assign the duties that go with this rank to his chief of staff, but if he does he is never referred to by this title.

The rank insignia of the Överbefäihavare is a silver Roman numeral ten.

**General (General)**

A KungsArmé General heads a large and important section of the military and is not generally a field officer. Generals lead the ComStar/Mercenary Relations, Intelligence, Quartermaster, and Strategy and Tactics Departments, and the Överbefäihavare’s chief of staff is always a General. Commanders of the two lost Provinces were also of this rank.

Generals wear a silver Roman numeral two to denote their rank.

**Generalmajor (Major General)**

Generalmajors, like Generals, head sections of the KungsArmé, though their jobs generally involve smaller or less vital areas. Generalmajors head the Administration, Justice, Medical Corps, Military Education, Reservist Readiness, Transportation, and Warrior’s Ombudsmen Departments. The highest-ranking field officer of the KungsArmé, the Commander of Orestes Province, is also a Generalmajor.

The insignia worn by a Generalmajor is a gold Roman numeral two.

**Överste (Colonel)**

The rank of Överste usually denotes command of a regiment of any type. Överstes of ‘Mech regiments, however, are considered to be of slightly higher rank than Överstes of support units attached to them, to maintain the chain of command. An Överste will also occasionally act as a Generalmajor’s aide.

The rank insignia of an Överste is a silver Roman numeral one.

**Överste-Löjtnant (Lieutenant Colonel)**

A KungsArmé Överste-Löjtnant generally commands a battalion of BattleMechs, though they may also lead battalions of armor or infantry, and the rank indicates command of a wing in aerospace forces. The executive officer of a ‘Mech regiment is also usually an Överste-Löjtnant.

The rank is denoted by an upright silver bar crossed at the top by a smaller silver bar.

**Major (Major)**

Majors in the ground forces often command a battalion of armor or infantry, though they may also lead a company of BattleMechs or act as the executive officer of a ‘Mech battalion. Among aerospace units, a Major denotes command of a company.

Majors wear an upright silver bar crossed in the center by a smaller silver bar.

**Kapten (Captain)**

Kaptns are most often found leading a company of ground forces. Aerospace Kaptns command flights.

Kaptns wear an upright silver bar crossed at the bottom by a smaller silver bar.
Löjtntant (Lieutenant)
The lowest officer rank in the KungsArmé, Löjtntants command BattleMech, armor, or aerospace lances.
The rank insignia of a Löjtntant is an upright golden bar crossed at the bottom by a smaller golden bar.

Fanjunkare (Sergeant Major)
Fanjunkare is the highest noncommissioned rank in the KungsArmé. They are responsible for the conduct and discipline of enlisted men and noncommissioned officers, and there is one in every regiment.
Fanjunkares wear an upright orange tau cross, with a smaller upright orange bar on either side of the base.

Sergeant (Sergeant)
Sergeants in the KungsArmé lead infantry Platoons.
The insignia of a Sergeant is an orange tau cross tipped on its right side, with two small orange squares on either side of the base.

Korpral/Kavellrist (Corporal)
KungsArmé Korprals command infantry squads and may also command a vehicle crew. Korprals may also pilot BattleMechs, though in such cases they are known by the rank of Kavellrist, Swedish for cavalry soldier. Korprals may also pilot aerospace fighters.
Korprals wear an orange cross, with a small orange square in each corner of the cross.

Menig (Private)
The rank of Menig denotes a qualified soldier who has graduated from training.

Menigs wear an orange cross, with a small orange square in the lower two corners of the cross.

UNIFORMS AND DECORATIONS
The KungsArmé issues both field and dress uniforms to all of its soldiers, regardless of rank or service branch. The dress uniforms are only for formal occasions; field uniforms are the standard clothing for the Republic’s troops.

DRESS UNIFORM
The KungsArmé dress uniform consists of a dark gray jacket with a lighter gray lining and red cuffs on the sleeves, worn over a white collared shirt. Over the jacket is a full-length black cape with red lining and a stiff, high-backed neck. Male soldiers wear dark gray pants with light gray striping and black boots, accented at the hip with a light gray sash. Female troops may replace the pants with a dark gray full-length skirt if they wish.
The symbol of the Republic is worn on the right shoulder. Noncommissioned troops wear their rank insignia as a patch on the left shoulder; officers wear theirs as pins on each lapel of the shirt. Medals and decorations are worn on the left shoulder as well, except for the Miraborg Cross, which is pinned to the neck of the shirt.

MechWarriors
The KungsArmé issues its MechWarriors two different field uniforms. The piloting uniform, for use when actually piloting a Mech or when on alert, consists of olive drab shorts and a tank top, a cooling vest, and a neurohelmet. Sidearms are mandatory, though the MechWarrior may choose from a variety of types.
The standard uniform is worn on occasions when neither the dress uniform nor the piloting uniform is appropriate. It is made up of a white high-necked shirt, worn under a camouflage armored jacket with kevlar shoulder pads. Olive drab pants and black boots and belt complete the ensemble. Sidearms are optional, though recommended. Troops may choose from either a dark green beret or an olive drab armored helmet. Rank insignia is a patch on the left shoulder, and the symbol of the Republic appears on the left breast.

Aerospace Pilots
Pilots also have two field uniforms, for the same reasons. The piloting uniform consists of a dark gray pressure suit worn under a heavy G-suit and a helmet that provides oxygen and flight data. The standard uniform is identical to that worn by MechWarriors.

Conventional Forces
Armor crews and infantry have only a standard uniform. It is essentially the same as those worn by MechWarriors and pilots, except that it includes flame-retardant black leather

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gloves and a different belt with multiple pouches. A large knife and a sidearm complete the package.

**Naval Crews**

Naval crews wear dark gray coveralls and a light gray jacket with large pockets. A dark gray beret is required headgear, and rank insignia appears as a patch on the left shoulder of the jacket. Officers wear their rank as a pin on their beret, as well.

**KUNGSARMÉ AWARDS**

The Republic follows the tradition of its ancient forebears in honoring its soldiers with medals and decorations.

**Miraborg Cross**

The Miraborg Cross is the KungsArmé's most sought-after decoration for aerospace pilots. Named for Kapten Tyra Miraborg, who gave her life for a year of peace, it is only granted to pilots who have five confirmed kills of Clan fighters. Conferred with the Cross is an automatic promotion for the pilot and their standard wingmate, if any. The Cross itself is made of gold, and is in the shape of a square with all four sides extending out and tapering.

**White Starburst and Black Starburst of Rasalhague**

An award once granted by the Warlord of the Rasalhague Military District and now given by the Överbefälhavare, the Starburst goes to Draconis Combine soldiers who save the lives of Rasalhague citizens or otherwise serve the Republic in extraordinary fashion. The White version is given to living recipients, and the Black Starburst is awarded posthumously.

The Starburst resembles a galaxy, with four arms spiraling out from the silver (or black) lightning bolt in the center of the medal. It is customarily worn on a blue-and-white-striped ribbon.

**Raiding Ribbons**

Raiding ribbons indicate involvement in a successful raid on Clan forces. Brown ribbons indicate raids against the Wolves, green against the Jade Falcons, blue against the Ghost Bears, and (rare) red against the Steel Vipers.

**Tyr’s Hand**

Often awarded posthumously, Tyr’s Hand is named for the Norse god who sacrificed one of his hands to trick the wolf Fenrir so the other gods could capture it. This award is given to any soldier who sacrifices (or attempts to sacrifice) himself to save his comrades or civilians. The most notable recipients are the First Drakens aerospace wing, who threw themselves at a Wolf WarShip to ensure the escape of the Elected Prince.

Tyr’s Hand is a golden medal shaped like two crossed arms, the left one lacking a hand. It is worn hanging from a black-and-white ribbon.

**COLOR SCHEMES**

With the notable exception of the First Tyr Regiment, the KungsArmé has not existed long enough for individual regiments to evolve their own color schemes. For official occasions, vehicles are painted the color scheme of the KungsArmé: a light blue, highlighted with grays and reds. When entering combat—again with the exception of the First Tyr—units use appropriate camouflage.

**PREPARING A NEW GENERATION**

The demand for new soldiers in the KungsArmé has been incredible since the Clan invasion and has only increased after Överbefälhavare Månsdotter instituted programs to eventually increase the Republic’s military by almost fifty percent. All of the major training facilities were lost to the Clans, including the premier Radstadt Academy, so in 3054 we allocated funds to open two new ones. The most promising students are admitted to the joint ComStar/Star League-run Focht War College on Tukayyid, though they can refuse if they wish.

**TYRA MIRABORG MEMORIAL ACADEMY (TMM)**

Located on the Republic capital of Orestes, the Tyra Miraborg Memorial Academy is best-known for its training programs for aerospace pilots and naval crews. A department for training MechWarriors also exists, but it is often eclipsed by the aerospace programs. The TMM opened in 3056 and has had full classes every year since then. The most notable instructor is General Tor Miraborg, ex-commander of Radstadt Province and father of the famed pilot. Miraborg’s classes are always full, despite his opposition of many of the Överbefälhavare’s policies.

The TMM is open to all Republic citizens who can meet its physical and mental entry requirements, but there are always more applicants than available spaces. All TMM cadets spend
three months in a training camp, where they learn military discipline and undergo physical training. The TMM offers several MOS choices, including aerospace pilot, DropShip crew, MechWarrior, and several technician fields.

Cadets in all fields at the TMM show respect to one another because they know that if the Clans come again, their lives will depend on their comrades’ skills. This fosters a brotherly feeling, and it is not unknown for cadets who hate each other to band together when outside the Academy. Graduates are assigned to machines and units following a brief leave at the end of their training. The highest-scoring may be admitted to one of several small Officer Candidacy Schools, where they graduate after further instruction as Löjtnants.

**Frihet Training Facility (FTF)**

Much larger than the TMM, the Frihet (“Freedom”) Training Facility on Grumium trains all of the KungsArmé’s infantry and armor crews. Opened in 3055, the FTF has been filled ever since and is playing a massive role in the Överbefälhavare’s military growth effort. Any Republic citizen who can meet the FTF’s entrance requirements is accepted. When all spaces are full, remaining students are placed on a priority list for the next course cycle. The initial three months of training concentrate on discipline and physical fitness. Each cadet is expected to reach certain levels of skill in marksmanship, unarmed combat, and navigation by the end of the training. The FTF offers only three MOS curricula: infantry, cavalry, and reconnaissance. Instructors are pushing for the addition of an armored infantry MOS, but there are so few battle armor suits available that their requests have been denied.

The pressure put on cadets to excel at their chosen field creates a high stress level. Rigid discipline is enforced at all times. Though this causes many cadets to drop out during the training, those who make it are as well-prepared as possible to face the Clans. Though the FTF’s motto is “Freedom for All,” its unofficial slogan is “Quality over Quantity.” Cadets near graduation divide into two armies and hold a mock war. The side that wins attends a graduation ceremony presided over by the Överbefälhavare himself; the losers get a slightly smaller ceremony, though the results do not affect their potential for future promotion or their new assignments. The best of either side go on to a private Officer’s School and graduate from there as Löjtnants.

**KungsArmé Notables**

Though the KungsArmé is only effective because of the efforts of all of its soldiers, a few leaders have proved that they deserve to be specially recognized.

**Överbefälhavare Christian Månsdotter**

Though born and raised in the Lyran Commonwealth, Christian Månsdotter has become one of the most ardent patriots of the Republic. Serving in the Lyran Commonwealth Armed Forces when the original First Tyr formed, Månsdotter volunteered and became the commander of the regiment. He proved his mettle on Kirchbach and offered his loyalty to the Tyr movement at that time. Månsdotter advanced quickly in the esteem of Tyr leaders and was considered the most likely candidate for the first Elected Prince when Haakon Magnusson revealed his treaty with the Draconis Combine that freed many Rasalhague worlds. Magnusson named Månsdotter his chief of staff and turned the military over to him.

Månsdotter led the Motpart, a group of ex-Tyr members from the Lyran portion of the Republic who opposed many of Magnusson’s policies. After Magnusson’s retirement, Månsdotter became the Elected Prince Regent and has since begun reversing those policies he disagrees with, including the official ill-treatment of mercenaries. His most important action so far, however, has been his expansion of the military, something he has espoused for decades.

**General Nels Rasmussen**

General Rasmussen is a shrewd military leader, but what won him his current position as head of the ComStar/Mercenary Relations Department are his middle-of-the-road political views. He supports neither Månsdotter nor Magnusson fully, and thus is perfect for representing the Republic to outsiders. Rasmussen commanded a lance in the First Tyr on Kirchbach and had risen to the position of aide to Månsdotter when the Clans attacked. He commanded the KungsArmé for about a year while Månsdotter was trapped on Rasalhague, proving his leadership abilities, and achieved his current position following the Battle of Tupayyid.

Rasmussen has been quietly trying to change the Republic’s mercenary policies since his appointment, a job made much easier by Månsdotter’s ascension to Överbefälhavare. These more lenient policies have slowly begun to draw mercenaries back into the employ of the Republic, where they are used to raid Clan worlds.

**General Tor Miraborg**

A stout supporter of Haakon Magnusson’s policies, General Miraborg became Military Commander of the Radstadt Province when the Republic formed. He was also elected Varidtherre, or planetary leader, of the world of Gunzburg. Miraborg’s hatred of mercenaries is legendary—he lost the use of his legs because his unit was abandoned by mercenaries holding to their contract in the Ronin Wars—but even he has begun easing his stance against them.

The Clan invasion took an incredible toll on Miraborg—he lost his daughter, Tyra, when she sacrificed herself to save Elected Prince Magnusson and his homeworld of Gunzburg when he surrendered to the Wolves without a fight in order to save his people. The experience has left him a changed man. Clan Wolf (in Exile) returned him to the Republic following the Refusal War; he has since begun teaching at the Tyra Miraborg Memorial Academy.
3RD DRAKØNS: SAVAGED BY WOLVES

Though the Third Drakøns have existed since the formation of the Republic, the events that shaped them into what they are today took place during the Clan invasion. In the fifth wave of Wolf Clan assaults, the Drakøns, stationed on Memmingen, had yet to face their enemies. Star Colonel Marcos Radick led a small Wolf force against them and ordered two villages razed as an example to the rebellious population. After only a few battles, the Drakøns retreated offworld, fearing their presence would bring more civilian casualties. As they left for Satalice, the Drakøns vowed to make Radick pay. That vow still stands, and the Third Drakøns launch raids into Wolf territory from time to time searching for him. Information provided by ComStar indicates he was killed during the Refusal War, though none of the Drakøns is quite willing to believe it.

On Satalice, the Drakøns ran afoul of the Thirteenth Wolf Guards Cluster and a rising star named Phelan, who would eventually become Khan of his Clan. Phelan captured the Drakøns’ greatest prize: the Elected Prince’s son, Prince Ragnar Magnusson. The news of Ragnar’s capture sent the Drakøns into retreat again, this time to Skandia. The Wolves, wishing to destroy a unit that had twice escaped them, followed, setting two Clusters against the Drakøns. The battles that followed destroyed every ‘Mech the Drakøns had, though many of the pilots escaped with help from civilian patriots. Those pilots formed the core of the Drakøns when Elected Prince Magnusson chose to rebuild the unit following Tukayyid.

The Drakøns’ insignia is a silver fox with the word “Memmingen” written beneath it, honoring both Haakon Magnusson (whose nickname is the Silver Fox) and the civilians slain on Memmingen.

OFFICERS

Överste Joan Dahlstrom, the commanding officer of the Third Drakøns, is well-liked and respected by her subordinates. She has been with the unit since the Ronin Wars and is fiercely loyal to the Republic as a whole. Dahlstrom is also a berserker, a trait ill-suited to a commander. She is often seen leaping into battle in her Axman, and as a result her executive officer has become accustomed to coordinating battles while Dahlstrom fights.

TACTICS

The Drakøns have no specific tactical strengths. They are best-known for their headlong rush into battle, Viking war cries blaring from speakers. This assault can be extremely devastating, but enemies prepared for it can easily turn it against the Drakøns.

3rd Drakøns
2 Battalions/Veteran/Fanatical
CO/First Batt: Överste Joan Dahlstrom
XO/Second Batt: Överste-Löjtnant Gordon Jorgensson

Many of the ‘Mechs in the Drakøns are equipped with hatchets, whether the original design called for it or not. These provide much of their up-close power.

Holy Valkyries
Company/Regular/Fanatical
Wing Cmdr: Major Denise Fanslow

The Holy Valkyries have devoted themselves to the memory of Kapten Tyra Miraborg’s sacrifice. As a result, all of the Valkyries fly Shilone fighters like Miraborg did.

1st Ueda Cavaliers
Battalion/Regular/Reliable
Armor Cmdr: Överste-Löjtnant Dennis Dressei

At least one vehicle in every lance of the Cavaliers has a Beagle Active Probe for use in scouting; such scouts are often paired with units equipped with Guardian ECM suites.

3rd Ueda Infantry
Regiment/Regular/Reliable
Troop Cmdr: Överste Janis Hovi

The Third Ueda have received anti-BattleMech training and are adept at knee-capping bird-legged ‘Mechs such as the Vulture and Mad Cat.
2ND FREEMEN:
STRENGTH THROUGH GROWTH

The Second Freemen began the Clan invasion stationed on Hainfeld and first saw action against the Clans when the Wolves attacked there in December 3051. Because the defenders outnumbered the Wolves, the Clan commander chose an unorthodox strategy. Taking advantage of the Freemen’s lack of aerospace support, the Wolves performed a night drop into the capital city. Reluctant to harm the city or its inhabitants, the Freemen only skirmished briefly before withdrawing to the world of Carse.

Ashamed of their performance, the Freemen were ready for the Wolves when they attacked Carse early the next year. The constant storms grounded the Wolf aerospace, and the Freemen dealt heavy damage to the attackers in two battles. Despite this, the Freemen knew they were still seriously outmatched and pulled back again to preserve the unit, this time to Ueda.

Thanks to the Truce of Tukayyid, the Clans never made it to Ueda, and the Freemen relocated to Dehgalan to rebuild. Elected Prince Magnusson poured much of the KungsArmé’s military resources into expanding the Freemen, putting large amounts of firepower in the hands of men who knew how to fight the Clans. Currently, the Second Freemen and support units form the largest combat team in the KungsArmé.

The insignia of the Freemen is a pair of manacles with their connecting chain broken.

OFFICERS

Överste Rhett Weaver has been the commanding officer of the Freemen since before the Clan invasion and has gained a reputation as an expert on Clan strategy and tactics. He grew up in a household run in the Kuritan manner, and he holds to those traditions despite the prejudice against Kuritan ways so prevalent in the Republic. Weaver was offered the position of commanding officer of the new First Tyr unit, but he turned it down, preferring to remain with the unit he considers to be home.

TACTICS

The Second Freemen have concentrated on those tactics known to hurt the Clans the most. They have developed a system to more efficiently concentrate fire upon individual opponents, and they use ambushes and concentrated artillery fire as well.

2nd Freemen
Regiment/Veteran/Fanatical
CO/First Batt: Överste Rhett Weaver
XO/Second Batt: Överste Løjtnant Hiroshi Hosokawa
Third Batt: Överste Løjtnant Barbara Drabek

The Freemen have been transferred to the First Tyr and serve as the command lance there. Primarily a medium ‘Mech regiment, the Freemen field few assault ‘Mechs.

Headhunters
Wing/Veteran/Fanatical
Wing Cmndr: Överste Løjtnant Pamela Kirch

The Freemen learned their lesson about aerospace support on Hainfeld, and now the Headhunters accompany the Freemen on nearly every mission.

2nd Dehgalan Light Armor
Regiment/Regular/Reliable
Armor Cmndr: Överste Philip Jopa

The Second Dehgalan is composed mainly of scout vehicles equipped with a TAG system. The entire Third Battalion, however, is composed of mobile artillery, ranging from Thumpers to Arrow IV batteries.

7th Dehgalan Militia
Regiment/Regular/Reliable
Troop Cmndr: Överste Pierre Chassin

The troops of the Seventh Dehgalan have been trained in the use of portable TAG systems and spotting techniques and are mainly used in artillery bombardments.
3RD HUSSARS: UNTESTED VETERANS

Of all the 'Mech units active in the KungsArmé, only two have never faced the Clans: the Fourth Kavalieri and the Third Hussars. Even the newly reborn First Tyr fought the Clans during several raids. This has left these two units with the stigma of weakness, despite their skills and combat experience with Inner Sphere foes. The solution was to provide the "untested" units with special training in Clan fighting methods as well as the best available equipment—the Third Hussars field the lion's share of the new Viking assault BattleMechs, jointly produced by ComStar and the Free Rasalhague Republic. The Överbefälhavare chose not to transfer Clan invasion veterans from other units, however, believing that this would weaken the rest of the KungsArmé.

The effect on the Hussars has been considerable. Once composed mainly of light and medium 'Mechs, the new equipment has left the regiment with a mainly heavy- and assault-class force. Where once Commandos and Panthers were the norm, now Zeus and Grand Dragons dominate the Hussars' roster. This has led the Hussars to believe that they are ready to face the Clans in battle, and they have been making increasingly insistent requests for a raiding assignment into Clan-occupied territory. So far, the Överbefälhavare has ignored their requests, but he is expected to allow them to raid sometime within the next year. The insignia of the Third Hussars is a large human eye with eight lightning bolts radiating from it in the eight major directions.

OFFICERS

Överste Hjalmer Olsen is the commanding officer of the Hussars. His ego has been deeply scarred by the supposed weakness of his unit, and he has turned to strong drink for respite. When in his cups, Olsen often begins roaring about how it wasn't his fault the Hussars never fought the Clans. Thus far, his drinking has not impaired his command ability, but he will probably be replaced before a raid on the Clans is allowed. Olsen senses this, and it has driven him deeper into drink.

Överste-Löjtnt Argos Belle is the Hussars' executive officer and commander of the Second Battalion. It is mainly his work that has prepared the regiment to face the Clans, and he is likely to assume command when Olsen is removed.

TACTICS

The Third Hussars have no tactical specialties, though they do tend to value offense over defense.

3rd Hussars
2 Battalions/Veteran/Fanatical
CO/First Batt: Överste Hjalmer Olsen
XO/Second Batt: Överste-Löjtnt Argos Belle

The Hussars recently received the second shipment of new Viking BattleMechs, two of which went to the command lance of each battalion. The next shipment is due soon, and the Hussars expect to have a full company of them in each battalion by 3064.

3rd Hussars Aerospace
Wing/Veteran/Reliable
Wing Cmdr: Överste-Löjtnt Jordan Galkin

The pilots of the Third Hussars Aerospace are quite adept at bombing runs and often load their fighters with as many bombs as possible unless enemy aircraft are expected.

1st Gruminum Armored Militia
2 Battalions/Green/Reliable
Armor Cmdr: Överste-Löjtnt Paul Crabbe

The First Gruminum was only recently formed from native Gruminum recruits. Though equipped with advanced machines, its members are still learning how to use them.

3rd Gruminum Mechanized Infantry
Regiment/Veteran/Fanatical
Troop Cmdr: Överste Diane Garncarz

The troops of the Third Gruminum's First Battalion are well-trained in anti-BattleMech warfare. They also all carry vibroblades for use against enemy battle armor.
2ND KAVALLERI: MASTERS OF STEALTH

The Second Kavalleri met the Clans only once during the invasion, but that engagement was enough to send the Rasalhague troops into retreat in disarray. That fateful battle took place on Lothan, against a Cluster of Wolf Clan ‘Mechs. The Kavalleri, a relatively light regiment focused on scouting and mobility, was overrun by the Wolf heavy and assault ‘Mechs, many of which were as mobile as the lighter Rasalhague machines. A successful attack by a Wolf headhunter Star, a unit dedicated to killing enemy commanders, compounded the Kavalleri’s problems, and they were eventually caught without cover and savaged by the Clan. The survivors, numbering only five companies, retreated to Ueda to recover.

The debacle on Lothan taught the Second Kavalleri one very important lesson: If the enemy can’t find you, it’s more difficult for him to harm you. The troops of the Kavalleri took this to heart and began intense training in the art of the ambush. Help from ComStar after the Battle of Tukayyid in the form of advanced technology added a new level to their training, as they began making extensive use of the Guardian Electronic Countermeasures suite. The Second Kavalleri have since trained heavily in the use of the ECM, developing new tactics around its use.

The insignia of the Second Kavalleri is a patch of wispy gray fog with two glowing yellow cat’s eyes staring from it.

OFFICERS

Överste Signa Pegrem has commanded the Second Kavalleri since before the Clan invasion. Pegrem was one of very few officers to escape the Wolf headhunters on Lothan, due more to luck than anything else. She claims to be descended from an ancient clan of ninja, an unproven lineage that nonetheless bolsters her troops’ trust in her.

Överste-Løjtnant Ky Hovi, the unit’s executive officer, rotated into that position following Lothan. He has since proved his value in several ways, not the least of which is his technical knowledge of ECM systems. Hovi obtained an advanced electronics degree while training to become an officer, and his skills have proved extremely beneficial to his new unit.

TACTICS

The Second Kavalleri try to avoid a standup fight at all costs, knowing that their small size puts them at a disadvantage. Their hallmark is the ambush, into which they lure opponents with a few units as bait, then emerge viciously from hiding. After a few minutes of combat, they retreat, only to lay another ambush.

2nd Kavalleri
Battalion/Veteran/Fanatical
CO/First Batt: Överste Signa Pegrem
XO: Överste-Løjtnant Ky Hovi

The Second Kavalleri is made up almost exclusively of light- and medium-class ‘Mechs. Many of the unit’s BattleMechs have been refitted with Guardian ECM suites; there is at least one in every lance.

Delta Darts
Company/Regular/Fanatical
Wing Cmdr: Major Amy Findlay

The Delta Darts fly combat air patrol for the Kavalleri, ensuring that no unfriendly aerospace fighters spot an ambush before it is sprung.

2nd Karbala Heavy Armor
Regiment/Regular/Reliable
Armour Cmdr: Överste Alexander Howanski

The Second Karbala provides the power for the Kavalleri with its heavy vehicles, playing a major part in nearly every ambush.

2nd Kavalleri Infantry
2 Regiments/Veteran/Fanatical
Troop Cmdr: Överste Jack Koslow

Överste Koslow has repeatedly petitioned the Överbe-fälthavare to purchase Kage battle armor suits from the Draconis Combine. Månsdotter is considering the request, though it seems unlikely the Combine will sell any.
4TH KAVALLEIRI: THEIR OWN WORST ENEMY

Like the Third Hussars, the Fourth Kavalleri have never faced the Clans and are considered weak and unready for battle by the rest of the KungsArmé. Unlike the Hussars, however, the troops of the Fourth Kavalleri believe what is said about them: morale among this unit is the lowest in the KungsArmé. This lack of self-confidence has turned a once-proud reconnaissance and scouting unit into a regiment of dedicated losers. This situation greatly worries the leaders of the KungsArmé, and they have taken several steps to remedy it.

Despite strong requests, the Överbefälhavare has refused to authorize transfers to and from the Fourth Kavalleri, fearing that the horrible morale would simply infect strong troops. He has opted instead to assign some of the latest machines to the unit—namely the new Beowulf medium 'Mech design, jointly produced by the Republic and ComStar—hoping this will boost their sense of worth, and to begin psychological counseling for each member of the regiment, from the Överste on down. This counseling has begun to pay off, and both morale reports and training analysis have shown small improvements. The Fourth Kavalleri should be ready for a raid on the Wolf Clan within the next year, which may also alleviate some of the problem. Until then, however, they are stationed on Clan Hillah, away from the Clan front.

The Fourth Kavalleri's insignia is a pair of crossed lightning bolts behind a shield bearing a silver star.

OFFICERS

The Fourth Kavalleri's commanding officer, Överste Jeffery Cizek, gained his rank because of his father's position as head of the Strategy and Tactics Department. This has always haunted him, as he wondered whether he was truly good enough. Despite his untested status, KungsArmé analysis has shown that he is indeed competent, and recent psychiatric meetings have begun convincing Cizek of it.

Överste-Löjtnant Jane Maginot is the backbone of the Kavalleri. Her belief in herself and her unit is infectious, and it is the only reason the Fourth Kavalleri has not collapsed entirely. A ray of light in dark times, Maginot is now working feverishly to accelerate her unit's recovery.

TACTICS

The troops of the Fourth Kavalleri are not adept at any one tactic over others, though the small size of many of their BattleMechs tends to push them toward recon and scouting missions.

4th Kavalleri
Regiment/Regular/Questionable
CO/First Batt: Överste Jeffery Cizek
XO/Second Batt: Överste-Löjtnant Jane Maginot
Third Batt: Överste-Löjtnant Sung Kim

The Fourth Kavalleri has just received an additional shipment of the new Beowulf BattleMech, which was spread evenly across the regiment. Another is expected within the year.

4th Kavalleri Aerospace
Company/Regular/Questionable
Wing Cmdr: Major Sara Belkov

The Fourth Aerospace pilots mainly light fighters, with nothing heavier than a Shilone.

1st Al Hillah Lancers
Regiment/Green/Reliable
Armor Cmdr: Överste Marty Vercammen

Though considered Green, the Lancers have shown themselves to be quite skilled on the practice range and during mock battles. They lack only combat experience.

3rd Al Hillah Assault Infantry
Regiment/Green/Reliable
Troop Cmdr: Överste Jay Sharov

The Third Al Hillah have been training extensively to act as spotters for indirect missile fire and artillery. Despite somewhat poor showing on the rifle ranges, the members of the Third constantly amaze their superiors with their uncanny distance and target judgment when spotting.
1ST TYR: A PHOENIX EMERGES

The First Tyr is unique among KungsArmé units in that it existed as a fighting force for a free Rasalhague several years before the Free Rasalhague Republic formed. The Tyr underground movement, established to promote an independent Rasalhague, formed the First Tyr with help from the Lyran Commonwealth to add some military strength to their cause. An entire regiment of assault ‘Mechs, the First Tyr was kept a secret until the Fourth Succession War, when it helped the Lynans liberate the Draconis Combine world of Kirchbach. The First Tyr’s defeat of a Combine unit there encouraged the people to rise up against the Combine, causing utter chaos and sowing defeat for the other Combine defenders.

Following the Fourth Succession War, the First Tyr again went into hiding, biding its time while politicians worked to secure independence. The First Tyr was reactivated to face the threat of renegade Combine soldiers during the Ronin Wars and successfully defended several worlds, including Rasalhague itself. After the Ronin Wars, the First Tyr disbanded. Many members of the regiment were promoted to positions within the new government and military, and the First Tyr became a memory. During its expansion of the KungsArmé, however, Överbefälhavare Månsdotter chose to re-form the First Tyr as a symbol of rebirth following the devastation of the Clan invasion. The decision was a popular one, and the First Tyr has quickly become the symbol for Rasalhague’s strength once again, even going so far as to strike back at the Clans in several raids.

The insignia for the First Tyr is a gold Viking helm above a silver star, representing the Rasalhague Principality. All Tyr ’Mechs are painted dark blue, regardless of the terrain they fight on.

OFFICERS

The commanding officer of the First Tyr, Överste-Löjtnt Hånsson Månsdotter, is the only son of the Överbefälhavare. Despite the obvious appearance of nepotism, Månsdotter has proved himself to be quite gifted. He was also the second choice for the position, after the Second Freemen’s Överste Rhett Weaver, which has been used to counter nepotism charges.

TACTICS

Överste-Löjtnt Månsdotter has trained the First Tyr to defend itself against faster and more mobile opponents by careful placement of units on the flanks and rear. This allows the First Tyr to quickly bring the firepower of several assault ‘Mechs against any flanking attacks by larger forces.

1st Tyr
Battalion/Elite/Fanatical

CO/First Batt: Överste-Löjtnt Hånsson Månsdotter
XO: Major Jeff X. Mink

The command lane of First Company is made up of captured Clan OmniMechs. Though there have been many problems due to the technology differences, they are kept in use as a symbol of strength over the Clans.

1st Orestes Lancers
Company/Veteran/Fanatical

Wing Cmdr: Major Susan Plante

The First Lancers are scheduled to receive another company of aerospace fighters within six months and to be a full wing within a year after that.

4th Orestes Armor
Company/Regular/Reliable

Armor Cmdr: Kapten Patrick Jops

Composed mainly of heavy and assault vehicles, the Fourth Orestes is largely used for static defense, though it also practices combined assaults with the First Tyr.

2nd Orestes Motorized Infantry
Battalion/Veteran/Reliable

Troop Cmdr: Major Chris Kotis

The Second Orestes provides the First Tyr with an impressive range of ground troops, as well as many different models of infantry vehicle.
THE STAR LEAGUE DEFENSE FORCE

The Star League Defense Force embodies all that is good in humanity: honor, courage, tenacity, and a willingness to take a stand against tyranny and oppression.
—Aleksandr Kerensky, 6 March 2753

The First Whitting Conference, which re-formed the Star League and instigated the counterattack against the Clans, also called for the re-establishment of the Star League Defense Force (SLDF). The ultimate goal was for the creation of a wholly independent SLDF, but at first it would comprise troops of the League’s member states, working under the aegis of the Star League and obeying the rules and regulations of the SLDF. Operations Bulldog and Serpent exemplified this, with allied troops working toward a common purpose and obeying a common command structure.

SLDF CHAIN OF COMMAND

All SLDF troops, be they core units or allied forces seconded to the Star League, obey the dictates of the Council of Lords and the First Lord. The Council’s representative is the Commanding General of the SLDF. In the new Star League, the new First Lord appoints this individual after his election, though a two-thirds vote by the Council can override any appointment. The Commanding General is chosen from the leaders of the Inner Sphere armed forces, the SLDF being too small to produce officers of sufficient rank. However, long-term plans call for the Commanding General to be raised from within the SLDF, though this is not expected until about 3070. To date both Commanding Generals have been the heads of ComStar’s armed forces, first Anastasius Focht (3058-61) and Victor Steiner-Davion (3061–present).

A small advisory staff, based on Tukayyid and appointed by the member-state militaries, assists the Commanding General. The First Lord and the Commanding General can veto member-state appointees, but so far both have refrained. These staffers, headed by General Caradoc Travens, former member of the AFFC and LAAF and now a full-time member of the SLDF, advise on tactical and strategic considerations and serve as liaisons to their respective militaries.

The role of these advisers is important, but the degree of respect for the post varies considerably among member states. For example, while he was still ruler of the Federated Commonwealth, Victor Steiner-Davion appointed one of his closest allies, Ardan Sortek, to the AFFC liaison post (which Katherine has yet to repeal), while the current Archon regards the post as an exile for popular but politically dangerous officers. The current LAAF incumbent is Caesar Steiner, a distant cousin of Katherine’s and thus a political rival. The remaining
members are Anne-Marie Van Crevel of the Free Worlds League Military, Lukas Kouda of the Draconis Combine Mustered Soldiery, Tung Sing Tang of the Capellan Confederation Armed Forces (who also represents the non-member Taurian Concordat and Magistracy of Canopus), General Margrete Minuit of the FRR KungsArmé, and Biccon Winters of Clan Nova Cat. The head of the SDF intelligence agency, Lieutenant General Jerald Cranston, also sits on the panel, as does Wolf Clan Khan Phelan Kell.

When the SLDF is fully formed, the Commanding General and his staff will issue orders to theater commanders, one for each member state, who in turn will pass them on to army commanders. However, at present neither unit type exists, and thus the Commanding General gives instructions directly to regimental commanders or the heads of ad-hoc task forces.

The Commanding General follows the orders of the First Lord and the Star League Council but is allowed to deploy up to ten regiments of troops on his own authority or that of the First Lord. Larger deployments require the authorization of the Council.

**MEMBER-STATE FORCES**

With few SLDF units yet formed, the Star League relies heavily on troops supplied by member-state militaries, and a formal system governs the recruitment, utilization, and dismissal of such forces.

The first step is a request from the Commanding General or First Lord via the military liaisons on the general’s staff or the SLDF ambassadors on the capital worlds. Normally this is a request for a body of troops, allowing the member state to assign troops without compromising their defenses or operations. However, in some cases the SLDF may request particular units because of force mixes, skills, or other considerations. Member states are not required to comply with requests or to supply named units, though to date no state has refused.

Once under SLDF command, units are bound by the SLDF Articles of War and report through the SLDF command structure. Commanders of such units are expected to follow orders, but political considerations play a major role and the SLDF avoids placing units from antagonistic nations in the same formation. Allied units who feel they have been mistreated by the SLDF or other allied units can lodge a complaint with the SLDF command on Tukayyid.

The members of “badged” units may wear SLDF uniforms, though most retain their home uniforms and merely add the Cameron Star of the SLDF and blue arm bands. In theory, the unit’s needs while under SLDF command—wages, transport, supplies, and so forth—are handled by the Star League and paid for by each member state. However, in practice the SLDF’s logistics system is minimal, and these duties are handled by the quartermaster corps of member states or by ComStar.

Allied troops are recruited for a fixed period, usually between six and nine months. However, this may be extended at the request of the Commanding General pending the approval of the member state. The First Lord or the Commanding General may also dismiss units early. The member states may not refuse such dismissals, though they may protest to the Star League if this places unreasonable demands on the units or jeopardizes their safety.

We should note that Victor Steiner-Davion heads both ComStar and the SLDF, although they are distinct entities. A number of people have called for incorporating the Com Guards into the SLDF, a motion supported by the large overlap in the duties and responsibilities of the two groups. However, with ComStar already suffering a number of defections since Precentor Martial Davion’s appointment, Davion and Primus Mori have to be careful about further alienating members of the Com Guards, and thus negotiations between the League and ComStar are progressing at a snail’s pace. For the foreseeable future, the Com Guards will remain little more than the armed forces of a (nonvoting) member state.

Likewise, the Nova Cats are in a difficult position, being members of the Star League and its command structure yet vassals of the Draconis Combine through their landhold of the Irecce Prefecture. Though the Nova Cat Touman are theoretically under the authority of the Commanding General, their agreement with the Draconis Combine requires them to maintain at least a third of their forces available to the DCMS. However, the Nova Cats’ naval assets remain outside DCMS control and have forged close links with ComStar’s navy.

**THE NEW SLDF**

The charter of the new SLDF laid down firm guidelines for the organization and composition of the new military. However, with only two SLDF units formed to date, most of these are theoretical. As the new SLDF grows, the old commands (JAG, Quartermaster, Transport, Special Forces, etc.) will grow in line with the combat arms, following the sleek and efficient model of the original SLDF.

**SLDF STRUCTURE**

Regiments are the principal building block of the SLDF, operating independently or as part of a task force. At present they are dominated by the structure of the originating military, but long-term plans call for a wide range of types grouped into large combat formations. Reconnaissance and rapid-response troops will gather into Regimental Combat Teams, comprising anywhere from two to five regiments. Unlike the AFFC formations of the same name, these RCTs’ composition varies to match prevailing conditions or unit specialties. An RCT is as likely to comprise only ‘Mech or armor forces as it is to be a combined-arms force.

Brigades are to be roughly analogous to an RCT, containing three regiments. Unlike an RCT, the units of a brigade will be permanently assigned to work together. They consist of three types: BattleMech, Mechanized Infantry, and Light...
Infantry brigades. Though there will be no armor brigades, such units may be assigned to BattleMech or Mechanized Infantry brigades. Some brigades will operate independently, but most will join into larger units known as divisions. Each division will comprise three brigades in one of three configurations:

<table>
<thead>
<tr>
<th>Division Type</th>
<th>Composition</th>
</tr>
</thead>
<tbody>
<tr>
<td>BattleMech</td>
<td>Two BattleMech brigades and one mechanized infantry brigade</td>
</tr>
<tr>
<td>Mechanized Infantry</td>
<td>Two mechanized infantry brigades and one BattleMech brigade</td>
</tr>
<tr>
<td>Infantry</td>
<td>Two infantry brigades and one BattleMech brigade</td>
</tr>
</tbody>
</table>

Larger formations are planned, though none will deploy in the foreseeable future. These will include corps (a collection of five to ten divisions, divided roughly 30:70 between ’Mechs and infantry and intended as garrison forces for up to one hundred member worlds), armies (collections of two to four corps), and army groups (a collection of two to four armies assigned to work alongside a member state’s military).

Colors

As with the original Star League Defense Force, the new SLDF does not have an official color scheme for its vehicles. When required to display their vehicles for official ceremonies, they simply paint the vehicles olive drab.

BATTLEMECH ASSETS

Ever since the early Mackie designs devastated Kuritan tanks on Styk in 2443, the BattleMech has played a vital role in military operations. They dominated the military formations of the old SLDF and will likely do the same in the modern equivalent. Plans call for the SLDF ’Mech forces to comprise a wide range of designs from each of the member states. However, already politics have hampered the formation of new SLDF units.

Only the Draconis Combine appears committed to supplying the SLDF with material, and thus its designs dominate. The internal problems of the Lyran Alliance and Federated Commonwealth have made acquiring ’Mechs difficult but not impossible. Though the Capellan Confederation acted as a military supplier for the SLDF from 3058 to 3060, Chancellor Sun Tzu—citing his realm’s involvement in the Chaos March and St. Ives Compact, as well as their commitment to upgrading their Periphery allies’ militaries—has refused any further sales to the SLDF. In stark contrast, Thomas Marik has actively sought the SLDF’s patronage, though delivery is a major problem.

There will be six types of ’Mech units: three comprised solely of ’Mechs and three combined-arms units.

Heavy Assault units will serve as shock troops, containing a mix of heavy and assault BattleMechs supported by artillery. Battle regiments are intended as versatile regiments comprising medium and heavy ’Mechs. Striker regiments, composed of light and medium ’Mechs, are intended as reconnaissance units or exploitation troops.

Dragoon regiments are heavy combined-arms units, comprising heavy and assault ’Mechs and heavy tanks. They occupy a similar niche to Heavy Assault regiments but are designed to operate without outside support. Similarly, Hussar regiments are multipurpose units comparable to Battle regiments but containing medium tanks and mechanized infantry. Lastly, Light Horse units comprise light and medium ’Mechs together with fast vehicles, typically hovercraft.

AEROSPACE ASSETS

Aerospace units will play a major role in the reborn SLDF, both integrated into line regiments and as independent air wings attached to divisions. Integrated units will contain eighteen aircraft, attached in lance strength to each company. Independent air wings will comprise fifty-four aircraft with integral logistic and engineering support.

ARMOR UNITS

Armor units will serve a supporting role in the SLDF, attached to infantry and ’Mech regiments but rarely operating on their own. They are divided into three distinct groups, each with two battalions of troops and a third of support personnel. Heavy tank regiments will contain wheeled or tracked tanks and are intended as defensive units. Medium regiments are designed for versatility and are capable of offensive and defensive operations. Light tank regiments are intended as reconnaissance units.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Component Units</th>
<th>Total Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lance</td>
<td>—</td>
<td>4 BattleMechs</td>
</tr>
<tr>
<td>Company</td>
<td>3 Lances</td>
<td>12 BattleMechs</td>
</tr>
<tr>
<td>Battalion</td>
<td>3 Companies</td>
<td>36 BattleMechs</td>
</tr>
<tr>
<td>Reinforced Battalion</td>
<td>4 Companies</td>
<td>48 BattleMechs</td>
</tr>
<tr>
<td>Regiment</td>
<td>3 Battalions</td>
<td>108 BattleMechs</td>
</tr>
<tr>
<td>Reinforced Regiment</td>
<td>4 Battalions</td>
<td>144 BattleMechs</td>
</tr>
</tbody>
</table>


### Standard SLDF Aerospace Unit Organization

<table>
<thead>
<tr>
<th>Unit Component</th>
<th>Units</th>
<th>Total Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lance</td>
<td>—</td>
<td>2 aerospace fighters</td>
</tr>
<tr>
<td>Squadron</td>
<td>3 Lances</td>
<td>6 aerospace fighters</td>
</tr>
<tr>
<td>Regiment</td>
<td>3 Squadrons</td>
<td>18 aerospace fighters</td>
</tr>
<tr>
<td>Wing</td>
<td>3 Regiments</td>
<td>54 aerospace fighters</td>
</tr>
</tbody>
</table>

### Standard SLDF Armor Organization

<table>
<thead>
<tr>
<th>Unit Component</th>
<th>Units</th>
<th>Total Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Platoon</td>
<td>—</td>
<td>4 vehicles</td>
</tr>
<tr>
<td>Company</td>
<td>3 Platoons</td>
<td>12 vehicles</td>
</tr>
<tr>
<td>Battalion</td>
<td>3 Companies</td>
<td>36 vehicles</td>
</tr>
<tr>
<td>Regiment</td>
<td>3 Battalions</td>
<td>108 vehicles</td>
</tr>
</tbody>
</table>

### Infantry Assets

SLDF infantry fall into four distinct groups: mechanized infantry, jump infantry, light infantry, and specialists. Mechanized infantry serve with offensive units, are equipped with APCs or IFVs, and are often supported by light tanks. Jump infantry units are smaller than other units, with only twenty-one troopers per platoon, but are highly mobile thanks to their jump packs. Light infantry, also known as line infantry or “grunts,” are intended as defensive troops and lack integral transport assets. Specialists are a catchall group for infantry with advanced training. Some, like engineers or medical corpsmen, form part of regular infantry units, but others, like paratroopers, marines, special forces, and battle armor troops, will form units of their own.

### Standard SLDF Infantry Organization

<table>
<thead>
<tr>
<th>Unit Component</th>
<th>Units</th>
<th>Total Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squad</td>
<td>3-4 Squads</td>
<td>21-28 troops</td>
</tr>
<tr>
<td>Platoon</td>
<td>4 Platoons</td>
<td>84-112 troops</td>
</tr>
<tr>
<td>Company</td>
<td>4 Companies</td>
<td>336-448 troops</td>
</tr>
<tr>
<td>Battalion</td>
<td>4 Battalions</td>
<td>1,344-1,792 troops</td>
</tr>
<tr>
<td>Battlesuit Squad</td>
<td>—</td>
<td>4 troops</td>
</tr>
<tr>
<td>Battlesuit Platoon</td>
<td>3 Squads</td>
<td>12 troops</td>
</tr>
</tbody>
</table>

### Recruitment and Training

Commanding General Davion hopes the force will reach divisional strength within the next eighteen months and corps level by 3065. Given the cooperation of the Successor States, acquiring military equipment for this ambitious program should not be too much of a problem. However, a lack of personnel poses a greater difficulty.

The SLDF has two options: recruit from existing units or among the dispossessed, or train its own troops. Although, like ComStar, the SLDF has purchased a number of places in member states’ military academies (primarily NAIS, the Nagelring, and Sun Zhang MechanWarrior Academy), the number of graduates has been small, and they have been used to make good losses in the Eridani Light Horse and to bring the First Royal BattleMech Regiment and Black Watch regiments up to strength. The SLDF has also been working with ComStar to build and operate the Focht War College on Tukayyid. However, with the first recruit not graduating until the fall of 3062, this is a long-term proposition.

Recruiting from existing units can produce immediate results, as shown by the First Royal BattleMech Regiment, but most House militaries do not look favorably on the SLDF “poaching” their best warriors, and several have enacted incentive programs designed to prevent defections to the SLDF.

The pool of mercenary warriors has also provided a number of recruits, but again, existing units do not look kindly on the SLDF luring their personnel away. The Eridani Light Horse and the Northwind Highlander’s Black Watch chose to join the SLDF en masse, but most of the mercenary warriors who apply are “free agents.” Such individuals are free agents for a reason, usually discipline or attitude problems, and thus are generally not suited to life in the SLDF.

The final source of existing warriors is the large numbers who were dispossessed in the Clan invasion. Many have not piloted a ‘Mech in ten years, and their skills are questionable. Nonetheless, the SLDF recruiting offices on the House capitals, Outreach, and Tukayyid have received many applications, though delays in establishing the administrative structure of the Star League and the SLDF have slowed induction to a trickle. Full-scale recruiting can hopefully begin within the next year.

### The Focht War College (FWC)

Since the climactic battle that took place there in 3052, ComStar has used Tukayyid as an exercise ground on which to train its troops. Even before the order lost control of Terra in early 3058, plans were under way for the construction of a military academy on the world; the Blakist attack merely hastened preparations. ComStar found financing the project difficult, but, since the newly created SLDF would need a facility to train recruits, the Star League Council agreed to co-finance the FWC. The college, which opened in October 3060, incorporated most of the Eridani Light Horse’s training personnel, and their commander, Colonel
Scott Hinesick, became commandant of the college. The FWC expects to graduate its first class in the summer of 3062.

Enrollment

Any citizen of a Star League member state may apply for admission to the FWC, though the applicant must commit to at least five years’ service (ten for officers and ‘Mech pilots) with either the Com Guards or the SLDF (specified at the time of application). Application is done through the Star League embassies on the House capitals and Outreach, the Star League facility on Dieron, or direct to the academy. Applicants for Com Guard service may also apply at any HPG station, and after the spring of 3063, SLDF applicants will be able to do likewise. All candidates undergo a stringent recruitment process, mental as well as physical, to ensure they are up to the FWC’s rigorous program.

Basic Training

The first year of all courses at the FWC is concerned with developing basic physical fitness and soldiering skills. Though all cadets undergo the same basic physical training, technical and academic schooling are tailored to individual course needs.

Advanced Individual Training

FWC offers four core courses, each with numerous specialized courses. The basic infantry course lasts one year, but training battle armor troops takes eighteen months, and training specialists—engineers, medical corpsmen, and so forth—takes anywhere from eighteen months to three years.

Courses for armor crews are more standardized, divided into piloting and gunnery courses with specializations in heavy tanks, light cavalry, infantry support, and artillery. All vehicle courses last two years, though vehicle commanders also undergo officer training.

‘Mech training takes an additional three years and uses advanced simulator systems. The first year teaches basic piloting skills and theory, while year two puts those skills into practice. The third year teaches pilots to work in units and involves a number of exercises on Tukayid. This training uses Comstar’s advanced training system, also installed at the ComStar proving grounds on the world of Warlock in the St. Ives Compact, to keep track of “battle damage,” allowing the recruits to experience a full-scale campaign without risking life and limb. Advanced courses teach specializations such as scouting or the use of advanced electronics, but the most prestigious course—which started in January 3062—is the new Gunslinger program. Open to any member of the SLDF in addition to FWC recruits, this one-year course teaches the advanced one-on-one combat style favored by the Clans.

Officer training forms the fourth stream of the FWC, teaching battlefield command skills as well as strategy and tactics. The officer course also teaches recruits how to handle the administrative duties of command.

Atmosphere

The FWC is still finding its identity, which has not been helped by the division between Com Guard and SLDF recruits. However, in some regards this dichotomy has spurred the recruits to prove their superiority. This rivalry is generally good-natured, though there have been some violent incidents. The FWC allows “honor matches,” in effect duels between the dissenting parties, although the format of the challenge can be anything from chess to a boxing match or simulated ‘Mech duel.

Graduation

The FWC has yet to graduate troops; the first are expected in the summer of 3062.

Ranks and Insignia

The new SLDF has adopted the rank structure and uniforms of its historical predecessor, which provides a recognizable system; most military officers were exposed to the Star League system during their education, and its rank structure and organization played a major role in shaping that of the Successor States.

Rank Structure

The following is the command structure of the reborn Star League Defense Force. Naval equivalents are given in parentheses.

Commanding General (Commanding Admiral)

The Commanding General is the supreme military commander of the SLDF. Prior to Anastasius Focht, who never formally accepted the title, the Commanding General of the SLDF was Aleksandr Kerensky. A Commanding General appointed from the army wears four stars on his or her collar, while a Commanding General appointed from the navy, also known as a Commanding Admiral, wears four stripes on the jacket cuff.

General (Admiral)

Generals command armies, army groups, or a service command (BattleMech, Armor, Infantry branch, and so on). The naval rank of admiral is supreme commander of the SLDF navy, denoted by three cuff stripes. Generals wear three stars on their collar.

Major General (Vice Admiral)

Major generals serve as division or corps commanders and thus typically have overall command of battles. The naval equivalent, vice admiral, serves as theater commander for the SLDF navy. Two stars denote the rank of major general while two cuff stripes indicate a vice admiral.
Lieutenant General (Rear Admiral)
Lieutenant generals command brigades and RCTs or head up administrative commands (Judge Advocate General, Quartermaster, Communications, Intelligence, etc.). The naval variant, rear admiral, commands major WarShip fleets. A single star denotes the rank of lieutenant general, while rear admirals wear a single cuff stripe.

Colonel (Commodore)
Colonels serve as regimental commanders or as brigade XOs and are the highest rank directly involved in battles. In the SLDF navy a commodore commands a major WarShip or small WarShip flotilla. Both are indicated by a small star.

Major (Captain)
As in most Successor State militaries, majors serve as battalion commanders in the SLDF. In a notable change from the old SLDF, the navy version is a captain, who commands a small WarShip, a transport JumpShip, or an aerospace wing. Both major and captain use two green bars with a silver pip in the center as their rank insignia.

Captain (Commander)
Captains serve as company commanders in the army and act as front-line commanders in battle. The naval rank of commander, again a deviation from the old Star League form, serves as XO on a WarShip or JumpShip, or as commander of a DropShip or an aerospace flight. Their rank is shown by two green bars.

Lieutenant, SG/Lieutenant, JG
Lieutenants serve as platoon or lance commanders in the army or as section heads on a naval vessel. Lieutenant is also the most junior naval rank allowed to command a watch. In the navy a senior lieutenant may also command an aerospace squadron while a junior lieutenant serves as an aerolance commander. Lieutenants wear a single green bar to which senior lieutenants add a silver pip.

Warrant Officer
Warrant officers are specialist enlisted personnel, including senior technicians, programmers, and administrators. Their pay and status are comparable to that of a lieutenant, but they are considered noncombatants. The rank of warrant officer is denoted by a blue bar.

Master Sergeant (Master Chief Petty Officer)
A master sergeant (master chief petty officer in the navy) is the senior NCO in a unit or on a JumpShip or WarShip. They are denoted by a black four-way arrow.

Sergeant (Chief Petty Officer)
Sergeants serve as front-line commanders, either in conjunction with a junior officer or as commanders of an infantry platoon. The unofficial rank of a MechWarrior is in fact sergeant. The naval variant, chief petty officer, heads a work party or serves as senior NCO on a DropShip. The rank of sergeant is shown by a black box divided into three sections.

Corporal (Petty Officer)
Corporals and petty officers are experienced enlisted personnel who serve as squad commanders and work-party heads. Their rank is shown by a box divided into three sections. The central piece is white while the outer bands are black.

Private/Private, 1st Class (Spaceman/Able Spaceman)
Privates and spacemen form the bulk of SLDF personnel. After their first battle they are promoted to private, first class (PFC) or able spaceman with a small pay increase. Their rank is shown by a white box divided into three parts. There is no difference in the insignia of privates and PFCs.

Recruit (Spaceman Recruit)
Cadets undergoing training are known as recruits. In a notable change to the old SLDF, this rank is not used outside training. Recruits are denoted by a solid white box.

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**SLDF Rank Structure**

<table>
<thead>
<tr>
<th>Commissioned</th>
<th>Admiralty Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Ranks</td>
<td></td>
</tr>
<tr>
<td>Commanding General</td>
<td>Commanding Admiral</td>
</tr>
<tr>
<td>General</td>
<td>Admiral</td>
</tr>
<tr>
<td>Major General</td>
<td>Vice Admiral</td>
</tr>
<tr>
<td>Lieutenant General</td>
<td>Rear Admiral</td>
</tr>
<tr>
<td>Field Ranks</td>
<td></td>
</tr>
<tr>
<td>Colonel</td>
<td>Commodore</td>
</tr>
<tr>
<td>Major</td>
<td>Captain</td>
</tr>
<tr>
<td>Company Ranks</td>
<td></td>
</tr>
<tr>
<td>Captain</td>
<td>Commander</td>
</tr>
<tr>
<td>Lieutenant, SG</td>
<td>Lieutenant, SG</td>
</tr>
<tr>
<td>Lieutenant, JG</td>
<td>Lieutenant, JG</td>
</tr>
<tr>
<td>Noncommissioned</td>
<td></td>
</tr>
<tr>
<td>Warrant Officer</td>
<td>Master Chief Petty Officer</td>
</tr>
<tr>
<td>Master Sergeant</td>
<td>Chief Petty Officer</td>
</tr>
<tr>
<td>Sergeant</td>
<td>Petty Officer</td>
</tr>
<tr>
<td>Corporal</td>
<td>Able Spaceman</td>
</tr>
<tr>
<td>Private, 1st Class</td>
<td>Spaceman</td>
</tr>
<tr>
<td>Private</td>
<td>Spaceman</td>
</tr>
<tr>
<td>Recruit</td>
<td>Spaceman Recruit</td>
</tr>
</tbody>
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## RANK EQUIVALENCY TABLE

### ENLISTED

**Federated Commonwealth Recruit**
- **Private**
- **Private, 1st Class**
- **Corporal**
- **Senior Corporal**
- **Sergeant**
- **Staff Sergeant**
- **Sergeant Major**
- **Staff Sergeant Major**
- **Senior Sergeant**

**Lyran Alliance Recruit**
- **Private**
- **Private, 1st Class**
- **Corporal**
- **Senior Corporal**
- **Sergeant**
- **Staff Sergeant**
- **Sergeant Major**
- **Staff Sergeant Major**
- **Senior Sergeant**

** Draconis Combine Recruit**
- **Heishi**
- **Gunjin**
- **Go-cho**
- **Shujin**
- **Kashira**
- **Sho-ko**

**Rasalhague Republic**
- **Menig**
- **Korpral**
- **Sergeant**
- **Major**
- **Sergeant Major**
- **Major**

**Capellan Confederation**
- **Shia-ben-bing**
- **San-ben-bing**
- **Si-ben-bing**
- **Yi-si-ben-bing**

**Free Worlds League**
- **Private**
- **Private, 1st Class**
- **Corporal**
- **Sergeant**
- **Staff Sergeant**
- **Master Sergeant**
- **Sergeant Major**
- **Point Commander**

**ComGuard/Word of Blake Militia**
- **Acolyte**
- **Warrior**
- **Master Sergeant**
- **Master Sergeant**

**Star League Recruit**
- **Private**
- **Corporal**
- **Sergeant**
- **Captain**
- **Major**
- **Lieutenant, Junior Grade**
- **Star Commander**
- **Lieutenant**
- **Captain**
- **Major**
- **Colonel**
- **Lieutenant General**
- **General**
- **Precentor**
- **Khan**
- **Commanding General**

### OFFICERS

**Federated Commonwealth Officer**
- **Lieutenant**
- **First Lieutenant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Lyran Alliance Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Draconis Combine Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Rasalhague Republic Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Capellan Confederation Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Free Worlds League Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**ComGuard/Word of Blake Militia Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Star League Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Federated Commonwealth Officer**
- **Lieutenant**
- **First Lieutenant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Lyran Alliance Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Draconis Combine Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Rasalhague Republic Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Capellan Confederation Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**Free Worlds League Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
- **Field Marshal**
- **Marshal of the Armies**

**ComGuard/Word of Blake Militia Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
- **Lieutenant-Colonel**
- **Colonel**
- **Hauptmann-General**
- **Marshal**
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- **Field Marshal**
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**Star League Officer**
- **Leutnant**
- **Hauptmann**
- **Kommandant**
- **Hauptmann-Kommandant**
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- **Colonel**
- **Hauptmann-General**
- **Marshal**
- **Kommandant-General**
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AWARDS
The new Star League has resurrected several awards of the former SLDF to foster a sense of continuity with the original institution. They are awarded to SLDF and allied troops alike, helping create a sense of comradeship that binds the nascent military with those of the Successor States.

STAR LEAGUE MEDAL OF HONOR
The medal of honor was the highest awarded by the original Star League, given to those who exhibited extreme courage in upholding the honor and traditions of the SLDF in the face of overwhelming odds. First Lord Theodore Kurita resurrected the medal and personally awarded it to several individuals who took part inOperations Bulldog and Serpent, most notably posthumously to General Ariana Winston of the Eridani Light Horse. The medal takes the form of the Cameron Star, the emblem of the Star League, made from precious metals and jewels and hung around the neck on a blue, green and white ribbon.

THE MEDAL OF VALOR
The Medal of Valor is another decoration from the original Star League, awarded for conspicuous gallantry and profes-
sionalism. The Commanding General of the SLDF presents the medal, which takes the form of a Cameron Star made of precious metals and worn on a silver and black ribbon. Recipients also receive promotion to the next rank provided they are under the rank of colonel.

**MCKENNA WHEEL**

The only medal awarded by both the Clans and the SLDF, the McKenna Wheel is given to the best WarShip and crew in SLDF service (SLDF or allied).

**CAMPAIGN RIBBONS**

Participation in campaigns is denoted by campaign ribbons, each roughly two centimeters long and worn on the left chest of the dress uniform. Each ribbon is uniquely color-coded to a battle, and thus there is already a wide range of ribbons. One exists for each world liberated in Operation Bulldog, each battle site of Operations Serpent and Hunter, and each peacekeeping station in the St. Ives Compact and Chaos March.

**UNIFORMS**

The new SLDF has adopted the uniforms of the original SLDF with very few changes.

**DRESS UNIFORM**

The SLDF dress uniform is designed to accentuate service branch rather than rank, and thus the naval and army uniforms differ radically. The army version consists of olive drab pants and half-jacket with black shoulders and a black stripe down each leg. Rank insignia is worn on the right shoulder, while campaign and service ribbons as well as unit insignia appear on the left. A silver Cameron Star appears on the left chest, and a sash, worn right shoulder to left hip, indicates either world of origin or, in the case of officers, which military academy was attended. A green service cap completes the uniform.

The navy dress uniform consists of a knee-length white coat with gold piping over purple trousers and shirt. The Cameron Star appears on both collars in purple. The rank insignia of enlisted personnel and junior officers appears on the left shoulder, while that of senior officers appears as gold cuff stripes. The beret-style naval cap is purple, and the naval equivalent of the World Sash/School Rag takes the form of a cummerbund.

**ARMY DUTY UNIFORMS**

**MechWarriors**

The MechWarrior uniform of the new Star League differs considerably from that of the old, with the means to manufacture much of the original equipment lost in the succession wars. Most modern MechWarriors wear a cooling vest and shorts little different from those of the Successor State militaries, though a few use Star League-era full-body suits supplied by ComStar. Similarly, they must rely on bulky modern neurohelmets, though the size of this equipment has decreased noticeably in the past decade and comparable equipment will hopefully be in use within another decade. Outside their machines, MechWarriors wear a khaki jump suit that bears the rank insignia on the left shoulder.

**Aerospace**

Fighter pilots wear a bulky suit that serves as a pressure suit, coolant suit, and G-suit. The technology to produce the exoskeleton on the original version has been lost, as has the advanced neurohelmet that fed sensor imagery into the pilot’s brain. However, it is hoped that contact with the Clans will allow the recovery of this system, which remains in service with Kerensky’s descendants. Rank insignia appears on the left shoulder and the front of the helmet.

**Armor Crews**

Armor crews wear an olive drab jump suit under a padded kevlar field jacket. Padding on the elbows, knees, and shoulders protects the wearer from injury on rough terrain. A steel-gray helmet, black pouches, and a sidearm complete the outfit. Rank insignia appears on the left shoulder.

**Infantry and Support Personnel**

Infantry wear olive drab pants and shirt under a sleeveless camouflage jacket that includes kevlar panels to protect against small-arms fire. A rank patch appears on the left shoulder, while unit insignia and the Cameron Star appear on the right. A green, visored helmet and cammo-pattern backpack complete the outfit. The uniform of rear-area support staff is nearly identical to that of the infantry but replaces the armored jacket with a utility smock and adds a green cap in lieu of the helmet.

**NAVAL DUTY UNIFORMS**

The duty uniforms of enlisted SLDF naval personnel and officers differ slightly. Enlisted personnel wear a sleeveless khaki jump suit over a collarless gray flannel shirt. Purple piping covers the shoulders and runs down the right side of the body to thick purple boots. Rank insignia appears on the right shoulder strap, both front and back. The officer version features a high-collared shirt, has a white stripe down the right-hand side, and bears the Cameron Star on the left shoulder strap. Both enlisted ranks and officers wear a knitted cap, the enlisted version being gray and purple and the officer version white. The officer version also bears rank insignia.
ERIDANI LIGHT HORSE

Tradition. Throughout the ages, this word has evoked reactions ranging from scorn to misunderstanding to insincerity. However, for a select few, the word brings a power greater than any weapon and stronger than any armor. For those few, tradition is existence; without it, there is no purpose to life. For those few, tradition defines where we once were, who we are now, and where we strive to be. The Eridani Light Horse’s traditions were born when mankind was at its pinnacle. Man quickly plunged back into the shrouded darkness we have lived in for most of our existence, but the Light Horse know that for a brief span of two centuries, mankind lived in the sun of enlightenment. By our adherence to the traditions born in that light, we strive to bring those around us back to those glorious days.

Just over three years ago, mankind witnessed the rebirth of what all had believed was lost forever: the Star League. That I stand here today, a proud member of the new Star League Defense Force, is a testament to the strength of tradition. The Eridani Light Horse have formed the core of the new SLDF, from which other units will be created and trained. Through the traditions of our ancestors, we will teach the new recruits what it means to be a member of the Star League. That I have this opportunity is the highlight of my career.

The following report provides all information available on the Eridani Light Horse. It includes a complete military dossier on current strength and deployment as well as the most prominent individuals in the ELH. Also provided are the traditions and ceremonies that have been passed down to us from the original SLDF, thus supplying the new SLDF with a rock-solid connection with our past. Finally, for reference, I have included a history of the ELH.

Humbly,

—Colonel Scott Hinesick, Commandant of the Focht War College of Tukayyid

HISTORY

In 2651, five regiments of the Star League Defense Force were sent to conduct “war games” just beyond the Rim Worlds Republic. Their deplorable combat results, stemming from their lack of coordination and morale, led the military High Command to create a new type of unit. Later known as a Regimental Combat Team (RCT), this new formation contained four combatant regiments and a single support and transportation unit. Commanded by a senior officer, this unit was designed to promote interregimental cooperation, which would allow it to deploy and react in battle with the speed and agility of a single regiment but the strength of four combat regiments. Additionally, unlike most SLDF units, the RCTs were permanently assigned to a district of the Star League. With this last order, the SLDF High Command hoped the units would become familiar with their territory and act as ambassadors to the local populace.

THE HORSEMEN

Consisting of two Striker regiments and two Light Horse regiments, the Third Regimental Combat Team formed in 2702 and was stationed near the Periphery in the Rasalhague Military District of the Draconis Combine. Though no opportunity for battle arose in their early years, the Third RCT trained constantly. Additionally, because the local Rasalhague population accused them of being nothing but an occupation force, the Third’s officers became adept at combat diplomacy.

This all exploded in 2749, when terrorists, hired by the Prince of Rasalhague, assassinated the commander of the Third RCT. This mobilized the entire unit, which descended on and occupied the major cities on all ten worlds in their district. For almost a month, the RCT lay waiting for Draconis Combine forces to respond. Eventually, the Prince, tired of waiting for troops from Luthien, dispatched his own troops to the city of Eridani on the world of Trondheim. Having extensively trained for decades, the Third routed the Combine forces. The RCT received its unit nickname of the “Eridani Light Horse” when a sympathetic journalist reported that RCT ‘Mechs had scattered the Combine ‘Mechs “like spirited Eridani stallions chasing after fat, clumsy Luthien cows.” After this humiliation, the Prince had no choice but to arrest and execute the assassins.

THE USURPER AND A HORSE’S DEATH

The bitter memories of their troubles with the Prince of Rasalhague quickly faded when word reached the Horsemen of the First Lord’s death. Throughout the next fifteen years, the Light Horse participated in numerous actions, both official and unofficial, against Periphery forces. After the New Vangendorn Campaign in 2766, the Light Horse finally rotated back to its station in the Rasalhague Military District.

Not three months passed before word reached them of Stefan Amaris’ treachery and the fall of the Star League into the Usurper’s hand. Realizing the Light Horse could not take on Amaris’ entire force, Ezra Bradley, commander of the RCT, chose instead to launch lightning hit-and-run attacks against the weaker worlds of the Terran Hegemony. Knowing that General Kerensky would already be mobilizing his forces to retake the Hegemony, Commander Bradley hoped that the RCT’s raids would disrupt the Rim Worlds’ forces’ defensive preparations. Unfortunately, Minoru Kurita, Coordinator of the Draconis Combine, was unwilling to choose sides and forced the Third RCT to leave Combine space.

However, they found refuge on Marik, Steiner, and Davion worlds. Though each government remained officially neutral, they allowed the Light Horse regiments to use their facilities while secretly funneling them intelligence reports, ammunition, and other supplies. The Light Horse battle acumen, combined
with the support of three Great Houses, allowed the Light Horse to succeed in their assaults on Amaris.

After an initial confrontation with the Free Worlds League, the League allowed the Nineteenth Striker regiment of the Light Horse to use its bases. In March of 2771, the Nineteenth Striker Regiment dropped onto the planet of Amity, with the goal of destroying a major stockpile of arms and armor. Unknown to the Nineteenth, a traitor had infiltrated its regimental command and tipped off Amaris’ forces. Instead of the standard border garrison they expected, three heavy regiments struck the Nineteenth as they made planet fall; they were destroyed to a man.

Though sorely tempted to retaliate, Commander Bradley continued his tactics until 2772, when the Light Horse gathered on the Marik/Liao border with SLDF forces of Task Force Confederation as part of the Hegemony campaign that began on 14 July 2772. It was during the long campaign to retake Terra that the Light Horse finally avenged the death of their regiment.

INTO CHAOS

Following the liberation of Terra, as the Council Lords began to vie for control of the Star League, the Eridani Light Horse returned to their posting in the Rasalhague Military District and patiently awaited General Kerensky’s call to restore order.

But when the call to Exodus came, almost the entire unit chose to remain, their sense of belonging to the area they defended proving stronger than their loyalty to Kerensky. Commander Bradley sent a regretful communiqué to General Kerensky, expressing the Light Horse’s desire to remain and uphold the traditions of the Star League. On the day Kerensky departed the Inner Sphere, the members of the Light Horse assembled and observed a moment of silence. They took down the Star League flag and lowered the standard of the Third RCT to half-mast—a ceremony that would become a tradition.

Though the Light Horse wished to remain aloof from the brewing maelstrom, Coordinator Minoru Kurita threatened to cancel all trade with the unit if a defensive pact was not achieved. After weeks of negotiation, the Light Horse and the Combine signed a mutual defense and nonaggression pact that allowed the Combine to tolerate the Light Horse, provided they defended their worlds from outside aggression.

As the First Succession War erupted and Lyran forces probed Kurita defenses, the Light Horse easily kept their part of the contract. However, the massacre of fifty million civilians on Kentares IV by the psychotic Coordinator Jinjiro Kurita was more than the Light Horse could condone.

By June 2798, all of the Light Horse had lifted off the planet Sendai, except for the dependents of the Eighth Recon and Fiftieth Heavy Cavalry Battalions. Furious with their desertion, the administrator of the planet captured and held those families hostage, demanding that the unit lay down its weapons and turn itself over to him. When the Light Horse refused, he executed all two thousand dependents.

Enraged, the Eighth and Fiftieth Battalions dropped onto the planet to annihilate the local Combine forces. After a week of grim slaughter, the Eridani Light Horse departed for the Free Worlds League.

THE EAGLE AND THE HORSE

Marik immediately granted the unit safe passage and began working on a mercenary contract. Commander Bradley pledged his unit to the Free Worlds League in exchange for a secure world for the unit’s families, a steady supply source, and a modest fee. Marik quickly signed the contract, and the world of Bedeque became the permanent residence for the Light Horse dependents.

When the Second Succession War began, the Light Horse figured prominently in Marik offenses, participating in attacks on such Lyran worlds as Ilios and Dieudonne. Additionally, the Light Horse gained much favor with the Eagle when, in 2853, they captured the planets of Irian and Megres and even subdued the Circinus Federation for a time.

When the Inner Sphere plunged into the Third Succession War in 2866, the new commander of the Light Horse renegotiated their contract. Pleased with the unit’s performance, the League Parliament considerably sweetened the Light Horse’s original contract, giving them titles and free access to League supply centers.

However, this newfound affluence began to threaten the internal stability of the Horsemen, as many soldiers believed they were selling out, making the Eridani Light Horse no better than any other band of mercenaries. Colonel Johnson, commander of the 151st Regiment, became the leader of this internal dissent. However, Commander Bronson ignored this growing discord like he ignored the old Star League traditions.

Colonel Johnson led the 151st out of the Free Worlds League to the Periphery, and the majority of the other two regiments followed him. Left with only his family, a few loyal officers, and a couple of loyal lances, Commander Bronson moved his force to a small but resource-rich world just outside League borders and began to recruit Periphery riffraff into a mercenary force.

DAYS OF DESOLATION

The Light Horse languished in the Periphery, slowly deteriorating as their supplies and morale ran low. For a time they took up farming in an effort to support themselves and their dependents. All that changed, however, when bandits struck the Light Horse’s supply center in June of 2871. They quickly rallied, driving the raiders off, but not before the few remaining supplies had been destroyed or carried off.

A quick meeting of officers turned into a days-long debate on how to hold off starvation and disbandment. In the heated arguments that followed, many plans were born and discarded before they reached a compromise. Realizing they had no
choice but to return to the mercenary life, they vowed they would at least work only for those Houses that attempted to retain the honor and integrity of their beloved Star League. In an effort to reinforce this decision, the Light Horse adopted many of the traditions it still holds, with the hope that the ideals of the Star League would become embedded into every Horsemann.

The Light Horse moved quickly, sending Colonel Johnson to negotiate a contract with the Lyran Commonwealth. By January of 2872, the Light Horse held a lucrative contract that included the control of a world for their dependents. The Light Horse began to transfer to the world of New Karlsruhe, but tragedy struck as the DropShip carrying Colonel Johnson suffered a hull breach that killed him and seven other Horsemen. His successor, Jennifer Dirkson, formally adopted the rank of brevet general to demonstrate her authority over all three regiments, as well as her willingness to resign if she ever placed mercenary considerations over Eridani traditions.

**THE HORSE IN BLUE**

Beginning in mid-2872, the Light Horse served the Lyran Commonwealth with distinction, quickly amassing a string of military victories that spread their fame far and wide. In particular, members of the Draconis Combine Mustered Soldier learned to fear the insignia of the prancing brown horse.

In early March of 2900, the 151st Light Horse Regiment dropped onto the world of Radalah, in the Draconis Combine. Expecting to encounter only a battalion of garrison troops, the unit found itself cut in half and the Fiftyieth Heavy Cavalry Battalion under siege by the elite Third Proserpina Hussars. After a week of constant stab-and-feint attacks, the other two battalions of the 151st sapped the strength of the Hussars enough to allow the Fiftyieth to launch a breakout attack, and all three battalions quickly lifted off planet. For its spirited fighting against the heavier regiment, the 151st earned its nickname of “The Dark Horse Regiment.”

For the next fifty years, the Light Horse probed, raided, and caused havoc all along the Combine border. In 2926 Brevet General Dirkson retired and was succeeded by Montgomery Wilson, who also took the rank of brevet general. Wilson split the Light Horse into battalions and spread them along the Combine border, to facilitate raids and expand their scope of operation. Launching numerous strikes, the Light Horse hit dozens of worlds in as many years, including Caledonia, Dawn, Wheel, and St. John. During this time, the Light Horse was also instrumental in the defense of Tamar, the capital of the Tamar Pact, when, in March of 2915, House Kurita sent three ‘Mech regiments to capture the important planet.

**BRONSON'S RETURN**

By 2946, the Commonwealth Military High Command realized that the Light Horse had depleted not only their supply reserves and men but also their morale after decades of continuous fighting. The High Command granted the entire Light Horse leave to rest and resupply on New Karlsruhe. Brevet General Wilson used the time to good effect, resting his weary warriors while recruiting men and rebuilding badly damaged units. Wilson, along with several companies of Horsemen, also left New Karlsruhe in late 2946 to look for additional talent in mercenary guild halls on several different planets.

At this time, word of their activities reached Commander Russel Bronson, son of the Light Horse commander who deserted in 2869 and leader of the mercenary unit called Bronson's Horde. Having been raised to hate the Light Horse, he launched a hasty attack in November of 2946. Caught by surprise, the Light Horse still rallied and drove the Horde off planet.

Although they took substantial damage in the fighting, they salvaged enormous quantities of materials from Bronson’s Horde, which allowed them to rebuild quickly. By 2949, they were back on the warpath, sweeping League units before them as they raided such worlds as Oliver, Thera, Aliataustralis, Corycat, Nathan, Procyon, and Feng Pau.

During this time, the LCAF honored the Light Horse by choosing the Fifth Striker Battalion of the Twenty-first Striker Regiment to launch a “head-hunter” mission against the commander of the Third Manik Militia. The Militia commander had achieved a tactical miracle by capturing the world of Cavanaugh II in 2952. In a highly dangerous but successful combat drop near the Militia’s command base, the Fifth engaged the Militia in a pitched battle, resulting in the third’s defeat and their commander’s death. Only later was it revealed that the commander was Mikhail Tetren, a Commonwealth traitor who had eluded the LCAF for more than a decade.

**THE FINAL STRAW**

The year 2971 saw the beginning of the end of the Light Horse contract with the Commonwealth, though the situation would not come to a head for several more decades. In April of that year, forces from the Free Worlds League attacked and seized the planet of Loric. That loss put other distant worlds, such as Poulson, Denebola V, Teukros, and Bobruisk at risk from League forces. Unwilling to shift forces away from the Combine border to retake Loric, the Lyran High Command contracted several battalions from the Twelfth Star Guards and the Eridani Light Horse to conduct a guerilla campaign they hoped would force League units off the planet. The plan was ultimately successful, but not before the Light Horse battalions had taken heavy casualties, and resentment that their supplies had not been delivered as quickly as promised was sparked.

In 2998, this spark grew to a small blaze on the planet of Hesperus II. The LCAF High Command became convinced that no raids against Hesperus II would be forthcoming and used most of the units stationed there to launch a raid against the League world of Kalidassa. However, the Free Worlds League learned that Hesperus II was defended by only the Twenty-First
Striker Regiment and the Fiftieth and Eighty-Second Heavy Cavalry Battalions. They quickly sent several regiments to take the world. Incompetence on the part of the defending garrison commander forced the Light Horse commanders to disobey several direct orders to stem the tide of the invasion and force the attackers offplanet.

In 2999, the Light Horse again successfully defended Hesperus II despite ignorant Lyran commanders. Unwilling to subject themselves to continued military incompetence, Brevet General Kerston approached House Davion for employment. In 3000, the Light Horse signed a contract and moved to the world of Derby in the Crucis March of the Federated Suns.

**THE HORSE AND SUN**

The High Command of the Armed Forces of the Federated Suns split all three regiments down to battalions and companies for objective raids. As DCMS soldiers had learned to fear and respect them, the prancing horse was placed all along the Davion/Kurita border, and raiding began. The main objective of these raids was to convince the DCMS that full regiments were attacking. In this way, the Horsemen deceived the DCMS High Command into believing that the Davion border was well-defended. Many of these raids were so successful that the Horsemen actually captured the planet they were raiding.

However, this did not stop House Kurita from sending Wolf’s Dragoons against the planet Hoff in 3023. Brevet General Kerston had just relinquished command to Brevet General Armstrong when the attack occurred. The Dragoons’ objective was to capture and extract New Avalon Institute of Science personnel and the prototype experiments they were conducting at the recently reopened Fraden Aerospace Park. Holding off the furious assault, the Light Horse played cat-and-mouse, keeping the Dragoons off balance until reinforcements arrived to drive them offplanet. Although the research facility was captured during the initial assault, the Horsemen prevented the scientists and prototypes from falling into the attacker’s hands.

House Davion gave the Light Horse R&R and time to rebuild from its heavy losses. Impressed by their spectacular performance, Prince Davion also invited select members of the Light Horse to teach combat skills and Star League history at the NAIS.

After two years, the Light Horse once again took the banner of House Davion against the Draconis Combine.

**THE FOURTH SUCCESSION WAR**

Surprisingly, when the Fourth Succession War exploded in the Inner Sphere, the three elite regiments of the Eridani Light Horse played only minor roles. Only the Twenty-first Striker and Seventy-First Light Horse entered combat. When Prince Hanse Davion struck the planet Algol during the first wave of the Capellan Confederation invasion, only the Seventy-first Light
Horse accompanied the Third Davion Guards onto the planet. Davion held the other two regiments at the jump point in case he needed to rapidly deploy them to another system. As it turned out, the forces that dropped onto Algol were more than enough. The Seventy-First Light Horse and the Third Davion Guards decimated the First and Second Battalions of the First Ariana Fusiliers. Quickly realizing the world was lost, the Third Battalion lifted off planet.

Davion then pulled all three regiments back to counter any attacks. Only one Capellan counterattack ever materialized; the Capellan Confederation Armed Forces were simply swept aside by the might of House Davion. And even the counterattack was a carefully laid trap, orchestrated by a spy inside the Liao High Command. The Twenty-First Striker Regiment was on Kachwu when a motley collection of companies, all survivors from Capellan regiments lost during the first waves of the Davion invasion, were ordered to destroy supply warehouses on the world. Fully prepared for their attack, the Twenty-First quickly surrounded and destroyed every Liao ‘Mech on planet.

YEARS OF QUIET

The years following the Fourth Succession War were quiet. So much devastation had occurred that all the Houses were shocked into nonaggression. Several years would pass before significant military action was again seen in the Inner Sphere.

During this time, the Light Horse fought more often then fought. The Federated Suns had begun to integrate with the Lyran Commonwealth, a union that would eventually lead to the creation of the Federated Commonwealth. The Lyran units’ lack of military prowess had become the stuff of legends, and Prince Davion sent the Light Horse to House Steiner to conduct extensive war games with numerous Commonwealth units and aid in the integration of the two militaries.

When the Federated Commonwealth attempted to bring the Draconis Combine to its knees in 3039, it proved devastating to the Light Horse. Under the command of Duke James Sandoval, the 151st, Seventy-first, and Twenty-first regiments drove into the Benjamin District, hitting the planets Fellinian II and Sadalbari. In the second wave of the invasion, the 151st and Twenty-first regiments continued their push into Combine space, attempting to hook up with the Galedon Thrust and isolate the Galtor thumb. The Seventy-first remained on Fellinian II to finish securing the world and prepare for the third wave. As the second wave began, Theodore Kurita struck into the teeth of the advancing armies, using command circuits—consisting of strings of JumpShips along a jump route—to ferry his troops rapidly across the border. One of the first worlds attacked and retaken was Fellinian II. Most of the Seventy-first Light Horse Regiment was readying for transport to the third wave when Kurita forces fell on them. The Seventy-first was virtually wiped out, and the FedCom was cowed into giving up its war.

The Light Horse returned to teaching as they began rebuilding the Seventy-first, punctuated by infrequent raids against House Kurita. It would take a full decade before the Seventy-First entered the rolls of the FedCom mercenaries again.

THE CLANS

In 3049, the Clans fell like a hammer blow against the worlds of the Inner Sphere, conquering planet after planet. In the first year of the invasion, the Light Horse was kept in the Sarna March to defend against possible Liao aggression. When the Wolf’s Dragoons finally revealed that the Clans were actually the descendents of Aleksand Kerensky and the SLDF, the Horsemen were horrified. For nearly three centuries, the Light Horse had kept alive the honor and traditions of the Star League, with the secret hope that one day the SLDF units that had left would return and a glorious new Star League would be born. What they saw in the Clans revolted them to the core. Brevet General Ariana Winston requested and was granted the right to not face the invaders for at least one year, with the hope that her people would come to grips with the death of their dreams.

By late 3052, Winston informed the FedCom High Command that the Light Horse would gladly face the Clans. Relieved that the Horsemen had solved their internal problems, they quickly deployed the Light Horse to garrison worlds in the Kikuyu Command area of the Tamar March. This put them in a position to repulse any incursions by Clan Jade Falcon. Their resolve to fight the Clans was quickly put to the test when in July of 3053, two full Jade Falcon Clusters landed on the world of Kikuyu, which was garrisoned by the Seventy-first Light Horse Regiment. The ensuing battle proved that even the Light Horse could be outmatched. The remaining Falcon forces, having decimated the Seventy-first, lifted offworld in victory.

The Light Horse began the painful process of once again rebuilding their destroyed sister regiment; the Seventy-first would not be formally reactivated until 3055. Subsequent Falcon raids told a different story, however. Convicted by the Seventy-first’s destruction that the Light Horse did not deserve their reputation as elite mercenaries, many Falcon commanders raided the Horsemen’s garrisons, only to find themselves repulsed at every turn.

This tenacity in the face of superior Clan technology once again prevailed in 3058. On 30 January 3058, Clan Jade Falcon crossed into the Lyran Alliance through the Coreward Periphery border and drove all the way to the world of Coventry. The Seventy-first Light Horse was included in the Coventry Expeditionary Force, whose goal it was to push the Falcons off the planet. Several weeks of bitter fighting found the Seventy-first under siege in the city of Liertnerton. Short on replacement parts, ammunition, armor patches, and combat-capable troops, the Seventy-first, along with the other members of the CEF, nevertheless threw back attack after attack. The defenders suffered heavy casualties, but the Falcons never took Liertnerton.
THE STAR LEAGUE

In 3058, Brevet General Ariana Winston attended the Whitting Conference on Tharkad, where the leaders of all the Great Houses had gathered to attempt the impossible: resurrect the Star League. An incredulous Winston traveled back to her command and announced that the Star League had been reborn and the Light Horse was being asked to join the new Star League Defense Force. As one of the first acts of the Star League, the Houses had decided to eliminate the Clan threat once and for all. The Horsemen were to become part of Task Force Serpent.

The Light Horse used a semi-command circuit of JumpShips, set up by the FedCom, to ferry them to the world of Defiance, where they began training for the historic campaign. Units from every House joined them and sought to mold themselves into a cohesive unit. On 1 May 3059, Task Force Serpent began its thousand-light-year journey to Huntress.

In thirty days of combat, in March 3060, the Light Horse saw almost as much loss of life as in the past three hundred years. The Smoke Jaguars fought with the feral intensity of the doomed, but the prize at the end was worth the loss and the tears and the pain. The Horsemen gave Prince Victor the victory he needed to force the Clans into accepting a Trial of Refusal against the invasion. Without the destruction of the Jaguars’ home world, the Clans might not have accepted the challenge. They did, they lost, and the new Star League was given a chance to become what it once was. That the Light Horse was instrumental in this was the completion of a dream that every Horseman has had down through the years. The fact that Brevet General Ariana Winston also lost her life brings only quiet pride. She did her duty.

RENEWAL

Flush with victory, the Light Horse returned to the Inner Sphere. Reduced to less than half their strength, the Horsemen expected a long, hard road ahead of them. Instead, they found themselves inundated with recruits from across the Inner Sphere. With the re-formation of the Star League, the unbelievable success of Task Force Serpent, and the end of the Clan invasion, thousands of young men and women wanted to join the new Star League Defense Force. By late 3061, the Light Horse—including the newly created Nineteenth Cavalry Regiment—had reached operational strength, although the influx of new recruits resulted in a severe drop in combat expertise. The Light Horse’s new commander, Lieutenant General Edwin Amis, accepted the invitation by Coordinator Theodore Kurita to take command of the renovated Star League base on Dieron in the Draconis Combine. It is believed that Amis chose this course of action to demonstrate that the Light Horse can put aside past differences with House Kurita to ensure the survival of the Star League. Unfortunately, the Dieron population and many members of the Light Horse are having a difficult time forgiving centuries of blood.

Even more shocking for the Light Horse was their deployment in late 3061 to the worlds of the St. Ives Compact, in an attempt to stop the predations of the Capellan Confederation. The bitter fighting on all sides has many Horsemen wondering whether the SLDF should be involved in this conflict at all.

However, the Light Horse has always survived, and with the rebirth of the long-lost Star League, there is an even greater mission. They are not so completely naive to believe that the only threat to the Star League is the Clans. After all, the original Star League fell from within. Honor demands that history not be allowed to repeat itself.

TRADITIONS

The ELH are known throughout the Inner Sphere as one of the most tradition-bound units in service today. The recent reformation of the Star League and the creation of the Nineteenth Cavalry Regiment have only slightly changed the way traditions and ceremonies are carried out in the ELH.

BATTLE STANDARD

Each regiment has a battle standard—a silver shield, with the Eridani Light Horse emblazoned on the center. To this standard are attached long, colorful ribbons that celebrate the victories and mourn the defeats of each regiment—bright colors are usually used for victories, while somber colors indicate defeats. The Light Horse began this tradition shortly after the fall of the Star League to shore up the morale of our warriors.

The Seventy-first, 151st, and Twenty-first regiments have so many ribbons added to their battle standards that they have had to “retire” older standards. However, wherever the Light Horse is stationed, you will find all the standards proudly displayed.

Though not officially sanctioned, many battalions and companies have their own battle standards.

19TH STRIKER REGIMENT

For many years, the Light Horse has honored the loss of the Nineteenth Striker Regiment on Amity. Whenever the three regimental commanders meet with the Eridani commander, they set a place at the conference table for the commander of the Nineteenth. During social functions, the host always says a prayer for the members of the lost regiment. Retiring soldiers who served the Light Horse with distinction become official members of the Nineteenth Striker, receiving lapel pins with the Nineteenth’s symbol, a rearing bronco.

Even though the ELH has now added a fourth regiment, a chair is still left vacant when the commanding officers meet with the Eridani commander, though they now place it against a wall.

EXODUS DAY

The most solemn day of mourning occurs on the date of General Kerensky’s Exodus. All nonessential functions shut down as everyone gathers in a central park. There, an honor
guard unfurls an ancient Star League standard and runs it up the usually bare flagpole. The base commander then reads Colonel Bradley’s communiqué informing General Kerensky of the Third Regimental Combat Team’s decision to stay. As the honor guard lowers the Star League standard, the military band softly plays the Star League anthem.

Most people expected this ceremony to be discontinued after the re-formation of the Star League. However, although the Star League has been reborn, it is not Kerensky’s Star League. That such high ideals and sacrifices were ultimately twisted into the Clans is reason enough for the Light Horse to mourn. As such, Exodus Day has now evolved into a ceremony mourning the defection of everything that General Kerensky stood for by his son, Nicholas.

**ORGANIZATION**

The Third Regimental Combat Team, though a combined-arms unit from its inception, still maintained distinct divisions between each unit type: BattleMech, vehicle, aerospace fighter, and infantry. Though a battalion might have vehicles, infantry, and ‘Mechs, each unit was still divided into its own combat unit. Additionally, the ELH initially used mostly light and medium vehicles, as was appropriate for a Light Horse regiment.

However, three centuries of constant warfare have marred the crisp lines, and now you will find a juxtaposition of units and weight classes throughout the Light Horse. For example, the Recon Lance of the Fourteenth Recon Company of the Seventeenth Recon Battalion of the Seventy-first Light Horse Regiment consists of a Jenner, two Pegasus Scout hovertanks, and a jump rifle platoon. Though each regiment has attempted to return to the Light Horse’s original order of battle by not mixing different unit types in a single lance, they still fall prone to a multiple-unit mix in companies and even some lances. Not even the Com Guard has such a convoluted organizational system. Regardless, the Light Horse make it work and have no plans to change. However, we do concede that the rest of the Star League Defense Force needs to be organized along more traditional lines.

**UNIFORM, INSIGNIAS, AND RANKS**

The Eridani Light Horse was more than happy to adopt new Star League uniforms and ranking conventions. Before joining the SLDF, most Horsemen displayed their battalion, company, and even lance insignias. However, even the proudest realized that so many insignias would simply appear vain.

The Cameron Star now appears on the left breast of the uniform and the Eridani Light Horse insignia on the left shoulder. Most Horsemen paint all their other insignias—including battalion, company, and lance logos—on their ‘Mechs.

The Eridani Light Horse insignia is a prancing brown horse, set against a yellow disk. A black border was added to signify their mourning after the fall of the Star League. Now that the League has been reborn, the band signifies the loss of so many Horsemen lives on Huntress.

**TRAINING**

Though the Light Horse long ago established its own academies and training facilities and continues to maintain a small staff at each, most of the command staff have taken positions at the recently opened Focht War College of Tukayyid. In fact, a recent honor for the Eridani Light Horse—and proof of our superior training techniques—was the posting of Colonel Scott Hinesick, originally the commander of the Light Horse Academy, to the command of Focht.

**PERSONALITIES**

**LIEUTENANT GENERAL EDWIN AMIS**

Amis was born on the planet Landmark in the Taurian Concordat. He is short and stocky, a common feature on a world with gravity somewhat heavier than Terra’s. Amis has been a maverick all his life. Starting out as a pilot with the Thirty-seventh Lyran Guards RCT, Amis was badly wounded when his fighter was destroyed by an Siege Lyran aerospace fighters on the world of New Caledonia, during the Fourth Succession War. Five months after mustering out, he signed on with the Eridani Light Horse.

He was assigned to the Seventy-first Light Horse Regiment, and rose steadily to the rank of colonel. He assumed command of the Twenty-first in 3039 when Colonel Jamal Falphi, Colonel Winston’s successor, was killed. Amis led the Twenty-first until Brevet General Ariana Winston died in the fighting on Huntress, at which time he assumed command of the entire Light Horse.

Amis has always been a friendly, likable sort. He tends to be rather boisterous and lacking in proper military decorum, a source of near-infinite disgust for Colonel Antonescu. The mantle of leadership for all of the Light Horse, however, has tempered his freewheeling attitude as well as his reckless courage. But he still maintains the open personality that has so endeared him to his troops, and he refuses to give up his cigars.

**COLONEL SANDRA BARCLAY**

Colonel Sandra Barclay is the new kid on the block in the Light Horse. The stepdaughter of Captain “Dashing” John MacAllister, she served two hitches with the elite Seventh Crucis Lancers, following her graduation magna cum laude from the NAIS College of Military Sciences. After that, she suddenly decided to leave the Lancers and applied to the Light Horse. She refuses to say why she turned mercenary after serving with such a prestigious unit. After going through the standard training program, much to her surprise, she was given the task of rebuilding the shattered Seventy-first Regiment following their destruction by the Jade Falcons.
The heavy losses taken by the Seventy-first on Coventry, after she had just re-formed her regiment, left Colonel Barclay shaken and unwilling to order her people into danger. Though this initially caused problems during the fighting on Huntress, Barclay persevered and has conquered her demons.

**COLONEL CHARLES ANTONESCU**

Charles Antonescu was born on Bromhead and raised around mercenaries. His father was a liaison officer between Hansen's Rough Riders and the Lyran Commonwealth. Upon his graduation from high school, Antonescu filed applications with several mercenary companies. He was accepted by three: the Rough Riders, the Twelfth Star Guards, and the Eridani Light Horse. After seeking advice from his father and several other LCAF officers, Antonescu shipped out for Colchester, where he began his basic training. Twenty-five years later, he commands the 151st Light Horse Regiment, which he considers to be the best in the Inner Sphere. Antonescu is something of a prig, treating anyone of lesser rank and/or experience as inferior.

Despite any flaws in his people skills, Antonescu is a superior leader and a clever battlefield tactician. He can be stubborn in defense and ruthless in attack when the need arises.

**COLONEL EVELINE EICHER**

Eveline Eicher is Amis' successor to the command of the Twenty-First Striker Regiment. She is a good commander, lacking only seasoning. She does, however, have one potentially dangerous flaw: she tends to second-guess herself. Thus far, this flaw has not manifested itself on the battlefield; only when the fighting is over does she question her decisions. Now that she is in command of a full regiment, only time will tell if this flaw in her character will manifest itself in battle.

**COLONEL PAUL CALVIN**

Paul Calvin was "raised in the saddle," an aphorism meaning a second- or third- (or more) generation Light Horsemann. His mother, Darlene Olsen, piloted a Phoenix Hawk in the First Recon Company of the Fiftieth Heavy Cavalry Battalion. Calvin began military life as an ELH recruit and rapidly worked his way up through the ranks until he was promoted to colonel and given command of the newly formed Nineteenth Cavalry Regiment. Calvin is a good, solid warrior with a firm grasp of light cavalry strategy and tactics. His understanding of combined-arms tactics is remarkable.

Calvin is a quiet man of simple tastes. Unlike many warriors, he neither smokes nor drinks. In some ways, Calvin is having trouble with his promotion. He is terribly proud and honored that his unit thinks so highly of him, but he fears that the promotion will isolate him from his men.
ERIDANI LIGHT HORSE

COMMAND AND TRANSPORT DIVISION

The command company of the Eridani Light Horse, unlike most other command units, sees battle often. Unwilling to sit on the sidelines, the Horseman Generals from the time of Brevet General Jennifer Dirkson have always fought alongside their men. Although this has gotten more than one general killed—the recent death of Brevet General Winston is a prime example—the commanders believe that the boost in morale and the confidence in Horseman leadership more than make up for any risk of the loss of command integrity. Lieutenant General Amis has taken this to heart, and the command company has been active in the fighting in the St. Ives conflict.

The unit insignia of the ELH High Command Company is a silver Eridani Light Horse on a black circle.

OFFICERS

Major Beverly Jana is a recruit from the Sarna Supremacy who has been with the Light Horse for only a year. Tired of the endless threat of imminent invasion by the Capellan Confederation, Jana fled her homeworld to join the Star League Defense Force. Her miraculous skill with a ‘Mech earned her a berth with the 151st Light Horse Regiment, where she quickly became a company commander. In early 3062, she came to the attention of General Amis, who has taken her as his protégé. Mild resentment over her rapid advancement has given rise to muttered jokes about what Amis might have really taken her for. However, in the fighting on the St. Ives worlds, she proved herself worthy of her current position.

TACTICS

Composed of two ‘Mech lances, a single mixed ‘Mech and vehicle lance, and an artillery lance, the High Command is used to reinforce other Light Horse troops in almost any situation.

ELH High Command
Company/Elite/Fanatical
CO: Lieutenant General Edwin Amis
XO: Major Beverly Jana

Though the Light Horse has access to a large stockpile of Clan equipment from Huntress, the High Command has not upgraded its equipment.

Transport Division
Expanded Regiment/Regular/Fanatical
Fleet Cmdr: Rear Admiral David Natale

Commanding a total fleet of fifteen JumpShips and thirty-one DropShips, David Natale—referred to in the Light Horse simply as “The Captain”—commands one of the largest single-unit fleets in the Inner Sphere. Regardless of where a Light Horse unit may be assigned, all DropShip and JumpShip captains report directly to Natale. He accompanied Task Force Serpent to Huntress, though he did not have much operational authority. He has remarked several times that it is a pity the Light Horse did not capture an intact WarShip.

Pathfinders
Company/Veteran/Fanatical
Troop Cmdr: Captain William Kyle

The Pathfinders are the newest and most controversial unit of the Eridani Light Horse. Impressed with the usefulness of the Draconis Elite Strike Teams and the Rabid Fox teams during the fighting on Huntress, General Winston sent a coded message from Defiance before leaving the Inner Sphere to Gregory Ostroff and Ephraim Collumna, who jointly head the Light Horse training facility, to build a small unit of special-purpose troops. However, many Horsemens equate such forces with discreet government terrorism and do not believe the Light Horse should train and employ them. In an effort to lessen the tension this unit has caused—the rest of the ELH have started to call them Blackhearts—Lieutenant General Edwin Amis has put them directly under his control and has stated emphatically that they will never be employed against civilians. Only time will tell whether the Pathfinders will survive their comrades’ antagonism. The Pathfinders were recently outfitted with Gray Death light scout armor, which they purchased from the Gray Death Legion.

The insignia of the Pathfinders is a birch leaf.
ERIDANI LIGHT HORSE

71ST LIGHT HORSE: WHITE HORSE REGIMENT

The Seventy-first Light Horse has the dubious honor of being one of the few units in the Inner Sphere to be destroyed twice and decimated twice—in just over three decades.

In the war of 3039, the Seventy-first Light Horse was wiped out in the masterful counter-invasion by Combine forces. The rebuilt regiment was destroyed again in 3053 on the planet Kikuyu by Clan Jade Falcon. The Light Horse spent years rebuilding the Seventy-First again, only to see it take heavy casualties as part of the Coventry Expeditionary Force in 3058. Rebuilding yet again, the Seventy-first took horrendous casualties as part of Task Force Serpent in 3060.

Most regiments would have disbanded after the first destruction, but the Eridani Light Horse has never abandoned tradition. Almost back up to strength following the flood of new recruits to the SLDF, the Seventy-first is trying to forge the new members into a cohesive whole. Whether they will be able to do so and finally erase the “curse of the Seventy-first” remains to be seen.

The insignia of the Seventy-first is a white prancing horse set against a blue-over-black cavalry guidon with an orange border.

OFFICERS

Heavy fighting on Coventry crushed Colonel Sandra Barclay’s self-confidence and caused trouble for her all through the Huntress campaign. Only after surviving the bloody fields of that far-off world did she overcome her own curse. She has made it her personal goal to see that the Seventy-first does the same by reminding them of the Seventy-first’s brilliant battlefield history, most notably the supply run through Amaris forces to the world of Carver V, which allowed the surviving contingent of Star League marines to hold out until the world was liberated in 2773.

Captain Telemachus Zeek Jr., commander of the Twelfth Infantry Company (The Kingpins), is a scarred veteran of many battles and was one of the few infantry officers to survive Huntress. Because of his expertise in anti-Mech tactics, his company is testing two squads of Inner Sphere battle armor to see if the whole Light Horse should rearm their infantry with battle armor.

TACTICS

The main tactic of the Seventy-first is similar to the other Light Horse regiments’—speed. Striking quickly and fading away before becoming heavily engaged, they unsettle their opponents, allowing the Seventy-first to disrupt command and supply lines while sapping enemy morale.

71st Light Horse (White Horse Regiment)
Understrength Regiment/Regular/Reliable
CO/Command Com: Colonel Sandra Barclay
XO: Major Ruben Avilla
11th Recon Batt: Major Kathy Lykken
82nd Heavy Cavalry Batt: Major Ron Jenkins
17th Recon Batt: Major James Fossil

As with all the Eridani Light Horse, the Seventy-first is a combined-arms unit that has evolved from the crisp organization of the original Star League to a merging of vehicles, infantry, aerospace fighters, and “Mechs. However, the use of combined arms, as exemplified by the Com Guard, has been devastatingly effective.
151ST LIGHT HORSE: DARK HORSE REGIMENT

The 151st Light Horse Regiment is home to the Eighth Recon (Cyclones) and the Fiftieth Heavy Cavalry (The Bloody Half-Hundred) Battalions. Tradition born in 2798 on the then-Combine world of Sendai dictates that these two battalions always safeguard the dependents of all the Eridani Light Horse regiments.

In that year, the Light Horse had left the service of the Draconis Combine. Furious, the administrator of Sendai captured and held the families of these two battalions hostage, demanding that the Eridani Light Horse surrender. When the deadline passed, the administrator summarily executed all two thousand dependents.

In a rage, the Eighth and Fiftieth Battalions dropped on the planet. Only after every political official and Combine 'Mech was hunted down and slaughtered did they lift of the planet. Although the officers of the two units had acted without orders, Colonel Bradley, commander of the Light Horse, refused their resignations. On that day, both battalions received their nicknames.

Though the 151st participated in many pivotal battles during the Succession Wars—one such exploit on the planet Radalah in 2900 earned the regiment the nickname of "The Dark Horse Regiment"—they hold nothing to be of higher honor than protecting the Light Horse's civilian dependents.

Several commanders in the 151st Light Horse have recently expressed grave reservations about Lieutenant General Amis' decision to move to the planet of Dieron in the Draconis Combine. Considering it was on a Combine world that the dependents of the Eighth and Fiftieth Battalions were slaughtered, it is not surprising that several brawls between personnel of the 151st and local DCMS units have occurred. Even more dissatisfaction was shown when the Light Horse dependents were left on Dieron in the protection of the Seventy-first, a role always reserved for the Fiftieth Heavy Cavalry and Eighth Recon Battalions. However, this has not affected their performance in numerous battles in the St. Ives conflict.

The insignia of the 151st is a black prancing horse, set against a red-over-white cavalry guidon, with a orange border.

OFFICERS

Major Kent Fairfax, the commander of the Fiftieth Heavy Cavalry Battalion (Bloody Half-Hundred), is the most vocal in his disgust over the move to Dieron. He hates any snake he sets his eyes on and takes no pains about letting them know it.

Major Gary Ribic, commander of the Eighth Recon Battalion, leans towards Major Fairfax's sentiments but has an easier time of hiding his dislike for the Combine.

Both officers have been reprimanded on several occasions for their lack of discipline.

TACTICS

Because of its role as protector of the Horsemen's dependents, the 151st has developed unusual strategies for defending a static target. One is to secretly move all personnel and valuable materials to another site but maintain all of its forces around the target. Then the 151st allows the attacking unit to break through to the objective as it feigns a retreat. At the same time they send two flanking units that close and surround the attackers. Although several employers have voiced objections over the property damage, the vital material remains intact.

151st Light Horse (Dark Horse Regiment)
Understrength Regiment/Veteran/Questionable
CO/Command Com: Colonel Charles Antonescu
XO: Chang Shi Koh
50th Heavy Cavalry Batt: Major Kent Fairfax
8th Recon Batt: Major Gary Ribic
6th Recon Batt: Major Benedetto Polfliss

Because of the small but strong opposition to the move to Dieron, the 151st Light Horse is currently listed as a Questionable unit. Regardless, the 151st is a strong regiment that should be up to full strength within the next six months.
Although it has fought in countless battles, the Twenty-first Striker Regiment has only recently received its nickname, following two decades of leadership under Edwin Amis. Always one to scoff at military decorum and doctrine, Amis led the Twenty-first from the end of the war of 3039 through the Huntress campaign. So many years under a single, impetuous commander created a unit with little decorum and no stomach for standard tactics. Because of this “hell-bent” attitude, Colonel Charles Antonescu of the 151st Light Horse Regiment—a stickler for military decorum—nicknamed them the Four Horsemen, for the four horsemen of the apocalypse. The name stuck, and the Twenty-first wears it with pride.

There is no denying their effectiveness. Apart from the fighting on Huntress, the Twenty-first is best remembered for its avenging of the destruction of the Seventy-first Light Horse on Kikuyu by Clan Jade Falcon. Although at a serious technological disadvantage, the Twenty-first raided heavily across the Jade Falcon border from late 3053 to early 3054 before returning to garrison Kikuyu. Though they lost an entire battalion in the process, the Twenty-first proved that unorthodox strategies can win the day against Clan technology.

The insignia of the Twenty-first Striker Regiment is a golden star set on the left side of a blue circle, with the north, west and south points of the star elongated outside the circle and two points from the east shooting across the entire circle.

**Officers**

Colonel Eveline Eicher is having a difficult time adjusting to her new position. More reserved than her predecessor and more prone to question her actions, she has begun to slowly rein in the Twenty-first. This has sparked resentment in her troops, as they see no reason to change. Only time will tell whether she can curb the exuberance of her regiment or whether she will grow to be as reckless as the Twenty-first wants her to be.

On the other hand, Captain Stacey Vorliss, commander of the Eighty-fifth Company of the Third Striker Battalion, is as reckless as they come. Piloting her STU-5K Stuka, she led her company to many astounding victories against Clan OmniFighters on Huntress. She has crashed several times after pushing her Stuka too far, but she refuses to give up the fighter she loves. She is a good friend of Colonel Eicher, and many in the regiment hope that the daredevil ace will “talk some sense” into their colonel.

**Tactics**

There is no favorite tactic that the Twenty-first relies upon. Instead, their lack of any coherent battle plan often confuses their opponents. Shifting units randomly across the battlefield, attacking and then withdrawing, and sending out a flank attack in strange directions all add to the confusion the Twenty-first purposely creates.

21st Striker Regiment (Four Horsemen)

Understrength Regiment/Veteran/Reliable

CO/Command Com: Colonel Eveline Eicher

XO: Major Phil Parks

3rd Striker Batt: Major Rianna Armstrong

5th Striker Batt: Major Anthony Vitina

7th Striker Batt: Major Jonathon Fields

Although a hodgepodge of aerospace fighters, ‘Mechs, vehicles and infantry, the Twenty-First Striker Regiment contains a greater percentage of aerospace fighters than any other Light Horse regiment. This allows the Twenty-First to create additional havoc with continual bombing and strafing runs.
19TH CAVALRY REGIMENT:  
THE EQUINE PHOENIX

In March 2771, Stefan Amaris’ forces destroyed the Nineteenth Striker Regiment of the Eridani Light Horse on the planet of Amity. With the recapture of Terra, the subsequent bitter struggles of the Houses for control of the Star League Council, the Council’s dissolution, and Kerensky’s Exodus, there was too much chaos to think about rebuilding a single lost regiment when so many had been destroyed. And once the Light Horse joined the mercenary life, it simply lacked the resources.

In March 3061, Lieutenant General Edwin Amis decided to create a new regiment, bringing the Light Horse up to its original complement of four regiments for the first time in 290 years. Though he had no wish to resurrect the Nineteenth Striker, he felt it was important that the new regiment have ties to its long-dead sister. As such, he dubbed the new unit the Nineteenth Cavalry Regiment and nicknamed them the Equine Phoenix. As the phoenix is born from the ashes of the old, the Nineteenth Cavalry Regiment would honor the traditions of the Nineteenth Striker.

Though less than a year old, the Nineteenth has been training hard. Many Horsemen, although proud of the new regiment, were shocked when General Amis announced his intention to include them in the campaign into the St. Ives Compact. However, as many of the officers in the Nineteenth are actually recruits from battle-hardened units, the Nineteenth has quickly demonstrated that it is a dangerous foe and more than worthy to be numbered among the Horsemen.

The insignia of the Nineteenth Striker Regiment was a rearing bronco. To maintain ties to that logo, the Nineteenth Cavalry’s insignia is a flaming bronco set against a yellow disc.

OFFICERS

Major Ty Van Trahn has only recently become a member of the Light Horse, but he constitutes one of the main reasons why the Nineteenth is storming the fields. Originally commander of the Third Battalion of the Twenty-first Centauri Lancers, Major Trahn left over a bitter difference with the commander of that unit, Colonel Evelena Haskell, and made his way to Outreach. The Light Horse liaison on Outreach quickly contacted the ELH High Command when he realized whom he was talking with, and the Horsemen were more than happy to sign on a commander of such a well-respected and honorable unit. He immediately became the commander of the Second Striker Battalion, while also acting as the XO of the Nineteenth, and has become fast friends with Colonel Calvin.

TACTICS

In a unique twist even for a combined-arms unit, the Nineteenth have begun using their ’Mechs to corral their opponents into a well-laid infantry trap. Whether it is swarm or knee-capping attacks, or pits and infernos, the Nineteenth have quickly become notorious for appearing to place their infantry above their ’Mechs.

19th Cavalry Regiment (The Equine Phoenix)  
2 Battalions/Regular/Fanatical

CO/Command Com: Colonel Paul Calvin
XO: Major Ty Van Trahn
2nd Striker Batt: Major Ty Van Trahn
4th Striker Batt: Major Karl Wellington

While still under strength, the Nineteenth Striker Regiment has a heavy concentration of infantry. Although Major Trahn does not have that much experience in combined-arms tactics, he is quickly learning under the careful eye of Colonel Calvin.
ROYAL BLACK WATCH REGIMENT

HISTORY

After Ian Cameron became First Lord of the Star League, one of his first acts was to create a unit that would, in his words, "embody the traditions, heart, and soul of the ideals of the Star League." With this in mind, he unveiled the Royal Black Watch Regiment, which he had built around the core of the original Black Watch. For centuries, Lord Cameron's family had kept the Black Watch alive, attaching Black Watch members to their personal guards. These soldiers' undying loyalty persuaded Lord Ian to form a new Black Watch regiment.

The announcement of the new unit's existence startled many in the Inner Sphere, but none more so than the Northwind Highlander regiments. They had kept the traditions of their Scottish past very much alive and remembered the long history their ancestors had shared with the original Royal Black Watch. Many Northwind Scots who joined the SLDF served in the new Black Watch, which was soon to become the most famous of units.

Throughout the Star League era, mutual respect between the Black Watch and the Northwind Highlander regiments grew. Members from all six regiments of the Northwind Highlanders eventually served with the Watch. Stuart's Highlanders in particular proved to be kindred spirits with the Black Watch, and those two regiments exchanged an unusually large number of warriors.

To: Precentor Martial Victor Steiner-Davion
From: Colonel Neil Campbell, commander of the Royal Black Watch Regiment

More than a thousand years have passed since the first members of the Black Watch walked the Highlands of Scotland on ancient Terra. For most of that millennium, we have fought battles, winning some and losing others. But nothing burns brighter or brings a greater shame than our Failure. When the hated Usurper stole the throne of the Star League and killed the First Lord, he stole our honor. Regardless of the forces arrayed against us, regardless of our actions since that time, every member of the Watch knows that we have not yet erased the stain upon our honor. To this end, every Black Watch member has pledged his very soul to the safeguarding of the First Lord. I wish to speak plainly: we stand apart from the regular Star League Defense Forces. Nothing must stop us from fulfilling our duty. Nothing!

Attached you will find a document describing the history of the Black Watch, along with relevant information about personnel, our current combat readiness, and so on.

Sincerely,

—Colonel Neil Campbell, Royal Black Watch Regiment
FAIL FROM GLORY

On 27 December 2766, Stefan Amaris brutally murdered First Lord Richard Cameron and launched a rebellion within the Terran Hegemony. Caught by surprise, the few remaining SLDF forces fought valiantly to stave off the avalanche. The few units still on Terra included the Star Lord’s personal guard, the Royal Black Watch Regiment, of which every member was a graduate of the elite Gunslinger program. Knowing of this unit’s reputation, Amaris set a massive ambush to destroy the Black Watch. Nine MechWarriors of the Black Watch survived the trap and made their stand against the Fourth Amaris Dragoons at Gorst Flats. Though hopelessly outnumbered, the Black Watch simply would not die; against all odds, they systematically destroyed wave after wave of enemy forces. Finally, refusing to squander more of his units, Amaris resorted to nuclear weapons to wipe out almost every trace of this proud unit. The Northwind Highlanders display one of the only relics left from that unit: a hand from a Highlander BattleMech.

THE PACT

During the First Succession War, when greed and vengeance drove the Great Houses to unparalleled levels of barbarism, a select group of warriors within the Northwind Highlanders formed a pact to embody the high ideals of the vanished Star League. Though all of the Highlanders consider themselves upholders of those ideals, these particular individuals were among the most fanatical devotees. All of them came from Stuart’s Highlanders, the regiment that had shared the greatest number of beliefs and practices with the Royal Black Watch Regiment. They formed a secret organization within the Highlanders, considering themselves members of the Black Watch and ready to proclaim themselves as such when the Star League was re-established.

Members of this obsessively secretive group wanted only those with similar beliefs to know of their existence. In accordance with this desire, new members could be inducted only if all the current members agreed to accept that candidate. A chosen candidate came under intense scrutiny to verify that he or she would never betray the trust of the Black Watch. Throughout the centuries, this secret Black Watch never had more than a dozen or so members at any time. Though almost all of the Highlander regiments’ senior commanding officers knew about the Watch’s existence, only a select few became members.

THE BLACK WATCH REBORN

When word reached the Highlanders that a new Star League had been formed and a new First Lord chosen, the Black Watch at first refused to believe it. Almost as soon as it received confirmation, however, the Watch found itself divided over what course it should take. One faction immediately wanted to present the Watch to First Lord Sun-Tzu Liao as the personal guard of the office. Captain Neil Campbell, the current leader of the Black Watch, believed that the Watch should prove its worth before asking to resume its historical duties.

Campbell soon persuaded the Black Watch to accept his plan and join MacLeod’s Regiment as part of Task Force Serpent. Fighting alongside the Highlanders and Kathil Uhlan, the Black Watch acquitted themselves well, at one point holding off the advancing Jaguars until the rest of the units could withdraw into the Dhuan swamps. However, they lost almost the entire company that had journeyed to Huntress.

RIGHTFUL PLACE

Upon returning to the Inner Sphere, the Black Watch slipped away from the rest of the returning forces and quickly made their way to the world of Sian. Having sent an HPG message beforehand, they were met en route by a reinforced company of new recruits from Northwind that helped fill out the Black Watch’s number to two companies. Upon reaching Sian, they presented themselves to the First Lord. A shocked Sun-Tzu Liao was nevertheless very pleased to see the Black Watch and gladly accepted them as his personal guards.

Following the election of First Lord Theodore Kurita, the Black Watch took up residence on Luthien.

UNIFORMS AND INSIGNIAS

Parts of the Black Watch’s dress uniform have remained unchanged for more than a thousand years. The uniform consists of a forest-green, long-sleeved jacket trimmed in red, cut along the lines of the dress uniform of the SLDF Regular Army, with a high collar and deep hem, open in front to reveal a white shirt trimmed with red. On occasion, laid over this from right shoulder to left waist, is the Black Watch Tartan sash. A kilt in Black Watch Tartan is also worn, including the sporran, with large cream-colored tassels backing four smaller tassels in black. Black dress shoes and white gaiters complement the tam-o’-shanter cap.

The Cameron Star is displayed on the left breast and rank insignias on the right shoulder, while the ancient insignia of the Black Watch Regiment is displayed on the front of the cap.

TRAINING

The Black Watch recruits mainly from other SLDF units, but upon approval of the SLDF commander—currently Precensor Martial Victor Steiner-Davion—they may recruit from any unit in the Inner Sphere, provided the individual in question can pass the necessary battery of entrance exams and tests.

As each member of the Black Watch may be called upon to lay down his life at a moment’s notice to protect the First Lord, the rigorous battery of background checks and combat tests given to new recruits can last some time. Because of this lengthy process, the Black Watch is growing slowly, having only reached battalion size.

Nevertheless, the Black Watch represents the finest set of MechWarriors in the Inner Sphere, rivaling such units as the
Genyosha, Knights of the Inner Sphere, and Wolf's Dragoons. However, the Black Watch are not content with their current status and have begun to slowly rotate their personnel to the new year-long Gunslinger training program at the Focht War College of Tukayyid.

**NOTABLE PERSONALITIES**

**COLONEL NEIL CAMPBELL**

Colonel Neil Campbell is the current commander of the Royal Black Watch Regiment. Raised on tales of the Star League, Campbell became convinced that he had to live by its enduring ideals. As a teenager he made a private vow that even though the rest of the Inner Sphere considered the Star League dead, he would make it live in his own actions.

Upon graduation from the Highlander military academy on Northwind, Campbell was assigned to the First Kearny Highlanders. In his first two years of service, he proved a competent MechWarrior and an exceptional leader. His trustworthiness quickly brought him to the attention of Colonel Senn, who promoted him to the rank of major and gave him command of the Third Battalion. At the same time, a small group of Highlanders who had noticed his devotion to Star League ideals taught him about the Black Watch and soon initiated him as a member. His leadership skills and devotion to Star League ways quickly made him the leader of the resurrected Black Watch, and he was more than willing to accept a demotion to captain’s rank to take that honored position.

Having led them on Huntress, Campbell presented his unit before the First Lord and took the rank of colonel, to signify that the Black Watch’s goal is to return to their original size of a regiment.

With the permission of First Lord Theodore Kurita, Colonel Campbell began a year’s hiatus from the Black Watch on 1 January 3062 to attend the Gunslinger program at the Focht War College. Colonel Campbell was the first applicant to be accepted.

Slightly shorter than average, Captain Campbell’s red hair and powerful physique testify to his Scottish heritage.

**MAJOR ANNETTE McNHENRY**

Major Annette McHenry is one of only three Watch members who returned from Huntress and has taken command of the Watch until Colonel Campbell’s return.

Although the daughter of a member of the Second Kearny Highlanders, McHenry expressed little interest in military life in her early years. Instead, she ran away and began a vagabond life, wandering from world to world.

When the Fourth Succession War exploded, McHenry had already been world-hopping for two years. Shocked to hear that the Northwind Highlanders had returned home, she wondered if it might not be time to return herself. Upon arriving on Northwind, she fell in love with the world that had so enchant-
ROYAL BLACK WATCH REGIMENT

Though the current Black Watch Regiment has only been in service for a handful of years, it has a history unparalleled in the Inner Sphere. The Watch is respected throughout all House and mercenary regiments, but it was inevitable that tension would exist between the Black Watch and House leaders' personal guards—as was the case with Chancellor Liao's Death Commandos. It finally took a knife contest between Colonel Campbell and Sang-shao Hyung-Tsei of the Commandos—in which they both drew blood simultaneously—to relieve the tension. A similar situation is already brewing with the Otomo, the personal guard of Coordinator Theodore Kurita. To date, no duels have been issued or accepted, but it seems inevitable. To add fuel to the fire, once the graduates of the Gunslinger program return to the Watch, there is a chance of another Hidden War, regardless of whether First Lord Theodore Kurita approves of it or not.

The Clans consider the Black Watch Regiment the highest mockery of the true Star League. Because of this, most Clansmen who meet the Watch in battle fall into a berserker rage. This occurred every time the Black Watch faced Smoke Jaguar warriors on Huntress.

The insignia of the Black Watch has gone unchanged for more than a millennium. The Black Watch usually paints its 'Mechs green, with bands of the Black Watch Tartan randomly encircling the 'Mech. Additionally, all 'Mechs have the Black Watch insignia molded into the armor of the right arm shoulder assembly.

OFFICERS

Captain Takashi Inega only recently came to command the Third Company of the Black Watch. Inega personally contacted First Lord Theodore Kurita to ask for a release from his military service as part of the Second Legion of Vega so that he could join the Black Watch. Though taken aback, Kurita granted him his wish, hoping that it would help lessen the tension between DCMS units on Luthien—most notably the Otomo—and the Black Watch. Inega had to pass all the tests, just like any other recruit. However, Major Annette McHenry was so impressed with his performance and personality that she assigned him to command of Third Company.

TACTICS

The Black Watch Regiment relies on the fact that it has some of the best MechWarriors in the Inner Sphere. Using superior piloting and gunnery skills, the Watch simply outmaneuvers and outshoots its opponents.

Royal Black Watch Regiment
Battalion/Elite/Fanatical
CO: Colonel Neil Campbell
XO: Major Annette McHenry (Acting Commander)
XO: Captain Jeffrey Morgan (Acting XO)

In what some would call sheer bravado, the Black Watch does not have a single piece of Clan equipment on any of its 'Mechs. They consider the Clans anathema to what the Black Watch represents and believe their superior abilities can make up for any difference in technology, which tends to be the case. However, they do have the finest Inner Sphere 'Mechs available, with a warrior able to choose whatever design he wants—the SLDF can purchase almost any 'Mech made in the Inner Sphere or Periphery.

Additionally, though the rest of the Black Watch has yet to go along, Captain Takashi Inega has convinced his company of the usefulness of the C³ computer system produced by the Draconis Combine. The entire Third Company has been outfitted with the C³ command system—those 'Mechs not previously equipped with C³ slave units have been customized.
To: Precentor Martial Victor Steiner-Davion
From: Colonel Andrew Redburn, commander of the First Royal BattleMech Regiment (Morgan’s Lions)

Hello, Victor,

I apologize for not returning your personal calls. I have had so much to do in the past few months that I hardly sleep and I eat only when my XO forces me to. The new regiment, which I named the First Royal BattleMech Regiment (Morgan’s Lions)—in the tradition of the Star League and in memory of the man who shaped Task Force Serpent—is finally training as it should. In a recent war game against ComStar’s Invader Galaxy, we handed them their heads. We know not to be too proud, as they handily beat us twice before. But it is progress.

Attached is the information on our combat readiness that you requested. I only ask that you do not change the name of my unit to the First Royal BattleMech Division any time soon.

Finally, it was an agonizing decision to choose Morgan over General Winston for the name of this unit, but I felt strongly that without his charismatic leadership at the beginning, we would never have survived our training, much less the thousand-light-year journey and subsequent fighting on Huntress. However, I humbly submit that the next SLDF regiment formed should bear Ariana Winston’s name, to honor her brilliant leadership and ultimate sacrifice to defeat the Smoke Jaguars.

In closing, I promise not to miss your next dinner invitation.

Sincerely,

—Colonel Andrew Redburn, First Royal BattleMech Regiment

HISTORY

The history of the Royal BattleMech Regiment is a short and colorful one. Although the largest portion of our warriors came from the disbanded First Kathil Uhlans, the First Royal BattleMech Regiment claims ties to almost every unit that fought on Huntress: Eleventh Lyran Guards, Fourth Drakons, Kingston’s Legionnaires—we even had two MechWarriors of McLeod’s Regiment and one MechWarrior from the Knights of the Inner Sphere join our ranks. Only the Com Guard Second Division, the Eridani Light Horse, and the special forces teams have not contributed to our unit.

With such units for progenitors, this report could dedicate a ream of paper to past exploits. However, it is just that—past. For the past six months, all the regiment’s members have striven diligently to become a unit unto ourselves. With our recent training victory against the Invader Galaxy, we have taken that first step. I believe that within another six months, we will be ready to take on any challenge.

TRAINING

The training of the First Royal BattleMech Regiment has been brutal. To be the first “new” SLDF regiment commissioned in almost three centuries has given every member of this unit a need to make the new Star League proud by demonstrating they are the finest unit in the Inner Sphere.

They have therefore been training against the best units at their disposal: the Eridani Light Horse and several divisions of the Com Guard, as well as several Clusters of Nova Cats—they specifically trained with the Cats’ Tau Galaxy before their assignment to the St. Ives Compact. The First has even taken the field against the Izanagi Warriors and the First Genyosha. Though they lost to both Combine units, this only spurred them on and is directly responsible for the First’s recent victory against the Invader Galaxy.

Though the First has sought permission to engage in war games with units from every House, so far this request has been denied.

RECRUITMENT

Though the surviving members of Task Force Serpent make up the lion’s share of the First, the unit has accepted some recruits, usually graduates from SLDF-approved academies.

When asked to create the First Royal BattleMech Regiment, Colonel Redburn spent long hours poring over old Star League documents on training and recruiting. When recruitment began, he instituted a program that the SLDF had long used; those few allowed to join have been given the rank of sergeant. Though starting academy graduates at this rank is unusual, it is a reflection of the old SLDF’s policy of making a cadet earn his commission. This will also generate a mystique for the SLDF by having a normally green lieutenant fighting like a veteran.

TRADITIONS

Though it is unusual for so young a unit, Colonel Redburn felt it was important that the First have its own traditions to help unify the disparate members. Having come to respect the Tau Galaxy of Clan Nova Cat, the First has slowly begun to evolve a ceremony loosely based on the Chronicle of Battles practiced by the Nova Cats. Though much less informal than the Chronicle, members of the First gather once a month to remember their lost comrades on Huntress and to brag about their “training” exploits. This tradition has gone on a long way toward molding the First into a unified force.
PERSONALITIES

COLONEL ANDREW REDBURN

Colonel Andrew Redburn graduated from the Warrior’s Hall on New Syrtis in the Capellan March in 3024 and was immediately assigned to a training cadre, the pet project of Prince Hanse Davion. The training cadres were formed from and staffed by MechWarriors who had received their training on the remaining frontiers of the Federated Suns. As the Fourth Succession War began, Redburn took command of the Delta Company training cadre. Though the regular army units openly disparaged the cadres, that attitude soon changed as Redburn led the Delta Company to victory after victory against seemingly impossible odds. In one of the final battles of that war, he was promoted to major. His company then merged with other, similar units to form the First Kathil Uhlans, under the command of Morgan Hasek-Davion.

When Morgan was promoted to Marshal of the Armies of the Federated Commonwealth, Redburn was promoted to lieutenant-general and given command of the First Kathil Uhlans. He was instrumental in planning their many successful operations during the Clan invasion.

On Huntress, Redburn’s battle acumen and force of will kept several regiments from collapsing. Additionally, he traveled to Strana Mechty and commanded a lance of the First Kathil Uhlans that fought alongside the Tenth Lyran Guards and Victor Steiner-Davion against the Smoke Jaguars in the Great Refusal.

Upon returning to the Inner Sphere, Redburn could not serve under Katherine and mustered out of the AFFC. He accepted the task of creating a new unit for the SLDF—along with the reduction in rank this entailed—and was shocked and humbled when most of the surviving members of the Kathil Uhlans followed him, as well as many members from other units that had survived the cauldron of Huntress.
In February of this year, the First Royal BattleMech Regiment took to the field for the third time against the Com Guard’s Invader Galaxy. Former Precentor Martial Anastasius Focht created the Invader Galaxy to mimic the Clan battle formations, in the hopes of teaching Inner Sphere troops to deal with the Clans. Though the Invader Galaxy employs almost no Clan ‘Mechs, it constitutes one of the finest units in the Com Guard. With such a resource at hand, Colonel Redburn wasted little time in setting up a series of war games to test the mettle of his new unit against the Invader Galaxy. Having lost twice in 3061, the First met other units in the field in the hopes of increasing their combat effectiveness. Confident that they could finally beat the Com Guard unit, the First again took to the field against the Galaxy.

As if to mock the First, the Invader Galaxy initially traded long-range shots with their opponents but then retreated into the Devil’s Bath, a hellhole of jagged granite canyons and steaming mud pits. It appeared that the Invader Galaxy was attempting to re-create the success of the Sixth Division against the First Viper Guards of Clan Steel Viper during the climactic battle of Tukayyid.

However, Colonel Redburn, along with the rest of the First, had spent the past six months studying Tukayyid and knew all of the pathways that would see them safely through the Devil’s Bath. Though twelve hellish hours would pass before the war game was complete, the First emerged with a victory.

The insignia of Task Force Serpent was officially adopted as the insignia of the First Royal BattleMech Regiment: a black serpent, its fanged jaws open and ready to strike, coiled around the Cameron Star.

OFFICERS

Major Carl Sleipness, originally Överste of the Fourth Drakens, is commander of the Second Battalion. Although Anastasius Focht offered to rebuild the Fourth Drakens following their destruction on Huntress, the remaining warriors declined the offer. A shrewd tactician, his skills as a diplomat are currently employed in an effort to stem the anti-ComStar tide that has been rising in the Free Rasalhague Republic.

Major Annalise Proctor was originally a member of the First Knights of the Inner Sphere and shocked her commander and Colonel Redburn when she resigned her commission with the FWLM and signed up to become a member of the new SLDF regiment. She has said nothing about her reasons, but her ability to mediate among the disparate members of the newly formed regiment quickly put her in command of the Third Battalion.

TACTICS

The tactics of the First Royal BattleMech Regiment center on merging the fighting style of most Inner Sphere units—that of concentrated fire—with the technologically superior Clan ‘Mechs. With vastly increased ranges, Morgan’s Lions concentrates a lance or more of ‘Mechs on a single target while slowly withdrawing, in an effort to keep the opponent’s weapons out of range while keeping their own weapons systems in range.

1st Royal BattleMech Regiment
(Morgan’s Lions)
Regiment/Elite/Fanatical
CO/1st Batt: Colonel Andrew Redburn
XO: Captain Peter Kocol
2nd Batt: Major Carl Sleipness
3rd Batt: Major Annalise Proctor

Because of the salvage taken from Huntress, the First Royal BattleMech Regiment is composed entirely of Clan ‘Mechs. However, less than 20 percent of those are actual OmniMechs, and all of those have been assigned to the command companies of each battalion.
And in her vision the wolf howled,
But the nova cat paced steadily on,
Undisturbed by the petty battles
Others fought, trying to cage it within the bars of
Thoughtless sameness. The nova cat gazed
Straight ahead, its heart and mind devoted to
The Ways of Seeing, devoted to a more perfect life
—The Remembrance (Clan Nova Cat), Passage 50, Verse 5, Lines 26-32

A pouncing cat stalks the hunting cat
roar the two engage in a death’s embrace
the coiled serpent crushes both
A pouncing cat stalks the hunting cat
with care, the pouncing cat watches
the coiled serpent crushes the hunting cat
a new star is born
—The Remembrance (Clan Nova Cat), Passage 374, Verse 3, Lines 17-24

The path that has led us to this point in our journey has been a curving arc of shadows, fire, and smoke, broken by moments of stark light that never revealed more than a small hint of what was to come. When our founders set us on this path, did they know the end? Did our most beloved Khan Sandra Rosse understand the significance of her actions or the events that would unfold? One cannot help but ponder these questions.

Regardless, we Nova Cats have always relied on visions and portents to guide us through the murky depths of the future. The fact that out of the twenty Clans created by the Founder, three have been absorbed, two annihilated, and one sundered shows the dangers that come as the waves of time wash past. Yet here we stand, members of a new Star League. Does this not prove our feet trod the correct path? Our lost brethren have named us traitors and cast us out. Yet I say again, we are members of the Star League, and we will marshal all our forces to help it survive and grow.

To aid in this task, with the blessing of Khan Santin West, I have compiled a complete report of our combat readiness and a force roster describing our military assets. Additionally, to aid in the integration of our Clan with the Inner Sphere, I have compiled a history of Clan Nova Cat. For how can you understand what we are now if you do not know the ways that we have passed?

I have informed my Khan that this will be my last official act as Oathmaster, and he has already punished me for my audacity in retiring by appointing me to a new office. As a courtesy, I am also relaying this information to you, though, considering my new post, you may already be aware of this. Though the path behind me is strewn with errors, I hold my head high, knowing that I played some small part in the Nova Cat finding its current way. But my time is done, and another will soon come to lead us into the future.

—Biccon Winters, Oathmaster, Clan Nova Cat, 18 March 3062

THE FOUNDERS

Although our birth resembled that of most Clans, one of our contributing founders was not a member of the Star League Defense Force, a fact that has made us the object of derision for centuries. That same founder joined our Merchant Caste. For some, these are events that cannot be overlooked.

The manner in which the Nova Cat walks as an adult was set down by Phillip Drummond and Anna Rosse. Though some in our Clan belittle Anna and heap praise on her daughter Sandra, one must remember that, unlike modern-day sibkos, a mother still had the upbringing of a daughter in those early years. Without Anna’s guidance, Sandra would not have become our most beloved Khan.

PHILLIP DRUMMOND

When Stefan Amaris executed the First Lord and destroyed the Star League, Phillip Drummond felt bitterly betrayed. He had taken great pride in the fact that his nation had stood by the Star League while the rest of the Periphery rebelled. When the true extent of Amaris’ plot came to light, Drummond, like many men and women of the Rim Worlds Republic military, fell into despair. In a single moment of clarity, Drummond’s loyalty was shattered beyond redemption, and he eagerly transferred his loyalty to Aleksandr
Kerensky, convinced that Kerensky was the one man in whom he still might believe.

Drummond demonstrated his resourcefulness, as well as his determination to punish the Usurper, by penetrating the security cordon around Kerensky’s headquarters. Just as Drummond was about to be summarily executed as a suspected assassin, the general interceded, and Drummond offered to join the SLDF and share his knowledge of the Rim Worlds Republic’s military defenses. Kerensky instinctively recognized his sincerity and accepted him as a newly commissioned lieutenant.

Drummond, however, was denied an opportunity to fight and landed a permanent assignment with the Intelligence Command. The SLDF warriors around him all believed him to be a spy or traitor. Only years of faithful service, along with providing unfailingly accurate information, grudgingly earned him the respect of his peers.

When the call to Exodus came, Drummond accepted without a thought. That he would depart the Inner Sphere with nothing but the clothes on his back has always been proof enough for the Nova Cats that he was eminently worthy of founding our Clan.

**ANNA ROSSÉ**

Life for Anna Rosse was brutal and uncompromising from the time she was very young. When the hated Usurper invaded Terra, Rosse was only nine years old. Captured, she was being led to an internment camp when a resistance cell rescued her.

An all-women resistance cell in Greece took her in after two years on the run. This deeply spiritual group helped heal Rosse of her emotional scars, and she repaid them with sensible and intelligent suggestions on improving their communications networks and their methods of acquiring and distributing supplies. The leaders of her cell quickly realized her value and began to pass her on to other cells to aid in their effectiveness. As she grew older, her methods became common practice among most of the resistance cells in Europe and Asia. By the time of the Liberation of Terra by Kerensky’s troops, she was stationed in Moscow.

Quietly hailed as a hero of the resistance, Anna Rosse met Captain Peter Karpov of the SLDF at one of the initial meetings between the resistance leaders and the libertors. The two were married within a year, and both joined the Exodus. They departed the Inner Sphere aboard the *Prinz Eugen*.

All know of the history of that traitorous ship and crew. Defying the Great Father himself, the *Prinz Eugen* and eight other ships decided to return to the Inner Sphere. Only one solution was possible: Kerensky captured the nine ships and executed their officers—including Karpov.

All Clan realize that this act saved us from destruction—look at what happened when the Inner Sphere finally did locate us. However, Karpov’s death worsened Rosse’s emotional problems, and she could not even find solace in Aleksandr Kerensky’s General Order 137. When the SLDF finally arrived at five marginally inhabitable worlds—later dubbed the Pentagon worlds—she made her new home on the planet Circe. Living with two of her husband’s cousins, she tried to start a new life. Remembering the spiritual strength of the resistance cell, she began her own healing process through a set of private rituals. What began as a mental technique to help her come to grips with everything she had lost blossomed into a way in which to view life. She came to understand the power of ritual and began to accept the truth of visions. It was during this time that she met Phillip Drummond.

Drummond had tested out of the SLDF during the controlled demobilization that followed the arrival on the Pentagon worlds and became a scientist. Rosse became a successful merchant, and in those first few peaceful years of colonization, they joined to create a family and gave birth to three children.

**DEATH OF EDEN**

The peaceful years did not last. Sedition, hatred, and old loyalties quickly found a place in the hearts of those who had traveled so far. Both scarred by the Amaris Civil War, Drummond and Rosse were horrified when rioting finally exploded and fled with other families into the wilds of Circe. However, their small community was attacked and two of their three children were killed. Though racked with grief, they both joined the forces that supported the planetary government.

The savagery of the fighting sickened them both, and they, along with their surviving daughter Sandra, readily followed Nicholas Kerensky’s call for a second Exodus to the world of Strana Mechty.

Drummond easily tested out in the ranks of the warriors of one of the new Clans Nicholas created, having polished his unused combat skills in the recent fighting on Circe. When Nicholas announced that each Clan would be led by two Khans chosen from among their ranks, Drummond rose to command of the new Nova Cat Clan. Our Remembrance hints that Nicholas influenced this to reward Drummond for his years of faithful service to his father and to reinforce the fact that, in the Clans, no previous loyalties mattered. If a man was worthy, he could rise to the highest levels in our society. This was echoed when Phelan Kell was captured during Operation Revival and rose to the Khanship in Clan Wolf. Almost unanimously, our fellow Clans despised Clan Wolf for this action, but we Nova Cats have always believed that the Founder would have been pleased. Had not Phelan proved his worth as a warrior?

As the Clans continued to cement themselves and training began for their eventual return to the Pentagon worlds, Anna Rosse fell into the Merchant Caste. Though strictures against intercaste relationships were beginning to take shape, Drummond and Rosse continued their relationship in secret. For, like the founders of Clan Ghost Bear, they had a family that would eventually define us.
When the order finally came to return to the Pentagon worlds, Clan Nova Cat joined Clans Mongoose, Snow Raven, and the Not-Named in retaking Circe. Though Operation Klondike would take a year to complete, the Clans finally conquered the Pentagon worlds. Our warriors’ uncanny ability to consistently target the weakest spot on an enemy unit’s armor earned them almost legendary status.

ENTER SANDRA ROSSE

Following the Pentagon campaign, Khan Drummond realized he was losing his edge. A degenerative disease was slowly killing him, and Drummond despaired when he realized that he would soon lose his position. However, hope blossomed when he learned that his daughter, Sandra, had tested out in a Trial of Position as a Star captain.

Sandra was a gifted warrior who had inherited the best of both worlds from her parents. A natural leader, with a conviction that many answers lay hidden in shrouds of mysticism, Sandra was on the verge of greatness. When Drummond confided his condition to her, she retreated to her private sanctuary in her mother’s home. After three days of fast and meditation, she emerged with the answer burning in her mind. She had decided to replace her father as Khan.

Although she was already in a command position, she knew she needed a Bloodname. In honor of her mother, she chose to compete for the Rosse Bloodname. Though the same name, this Bloodname actually belonged to a second cousin of Anna’s, Jason Rosse (Sandra’s mother had never been a member of the warrior caste, so her surname was not enshrined as part of the eight hundred). Though irregular, the formal paths of the Trial of Bloodright had not yet been cemented, and a plea to the Grand Council granted her the right to compete for that name.

She won her Trial of Bloodright and became Sandra Rosse. Within a few months, having gained a following, she challenged Khan Drummond to a Trial of Grievance, charging he was no longer fit to be Khan. In the Circle of Equals, she then broke tradition and offered him the opportunity to voluntarily step down. For the second time in his life, Phillip Drummond walked away from everything he had known.

However, many Nova Cat warriors were outraged by what they saw as sentimentality and immediately challenged Sandra to a Trial of Grievance. She won every contest and so impressed the rest of our Clan with her combat skill and audacity that they accepted her as Khan.

THE NOVA CAT REBORN

Upon her assumption of the Khanship, Khan Rosse retreated to her sanctuary once again. Five days later, she emerged convinced that her visions had shown her a way that would lead the Nova Cats to a perfect society, beyond that designed by the Founder. Though many were perturbed when Khan Rosse announced that she was basing these decisions on visions,
none challenged her right to do so. With her recent triumphs in the Trials of Grievance still fresh in our Clan’s mind, her warriors reserved judgment.

She immediately began to enact sweeping changes. One of the farthest-reaching was to allow the Merchant Caste to fulfill their responsibilities as they saw fit. As the Clans moved into the Golden Century, this would provide ample dividends. However, her greatest contribution was to provide a more spiritual way of life. Her guidance opened our eyes to the fact that life is a path of choices and that every action we take can have consequences that may not appear for centuries. Our ability to see the long road is why we now walk the path of the Star League.

Convinced by her upbringing of the need for self-discipline, Khan Rosse created the office of Oathmaster to aid the Clan’s spiritual strength and well-being, naming Lui Cheng to the position as one of her first official acts. Though we have seen several Khans during our history who have not had the strength of vision to properly lead our Clan down the correct path—leaving this powerful role to the Oathmaster instead—it is a testament to the strength of our way that no Oathmaster has ever attempted to wrest the Khanship away from a standing Khan.

Nicholas Kerensky condemned her appointment of a warrior to this position before the Grand Council, and Clan Wolf won the right to defend the Trial of Refusal the Founder called against Khan Rosse. The Trial was won, and a series of Trials of Position ensued for the Oathmaster position. Lucie Morris became the first official Oathmaster. Khan Rosse did not resent the Founder for his actions, believing they simply emphasized the importance of this new position.

Though other Clans soon adopted versions of the Oathmaster post, it eventually evolved into an honor-guard position for any official Clan ceremony, administering all oaths.

WAYS OF SEEING

Following these events, Khan Rosse wrote Ways of Seeing, a volume that contained her mother’s and her own visions. Most of the rituals we practice today are directly connected to this volume, and it—along with her personal journal, in which she continued to record her visions—has become the cornerstone for the Forum of Law in the Oathmaster Grand Melee.

Though several Khans from other Clans objected to Khan Rosse’s bizarre innovations, she simply pointed out the Founder’s edicts against interfering with the spiritual life of any people. With no documented cases of outright un-Clanlike behavior, the Khans bided their time, convinced that the Nova Cats would stumble.

However, that day never arrived. Far from hobbling our Clan, Khan Rosse gave us a mental and emotional focus for our energy, which allowed us to keep pace with or surpass the achievements of the other Clans.

THE JAGUAR CONFLICT

As the Clans grew, many bitter feuds were born. However, the cause for the feud between the Nova Cats and the Smoke Jaguars—which would eventually lead to the destruction of the Smoke Jaguars—had a most unusual beginning. Shortly after becoming Khan, Sandra realized that she was attracted to Liam Ismiril, sakhan of Clan Smoke Jaguar—and that sakhan Ismiril shared her attraction. Though they enjoyed each other’s company for some time, Khan Rosse eventually realized that she simply could not ignore the drastic differences in their philosophies.

After retreating to her sanctuary, she had a vision that convinced her that if she continued her relationslip, it would lead to the destruction of her Clan. She immediately broke off contact with sakhan Ismiril, but a dead nova cat found in our breeding program’s iron wombs let her know that she had earned the enmity of Clan Smoke Jaguar.

DRUMMOND RETURNS

Without a doubt, Khan Rosse’s vision set us on the path to our current place in history. However, some of her decisions proved disastrous. When the Not-Named Clan claimed sole possession of their disputed Brian Cache, Khan Rosse supported them in the Grand Council. Following the Not-Named Clan’s refusal to accept the results of their Trial of Refusal and their subsequent annihilation, Khan Winson of Clan Wolf personally challenged the Khans of each Clan that had supported the Not-Named Clan to a Trial of Grievance. Though Khan Rosse fought well, she was killed in the trial.

Upon hearing of Khan Rosse’s death, a cured Phillip Drummond realized that he was the only one who could continue to foster the Nova Cats’ newfound spirituality. Emerging victorious from a grueling series of Trials of Position, he spoke in front of the Clan Council. So eloquent were his words that the Council accepted him as Khan and he led Clan Nova Cat into the Golden Century, surviving to the age of 112. Even among the Nova Cats, who allow their warriors to remain in active service much longer than other Clans, this is an unprecedented record.

THE GOLDEN CENTURY

The Golden Century proved very good for the Nova Cats. Driven by our Scientist and Merchant Castes, which had been given free rein, we quickly moved into a leading spot among the Clans. As other Clans created the OmniMechs and Elementals and perfected the iron womb technology, our scientists perfected extended-range lasers. Our Merchant Caste contacted Clan Sea Fox (later Diamond Shark), one of the Clans most actively exploiting the Kerensky Cluster around Strana Mechty, and proposed to fund and supply the Fox’s exploration in return for a share in any resources found. This provided an endless flow of new resources and revenue. The Nova Cat and Sea Fox Merchant Castes continued their partnership all through the Golden Century and beyond. Even our Abjuration has only limited, not ended, that relationship.

Though Clans Widowmaker and Mongoose were absorbed during this time, our Clan continued on our path. Individual Galaxies formed animosity toward other Clans—notably the
Cloud Cobras and Jade Falcons—but the Clan as a whole held only to our feud with the Jaguars. But as the Golden Century came to a close, a desire by some to return to the Inner Sphere polarized the Clans into the Warden—those who wanted to protect the Inner Sphere from outside aggression—and Crusader—those who wanted to conquer the Inner Sphere and re-establish the Star League—factions.

OPERATION REVIVAL

Though Clan Jade Falcon initially called for invasion in 2980, the Warden Clans managed to stall the return to the Inner Sphere for another sixty-eight years. But the appearance of the ComStar JumpShip Outbound Light dissolved all remaining resistance, and the return began.

As Oathmaster, I tried desperately to warn my Khans of the impending danger I had seen in a vision. Though Khans Severen Leroux and Lucian Carns were perennial Nova Cat warriors and more than worthy to hold their positions, the glory of returning to our lost paradise blinded their eyes, and we joined the rest of the Clans in the fighting to find a place in the invasion. Though the Nova Cats were denied a place in the initial invasion, we fought well enough to be placed alongside the Steel Vipers as next in line and even participated in limiter early actions.

However, the Keshik of the Nova Cat Clan served as the escort to Precentor Martial Anastasius Focht as he traveled to the Dire Wolf, the flagship of Clan Wolf. As soon as I saw the Precentor Martial, I realized I was witnessing my vision in the flesh and pinned him to the ground. I attempted to convey to our Clans that we were taking our destruction unto our bosom, but my Khan would not listen. I even challenged saKhan Carns to a Trial of Grievance but lost, and so I was forced to sit by and watch my vision become reality.

When Ikh Khan Leo Showers was killed and Ulric Kerensky of Clan Wolf was elected as Ikh Khan, he activated our Clan. However, we paid a price for joining the invasion by having to share the invasion corridor with the hated Smoke Jaguars. Though we invaded sixteen worlds between November of 3051 until March of 3052—Tarnby, Bjardeb, Sawyer, Chupadero, Jeanette, Courchevel, Irec, Avon, Luthien, Itabaiana, Juazeiro, Mualang, Teniente, Caripare, Cyrenaica and Kanowit—it was on Luthien that we received our most humiliating defeat. With the Smoke Jaguars, we deployed Alpha and Delta Galaxies to take the world. However, with sixteen elite line regiments massed against us, we were brutally attacked and forced to retreat.

Of course, that paled in comparison with the proxy battle for Terra on the world of Tukayyid. Though the Nova Cats managed to inflict the severest damage on the Com Guard of any Clan, it was a Pyrrhic victory, as our forces ultimately lifted off-world in defeat.

FUTURE PATHS

Rightly ashamed of their blindness and arrogance, the Nova Cat Khans turned to me following Tukayyid for a vision of the path that would lead us back to glory. I spent long days in ritual and fast and returned to inform the Clans that we should attempt to open talks with the Draconis Combine. Though my Khans were shocked, the proof of the truth of my visions lying in shattered Nova Cat ‘Mechs on Tukayyid weighed heavily, and they listened to my words.

Although we occasionally raided against the hated Jaguars, our Clan concentrated on rebuilding its shattered Touman, establishing a rapport with the populations on our Inner Sphere worlds, and continuing a dialogue with the Draconis Combine. When Operation Bulldog began in 3058, several of our Clusters became abataka to the invading forces—adopted as warriors—after which they fought as members of the SLDF against the Jaguars.

When Prince Victor Steiner-Davion challenged the Crusader Clans to a Trial of Refusal against the invasion, our Khans sided with the Star League, fighting against Clan Ice Hellion on Strana Mechty. We even took MechWarrior Trent as a bondsman—he who had betrayed the Jaguars and given the coordinates for the Exodus Road to the Inner Sphere. In what has become known as the Great Refusal, both Severen Leroux and Lucian Carns died so that the Star League would triumph. Trent’s ‘Mech was destroyed, but his body was not found.

As we have known for centuries, the worthiest path is always fraught with peril, and our return to the Star League has had grave consequences. Within a week of the Great Refusal we were Abjured, and the other Clans fell on us. Though our warriors fought valiantly, we could not hold against their combined might. Only through the supreme heroism of the warriors from Upsilon, Rho, and Kappa Galaxies, along with the surprising aid of Clans Diamond Shark and Snow Raven, were we able to relocate the few survivors of our Civilian Caste to the Inner Sphere. Less then three full Clusters of our Clan Space warriors joined us in the Inner Sphere.

And our path is not yet done. Though we understand that most Combine citizens still view us as the enemy, our actions demonstrate our fidelity toward the new Star League. Did not both our Khans sacrifice their lives and our Clan accept Abjurement by our brethren to come back to the Star League? If that is not enough, the clashes between our forces and that of the DCMS show that we were the aggressors in only one battle. Our restraint in the face of such provocation should cement what is already before your eyes. Though we find the situation lamentable, we recognize the wisdom in Coordinator Theodore Kurita in his formation of the Irec Prefecture several months past. Though it is our hope that this separation of Nova Cat and DCMS units will give them time to accept us, it is a firm reminder that we have a long road ahead of us. Even more disturbing is that among our own ranks, there are those who cannot clearly see the way and may yet cause dissension.

But my visions are strong, and as always, the Nova Cat will survive.
THE CAT’S CLAWS

During Operation Bulldog, when several of our Clusters were taken as abkhaka they were given new unit designations. When the Nova Cat Clan officially joined the Star League, the Clan Council debated whether to re-designate all of our forces. Though the final decision was no, we did reorganize our forces to better reflect our new situation.

UNIT STRUCTURE

Our Clan unit structure is unique to the Inner Sphere. It is important that you understand the composition of our forces, which will not only allow us to better integrate with the SLDF but will also aid in defending the Inner Sphere against the predations of the rest of the Clans.

Our Clan Touman does not vary much from those of most other Clans, as we have always believed in the traditions set down by the Founder. Though at one time the eight different Cluster types within our Touman were organized and used along specific lines, that is no longer the case. You will find all types of OmniMechs, BattleMechs, aerospace fighters, infantry, and vehicles scattered throughout the Clusters. Too many losses and too much time have passed since our origins for us to have kept the Clusters pure.

‘MECH ASSETS

Like the majority of the Clans, Clan Nova Cat considers the OmniMech to be the pinnacle of military technology, and we field more of this unit than any other type. Though some Clans have diverged onto different paths, such as the Hell’s Horses with their love of vehicles and the Snow Ravens with their obsession with naval assets, our Touman is firmly supported by ‘Mech assets—most OmniMechs are deployed in our front-line Galaxies, while our Provisional Galaxies normally deploy second-line BattleMechs.

AEROSPACE ASSETS

As with most Clans, we most often use our fighter craft for space warfare or upper-atmosphere operations such as flying cover for DropShip insertions. However, unlike most Clans, which bid away the majority of their aerospace support before their ‘Mechs, our warriors appreciate the strength and versatility of the aerospace fighter—especially in support of our favored hover-drop maneuver—and most commanders will bid away ‘Mech and naval units in equal measure.

STANDARD CLAN AEROSPACE ORGANIZATION

<table>
<thead>
<tr>
<th>Unit</th>
<th>Component Units</th>
<th>Total Strength</th>
<th>Naval Equivalents</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point</td>
<td>—</td>
<td>2 fighters</td>
<td>1 vessel*</td>
</tr>
<tr>
<td>Star</td>
<td>5 Points</td>
<td>10 fighters</td>
<td>5-6 vessels**</td>
</tr>
<tr>
<td>Binary</td>
<td>2 Stars</td>
<td>20 fighters</td>
<td>10-12 vessels</td>
</tr>
<tr>
<td>Trinary</td>
<td>3 Stars</td>
<td>30 fighters</td>
<td>15-18 vessels</td>
</tr>
<tr>
<td>Cluster</td>
<td>3-5 Trinaries/Binaries</td>
<td>60-150 fighters</td>
<td>—</td>
</tr>
</tbody>
</table>

*DropShip, JumpShip, or WarShip
**JumpShip and WarShip Stars often include an additional command vessel.

WarShips are a source of pride for the Clans. Nowhere else is so much raw military might concentrated in a single engine of warfare. For the Nova Cats, this is especially true, as we currently field the fourth-largest fleet in known space.

ARMOR ASSETS

With the notable exception of Clans Hell’s Horses and Blood Spirit, the Clans typically deploy armored vehicles in solaha units, where aging warriors serve out their final days. The Nova Cats are no exception; we deploy our few armored vehicles in our Provisional Galaxies, where they can be used not only for solaha units but also as convenient crowd-control units, when the need arises.

STANDARD CLAN ‘MECH ORGANIZATION

<table>
<thead>
<tr>
<th>Unit</th>
<th>Component Units</th>
<th>Total Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point</td>
<td>—</td>
<td>1 ‘Mech</td>
</tr>
<tr>
<td>Star</td>
<td>5 Points</td>
<td>5 ‘Mechs</td>
</tr>
<tr>
<td>Binary</td>
<td>2 Stars</td>
<td>10 ‘Mechs</td>
</tr>
<tr>
<td>Trinary</td>
<td>3 Stars</td>
<td>15 ‘Mechs</td>
</tr>
<tr>
<td>Cluster</td>
<td>3-5 Trinaries/Binaries</td>
<td>30-75 ‘Mechs</td>
</tr>
</tbody>
</table>
IN Infantry Assets

As in most Clans, the Elemental has replaced Nova Cat conventional infantry on the battlefield. Their greater lethality and flexibility have consigned our conventional infantry to the lowest of duties, usually centered on crowd control and backwater garrison duty. However, this does not mean that we lack in this area. As with vehicles, we have long recognized that conventional infantry hold their place in any military, and we have maintained a large infantry force.

Additionally, though we have not had a large percentage of Elementals in the past in comparison to some Clans, that has slowly begun to change in the past few years. Whether that is because the Clan is recognizing the full utility of these units or because Khan Santin West is an Elemental himself is not known.

**Standard Clan Elemental/Infantry Organization**

<table>
<thead>
<tr>
<th>Unit</th>
<th>Component</th>
<th>Total Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squad</td>
<td>—</td>
<td>5 infantry</td>
</tr>
<tr>
<td>Point</td>
<td>5 Squads</td>
<td>5 Elementals or 25 infantry</td>
</tr>
<tr>
<td>Star</td>
<td>5 Points</td>
<td>25 Elementals or 125 infantry</td>
</tr>
<tr>
<td>Binary</td>
<td>2 Stars</td>
<td>50 Elementals or 250 infantry</td>
</tr>
<tr>
<td>Trinary</td>
<td>3 Stars</td>
<td>75 Elementals or 375 infantry</td>
</tr>
<tr>
<td>Cluster</td>
<td>2-5 Trinaries/ Binaries</td>
<td>100-380 Elementals</td>
</tr>
</tbody>
</table>

**Naval Assets**

The Nova Cats have always supported a strong fleet of WarShips. Though we have never fielded any of the behemoths that most other Clans can claim, the sheer size of our fleet—the third-largest among the Clans—has given us many advantages through the years. The fact that we lost no ships in our enforced exodus from Clan Space demonstrates the acumen of our WarShip crews.

Following our relocation to the Inner Sphere, our naval reserve, like the rest of the Clan Touman, underwent several changes. Currently, the Nova Cat’s WarShips are split into three Naval Stars, each with a command vessel attached. The Vision Naval Star consists of a command vessel, the *Congress*-class SLS True Vision, as well as the *Lola Illic*-class SLS Faithful, the *Fredasac*-class SLS Spirit Sight, the *Carrack*-class SLS True Path, and the *Aegis*-class SLS Blood Oath, SLS Bond, and SLS Promise. The Transcendent Naval Star consists of the command vessel *York*-class SLS Anna Rosse, the *Fredasac*-class SLS Future Triumph, the *Carrack*-class SLS Perilous Vision, the *Vincent Mk 42*-class SLS Righteous Return, and the *Aegis*-class SLS Blade.

**SLS Path of Honor**, and **SLS Vision Quest**. The Mystic Naval Star command vessel was destroyed while battling the Smoke Jaguar *Essex*-class Dark Claw WarShip at Wastside V on 8 August 3058. The rest of the Naval Star consists of the *Vincent Mk 42*-class SLS Far Vision and SLS Spirit Vision, the *Carrack*-class SLS Void, and the *Aegis*-class SLS Principle, SLS Chronicle, and SLS Remembrance. Finally, for more than a century the Nova Cat WarShip was the *Congress*-class True Vision. However, Khan West recently made the *Black Lion*-class Thunderbolt the Clan flagship and officially changed its name to Severen Leroux, in honor of the leadership and ultimate sacrifice that Khan Leroux made to ensure our return to the Star League. The *Black Lion*-class SLS Severen Leroux is permanently attached to the NovaStar Keshik. Because of the tension that currently exists between the Nova Cats and the Combine, at least one WarShip is assigned to every world in the Ilrece Prefecture.

**Command Structure**

Clan Nova Cat follows the standard command structure used by most Clans. As our forces are already deployed together, it is imperative that ComStar and the SLDF understand our chain of command. The outcome of the St. Ives Compact assignment could depend on it.

**Khan**

The Nova Cat Khan is our single most important warrior, having proved himself or herself without peer in combat and also possessing political savvy. Elected by a majority vote of our Bloodnamed warriors, our Khan was at one time a member of the Clans’ Grand Council. However, with our Abjurement, this part of our Khan’s responsibilities has obviously ended.

In the past, our Khan commanded the Nova Cat Keshik, which stood apart from other Galaxies, allowing the Khan to assume command of any Galaxy when necessary. With the reorganization of our Touman, the Nova Cat Keshik—now the NovaStar Keshik—was integrated with Alpha Galaxy.

Our saKhan aids the Khan in whatever way the Khan deems necessary. If the senior Khan is killed or steps down, the saKhan traditionally ascends to that position. Though the saKhan originally commanded the Keshik of Alpha Galaxy, he now commands the Keshik of the second most powerful Galaxy in our Touman—currently Delta Galaxy.

**Galaxy Commander/Star Admiral**

In Clan Nova Cat, Galaxy commanders, or Star admirals in the case of naval forces, are powerful and influential warriors, frequently with one eye on the Khanship. Winning command of a Galaxy or Star of WarShips requires a warrior to excel at politics as well as warfare and inspire the troops under his or her command. Galaxy commanders and Star admirals are directly accountable to our Khan, though we tend to be more lenient than most Clans concerning failures.
CLAN NOVA CAT

STAR COLONEL/STAR COMMODORE

Star colonels command a Cluster made up of several Binaries and/or Trinaries. Though the Nova Cats do deploy a few “pure” Clusters, ours tend to be a mix of ’Mech, aerospace, and Elementals. A Star commodore commands a single WarShip or a Star of DropShips or JumpShips.

STAR CAPTAIN

In command of either a Binary or a Trinary, including Supernova formations, a Nova Cat Star captain enjoys a great deal of authority and responsibility. Many of our Binaries and Trinaries contain mixed forces, so most Nova Cat Star captains have combined-arms expertise. An aerospace Star captain commands a Trinary or Binary of fighters. A naval Star captain serves on a WarShip as a senior officer, such as first officer or chief engineer, or commands a single JumpShip or DropShip.

Though we use the term Nova captain to designate a commander of a Supernova formation, we have never formally adopted it into our ranking conventions.

STAR COMMANDER

Warriors of this rank command a single Star; MechWarriors command five ’Mechs, aerospace pilots ten fighter craft, and Elementals twenty-five men. On naval vessels, Star commanders serve as department heads.

Though we use the term Nova commander to designate a commander of a Nova formation, we have never formally adopted it into our ranking conventions.

POINT COMMANDER

Aerospace pilots, Elementals, and vehicle commanders whose Points consist of more than one warrior fill this command position.

WARRIOR

The lowest official rank in the Nova Cat military is the warrior: MechWarrior, aerospace pilot, or Elemental. Those who test out of our sibkos, meeting the minimum qualifications for combat, are referred to by this title until they earn higher rank in a Trial of Position.

MILITARY PRACTICES

In many ways, our Clan is a study in dichotomies. In our organization and deployment of units, we are as traditional as any Falconer, adhering strictly to the words of Kerensky. However, we have always been flexible in how we view battle. As the nova cat is a careful, thoughtful hunter, so is a Nova Cat warrior. Always ready to watch and learn, we adopt strategies and tactics we see around us. It was this doctrine that aided us in Operation Revival: having seen the success of Clan Wolf and the failure of Clans Jade Falcon, Smoke Jaguar, and Ghost Bear, it was simple for our warriors to see how we should conduct our battles.

CLAN COMMAND STRUCTURE

<table>
<thead>
<tr>
<th>Clan Warrior Rank</th>
<th>Equivalent Star League Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>ilKhan</td>
<td>Commanding General</td>
</tr>
<tr>
<td>Khan</td>
<td>General</td>
</tr>
<tr>
<td>saKhan</td>
<td>Major General</td>
</tr>
<tr>
<td>Galaxy Commander</td>
<td>Lieutenant General</td>
</tr>
<tr>
<td>Star Colonel</td>
<td>Colonel/Major</td>
</tr>
<tr>
<td>Star Captain</td>
<td>Captain</td>
</tr>
<tr>
<td>Star Commander</td>
<td>Lieutenant</td>
</tr>
<tr>
<td>Point Commander</td>
<td>Master Sergeant*</td>
</tr>
<tr>
<td>Warrior</td>
<td>Sergeant*</td>
</tr>
</tbody>
</table>

*Star League equivalency begins to break down at this point because of the Point commander rank, which does not apply to Clan MechWarriors.

We excel at one particular tactic: the hover-drop maneuver, which places combat DropShips in the lower atmosphere and allows OmniMechs and Elementals to make a short drop without the confining, heat-dissipating pods used for higher-atmosphere drops. Although other Clans and some Inner Sphere units use this tactic, our affinity for energy weapons and thorough training in marksmanship allow our units to engage targets on the ground while we are still dropping—a feat most other units cannot claim.

Now that we have joined the Star League, it is likely we will face more and more dezgra tactics, both from the Inner Sphere and from the Clans. Our warriors will always attempt to enact the ritual of zellbrigen, giving the enemy a chance to gain honor by dueling our warriors. However, if our opponents abandon zellbrigen, so will we. To gain the future, one must sometimes sacrifice the past.

TRAINING

Clan Nova Cat training is typical of most Clans. Each sibko consists of approximately one hundred warriors, and we graduate roughly a half dozen at a time. Our training has emphasized the use of energy-based weapons since our Scientist Caste developed the extended-range lasers that have become a staple of Clan warfare. Although we do not go to the extreme of Goliath Scorpion warriors, who at times will sacrifice victory if it means a perfect shot at an opponent, our warriors tend to pick apart a unit with well-placed shots.

After joining the Star League, and following our abjuration, our Clan set up three primary training facilities and several secondary facilities. All primary facilities are on Irece, although we plan to construct a fourth site on Teniente. The rest of the secondary facilities are located on worlds throughout the Irece Prefecture.

We have also built a primary genetic repository on Irece, and our sibko program has been re-established, though it will
be some time before we see a steady flow of graduates again. The Abjurement proved most devastating to our sibkos.

Finally, like the Wolves (in Exile), we have defied our Abjurement and retain all of our Bloodnames. However, we plan only to use the genetic material we hold exclusively. As the Clans have also Abjured those Bloodnames, this should not produce additional friction.

**UNIFORMS AND INSIGNIAS**

The following section details our old and new uniforms, as well as the insignia and ranking conventions by which our Touman operates.

**FIELD AND DRESS UNIFORMS**

From our inception, the field uniform of Clan Nova Cat consisted of a charcoal-gray, full-length body suit with banded collar and thin shoulder pads in the pattern of the glossy black hair of a nova cat. A thin black stripe ran down the left arm and body of the suit. A moccasin-like black boot finished the ensemble. The dress uniform simply added a menacing cowl and cape to the standard field uniform.

However, all that changed when we joined the Star League Defense Force, and for the first time in 250 years, the Nova Cats proudly donned the uniform of the SLDF. The new uniform keeps the unique Nova Cat pattern, melding it with the style and color scheme of the SLDF. As before, the dress uniform adds only a cowl and cape.

**CEREMONIAL UNIFORM**

Though we proudly wear the SLDF uniform, we retain our unique ceremonial uniform—which is perhaps the most unusual among the Clans and has even been called irreverent by more traditional Clans. All the pieces of the uniform—a vest and shorts with a studded color and finger-gloves—are made of supple black leather. Footwear is optional, with many warriors choosing to forgo boots. Laced leggings are worn when footwear is needed. Finally, each warrior wears the pouch of viners at the waist.

The ceremonial uniform is worn at Clan Council meetings and most of our rituals, including the Chronicle of Battles. The intricate headpiece—the stylized head of a nova cat—is worn only when called for by the Oathmaster or when the Khans attended the Grand Council. As a concession to our more traditional brethren, when the Khans attended a Grand Council, the vest and shorts were replaced by a full-length, black-leather suit in the same style. Obviously, this is no longer necessary.

**INSIGNIA**

As in all Clans, colored dagger stars denote a warrior’s status: red for MechWarriors, blue for aerospace, green for Elemental, and black for DropShip/JumpShip. A small white star denotes the technician caste. These dagger stars are worn as pins on the right side of the banded collar of the SLDF uniform. Also, warriors wear a pin insignia of a blue moon on the left side of the banded collar, which denotes their Star position: Point one; full; Point two, gibbous; Point three, quarter; Point four, crescent; Point five, new.

**RANK INSIGNIA**

Nova Cat rank insignia were derived from our original Clan insignia. A warrior does not have a specific rank insignia, the dagger star being sufficient for identifying them. Point commanders wear a red circle and Star commanders a yellow circle. A Star captain wears a red sunburst set against a blue circle, a Star colonel a yellow sunburst set against a blue circle, and a Galaxy commander a yellow-and-red sunburst. The Khan used to wear a yellow-and-red sunburst set against a blue circle. Following Santin West’s assumption of the Khanship, he designated the original Khan insignia as the sak Khan insignia, and the Clan Council formally adopted a new Khan rank insignia, which consists of the original Khan rank with an eight-pointed white star inset.

The rank insignia of a Clan Nova Cat warrior is displayed as a patch on the right shoulder.

**CLAN AND UNIT INSIGNIA**

The insignia of Clan Nova Cat is worn on the left breast of the new Nova Cat uniform. Originally, the Clan Nova Cat insignia showed a nova cat head, teeth bared in a ferocious snarl, laid against a gold-and-yellow sunburst and surrounded by a blue circle. The new Clan Nova Cat symbol lays the head of a nova cat across a Cameron Star.

Galaxy and Cluster insignia are worn on the left shoulder. Though many Trinaries have their own insignia, these are only displayed on a unit’s ‘Mechs, Elementals, aerospace fighters, and so on. Galaxies and Keshiks each have their own unique designation. Of the eight different types of Clusters deployed by the Nova Cats, each type displays the same insignia, emblazoned with the specific number designator of each Cluster. Guard Clusters display an armored knight. Assault Clusters use a stylized Highlander, standing on a starburst. The Cavaliers display a scimitar, set against a octagonal shield. Striker Clusters show a stylized, Star League-era Striker filled with stars. Lancer Clusters display a pole-arm, tipped with a blue-striped pennant. Battle Clusters use a flaming battering ram on wheels. Regular Clusters simply display the Nova Cat insignia. Garrison Clusters originally depicted our capital world of Barcella but now display the world of Irece.

**DECORATIONS**

The Nova Cats have never created any awards or decorations for service. It has always been our belief that a warrior’s vineers are all the awards he needs, and we wear them as proudly as any other Clan wears its gaudy trappings and baubles.
COLOR SCHEMES
With the notable exception of the Xi Provisional Galaxy, the Nova Cats tend to paint their 'Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter.

CLAN CUSTOMS AND RITUALS
The following are the customs, rituals, and celebrations unique to Clan Nova Cat.

VINEERS
A vineer is a memento from a past battle. Normally only brought out for ceremonies, these keepsakes mark a warrior’s personal triumphs and defeats. Anything can be a vineer if the warrior deems it so: a piece of armor, a captured enemy patch, a torn piece of clothing. Though other Clans sometimes practice this custom, only in the Nova Cats does every warrior carry a leather pouch of vineers. Additionally, only in the Nova Cats are vineers held to be spiritual focuses and cherished alongside a warrior’s codex.

RITE OF THE VISION
The Rite of the Vision is the most honored and mysterious ceremony performed by Nova Cat warriors. In the ceremony, a warrior attempts to gain a vision of the future that will lead him and his Clan to glory. After a period of fasting and sleep deprivation—each warrior decides how long this lasts—he sits in front of a bonfire and lays out his vineers in front of him. Then, as he contemplates his past and the future, he stares into the fire and slowly feeds the flames with his vineers. The Oathmaster is present for this part of the ceremony. If the warrior believes he has seen a vision, the Oathmaster aids in its interpretation.

Because of the near sacredness of this rite, no one has ever been known to lie about the results. There is no shame attached to not receiving a vision—the act of sacrificing one’s vineers bestows glory on each warrior. Though a warrior is not barred from multiple attempts, the fact that one must sacrifice vineers places a practical limit on this. The most any warrior has ever attempted a Rite of Vision was five times. On the fourth attempt, then-Star Colonel Santin West saw a vision that aided in the destruction of the Smoke Jaguar’s Tau Galaxy. Not content, he once again sought a vision. Though many called him arrogant beyond all reason, he felt that a time of trial was upon the Nova Cats and that a vision was needed to guide us on that path. Our current path demonstrates he was correct.

OATHMASTER GRAND MELEE
Performed once a year—originally on the longest day of the year on Barcella but now on the longest day on Iree—the Oathmaster Grand Melee offers every member of the Clan the opportunity to become Oathmaster. The Grand Melee provides two arenas in which the candidates must prove their worthiness—a massive Circle of Equals and the Forum of Law. On that day, every member of the Clan, regardless of caste, may enter the Circle of Equals unaugmented. The winner of that contest must then prove, to the satisfaction of the Khans and his opponents from the Circle of Equals, his or her knowledge of the Nova Cat version of the Remembrance, Clan law, Nova Cat tradition, and the many exceptions made to the law and tradition. If the victor from the Circle of Equals fails this test, the final opponent he defeated enters the Forum of Law. If that opponent also fails, the current Oathmaster keeps his or her position for another year.

CHRONICLE OF BATTLES
Once a month, the warriors of Clan Nova Cat gather at a designated location at midnight, outdoors if possible, and perform the Chronicle of Battles. Wearing their ceremonial leathers, the warriors gather around a large bonfire with a raised platform above it. The ritual begins with a drum sounding out twenty beats—one for each of the twenty Clans created by the Founder. Then the highest-ranked warriors ascend the platform and begin a ritualistic retelling of past battles and victories of Nova Cat warriors, inspiring the current warriors to strive for similar greatness. It also helps to bind each warrior to his Cluster, his Galaxy, and his Clan.

It would be difficult, if not dangerous, for the entire Touman to participate in this rite at once. As such, it is customary for each Cluster to meet at different times according to the command of their Star Colonel, though larger gatherings do occur. Only four times in the history of Clan Nova Cat has the entire Clan Touman participated in this ritual at the same time. The last time this occurred was on 1 May 3061—in conjunction with Homecoming Day—following the arrival of the final Nova Cat warriors and civilians from Clan space. This was done to celebrate their arrival and glorify the Nova Cats’ return to the Star League.

RITUAL OF BATTLE
The Nova Cats have evolved a variation on the Chronicle of Battles that they perform each time they go into battle. In some instances, the two rituals are combined.

Whenever Nova Cat warriors are about to enter battle, if possible, they meet around a roaring bonfire to tell of past glories and the glory and honor soon to be won. Most warriors spend several days fasting before the ceremony, in the hopes of seeing visions in the flames. This variation adds a bandstand, on which men and women dressed in white, loose-fitting clothes—usually bondsmen—play various instruments, creating a terrible noise that acts as a counterpoint to the syncopated rhythm of drums. A nova cat is let loose in a circle consisting of warriors, 'Mechs, and Elementals. The circle then begins a stately, intricate dance. This ceremony can go on for hours, as the warriors strive to become one with the nova cat and one another in hope of ensuring victory.
Though numerous nova cats were brought from Dagda during our Abjurement and appear to be thriving on Irece, their inclusion in this ritual has been temporarily suspended until their numbers grow sufficiently.

**HOMECOMING DAY**

A new holiday that first took place on 1 May 3060, Homecoming Day celebrates our return to the Inner Sphere and the Star League. It is a time of reflection to honor those who sacrificed themselves for our return.
won the Bloodname of West and the rank of Star colonel under similar circumstances.

During the Inner Sphere invasion, Santin West fought in many battles, including Luthien and Tukeyad. The battle that made his name known throughout the Nova Cats was his fighting against the Northwind Highlanders as they masqueraded as a Smoke Jaguar unit, as well as the complete destruction of the Jaguars' Tau Galaxy.

Driven by visions, he is determined to lead the Nova Cats in support of the Star League.

**SAKHAN KARL DEVALIS**

Though Khan West is supremely confident in himself, his choice of sakh Khan demonstrates his political acumen. Regardless of the support Khan West has accrued because of his visions, less than two years ago, he was only a Star colonel. Knowing he needed the support of the Clan Council and the rest of the Touman, Khan West selected Karl Devalis.

Galaxy commander of the prestigious Delta Galaxy for more than a decade, Karl Devalis is a supreme commander and a perfect foil for Khan West. Grounded in the realities of surviving the integration with the Inner Sphere, Devalis has been instrumental in keeping the charismatic West's visions from running away with him.

**BONDSMAN MINORU**

Minoru was taken as bondsman by Khan West in early 3062. Though most bondsmen sever their connections with their past, that is impossible in this case: Minoru Kurita is the youngest child of the Coordinator of the Draconis Combine. Without Minoru acting as a liaison between the Combine's government and our Clan Council, I suspect the DCMS would have launched an attack to rid their realm of us.

That Minoru is as much a mystic as we are—if in different ways—has gone far to cement his position with us. Additionally, that the Coordinator would allow his son to become a bondsman to our Khan has done much to demonstrate his faith in us.

I have already announced that I will retire once I have finished this report. I have spent the better part of three years getting to know Minoru, and I believe he must be given the chance to participate in the Oathmaster Grand Melee in the coming year. Already he has proved to me that he is a master of study and has learned our traditions and Remembrance better than any other warrior I have known. Though it does no show, he also has supreme strength in body and force of will and is exceptionally adept in hand-to-hand combat.

My Khan, it is my final act to officially support Minoru for the office of Oathmaster. I know that he must pass the Grand Melee on his own merits. But I believe he will also need my support if he is to weather the storm ahead. Heed my words my Khan, and discount them at your peril; If the Nova Cats are to survive the looming clouds on the horizon, Minoru must aid us as Oathmaster.
ALPHA GALAXY:
VICTORY OVER DELUSION

Alpha Galaxy was formed after the Pentagon campaign, incorporating the remaining warriors of
the original forty that participated as well as bringing in new warriors who were taken captive dur-
ing the operation. As with almost every Clan, Alpha Galaxy has been the backbone of the Nova Cat
Touman for more than two centuries and has fought in innumerable battles, stretching from Clan
space to the Inner Sphere.

Though Alpha Galaxy enjoyed many victories throughout Operation Revival, their defeats on
Luthien and Tukayyid were a crushing blow to their morale. The fact that the Nova Cats inflicted
the most severe damage to the Com Guards than any other Clan on Tukayyid did not absolve them of their
failure. Only now does Alpha Galaxy stand proud, knowing their defeat was foreordained so that the Nova
Cats could wear the Cameron Star once more.

The insignia of Alpha Galaxy was recently changed to a mosaic showing a nova cat and a dragon coiled
around a Cameron Star.

OFFICERS

Star Colonel Leon Rosse has had to fight three Trials of Grievance against his own troops to remain in command of the 449th.
His actions against the DCMS troops—and his inability to integrate himself into the Nova Cats’ new role—have galloped his troops,
and it seems only a matter of time before he is bested and reassigned to Zeta Galaxy.

TACTICS

All Alpha Galaxy warriors excel at defeating their opponents with well-placed shots. In the previous century, many warriors from
Alpha Galaxy challenged warriors from Clan Goliath Scorpion to see who had the best marksmanship.

NovaStar Keshik
1 Trinary/Elite/Fanatical
CO: Khan Santin West
Aide: Star Colonel Lois Drummond

The NovaStar Keshik, originally the Nova Cat Keshik, has the distinction of being the first Nova Cat unit to see action
against the Inner Sphere, on the Periphery world of Drask’s
Den. As a proviso of the terms of the Trial of Refusal that put
Clan Nova Cat next in line to invade the Inner Sphere, the Nova
Cats won the right to participate in minor actions.

The NovaStar Keshik simply displays the new Nova Cat
emblem.

1st Nova Cat Guardes (Hand of Fate)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Calvin Rosse

Following the clash with the deceptive tactics of the Inner Sphere, saKhan Lucian Carns demonstrated he was
not above using such tactics himself if it brought greater glory
to Clan Nova Cat. On several occasions, he assigned the First
Nova Cat Guards to masquerade as other units when attacking
Inner Sphere worlds.

In an effort to stop what he considered dishonorable tac-
tics, Star Captain Calvin Rosse challenged and won a Trial of
Grievance against Star Colonel Kothinur Gritas, just in time to
fight in Operation Bulldog on the world of Avon.

449th Assault Cluster (Joys and Sorrows)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Leon Rosse

The 449th is currently under reprimand by Khan
West. Having fought against the Third and Eleventh Pesht
Regulars on Teniente in January 3052, the unit lost great honor
when Hohiro Kurita, heir to the throne of the Draconis Combine
and leader of the defenders, escaped offplanet. In August
3061, while garrisoning Avon alongside the Fourth Pesht
Regulars, Star Colonel Rosse challenged the Fourth to a series
of duels, which caused several DCMS and Nova Cat units to
clash and led to the creation of the Izece Prefecture.

489th Assault Cluster (The Third Eye)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Evelyn Morris

Though the 489th Assault Cluster was involved in the fighting
on Teniente, it has shown great restraint in the face of hav-
ing to garrison worlds with units they had previously fought
against.
DELTA GALAXY: WAYS OF SEEING

Although Delta Galaxy was formed after Beta Galaxy, it quickly made a name for itself throughout Clan space, though in a way that most warriors from Delta Galaxy found shameful. In 2868, a Star of light ‘Mechs from Delta Galaxy challenged Clan Wolf to a Trial of Possession. Clan Wolf fielded their brand-new Elemental battle armor, and, much to the shock of all the Clans, two Stars of this new infantry armor defeated the Nova Cat ‘Mechs, firmly establishing the Elemental as the premier infantry fighting unit for the Clans.

Many decades later, Delta Galaxy finally erased the stain of losing to “infantry” through a string of strong victories.

Delta Galaxy’s insignia is an Elemental being crushed by a Timber Wolf.

TACTICS

Unsurprisingly, Delta Galaxy trains exhaustively in anti-infantry tactics.

Shiva Keshik
1 Trinary/Elite/Fanatical
CO: saKhan Karl Devalis
Aide: Oathmaster Biccon Winters

When Galaxy Commander Karl Devalis became saKhan, he requested and was granted the right to keep the Shiva Keshik as part of Delta Galaxy. The Oathmaster always holds the position of XO.

The insignia of the Shiva Keshik is a stylized version of Shiva, the Hindu god of destruction and regeneration.

4th Nova Cat Guards (The Oracles)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Wecken Rosse

Following the end of Operation Bulldog, the Eleventh Alshain Avengers joined the Fourth in garrisoning the world of Port Arthur. The Avengers had trained for a decade to fight the Clans and could not see past their own hatred to the new path the Nova Cats had taken. When the Eleventh heard about the 489th’s attacks against the Fourth Pesht Regulars, they immediately attacked the Fourth Guards. Only the Nova Cats’ fanatical devotion to the new Star League enabled them to ignore this breach of honor, giving Coordinator Kurita the time he needed to create the Irec Prefecture.

44th Nova Cat Cavaliers (The Five Actions)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Cassin Drummond

Startlingly reminiscent of the football game played between the Sheliak Professional Football League and the Seventy-Eighth Support Binary of the Ghost Bear’s Delta Galaxy for control of the world of Sheliak in 3051, the Fifth Sun Zhang Cadre challenged the Forty-Fourth Cavaliers to a game of soccer when they landed on the world of Itabaiana during the second wave of Operation Bulldog. Though the Nova Cats are more partial to lacrosse, we agreed to the game. It was a hard-fought contest, but led by their star player Sho-sa Matthew Dillahunty, the Fifth triumphed 5-3 after penalties.

46th Nova Cat Cavaliers (Fateful June)
4 Trinaries/Elite/Fanatical
CO: Star Colonel Mill Watson

The Forty-Sixth, along with the Fourteenth Garrison Cluster of Omega Galaxy, were defending the planet of Courchevel when the Ryuken-roku Regiment of the DCMS landed in late June, during the second wave of Operation Bulldog. Having begun his career in Alpha Galaxy, Star Colonel Watson still carried on the strong tradition of high marksmanship with his Nova Cat and challenged Tai-sa Alexis Vanharobik to a set of shooting duels. Tai-sa Vanharobik, in his red-accented Gunslinger, proved every bit as good as Watson; the Forty-Sixth joined the new Star League.

119th Striker Cluster (Self Harmony)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Gwenneth Carns

In the only fighting between the Nova Cats and the DCMS in the second wave of Operation Bulldog, the 119th Striker Cluster clashed with the First Proserpina Hussars on the world of Mualang. However, as Tai-sa Alexander Minowa demonstrated to the Ninth Nova Cat Regulars, the First was up to the task and handily defeated the 119th.
SIGMA GALAXY: SPIRITUAL VISION

The fourth Galaxy created by Clan Nova Cat, Sigma Galaxy has never had the renown of Alpha, Beta, or Delta but nevertheless has proved worthy of a front-line Clan unit. As with Beta Galaxy, Sigma was used extensively during the Golden Century to help expand the boundaries of Nova Cat holdings. This forced them to clash with most of the other Clans.

A particularly brutal clash against Delta Galaxy of Clan Hell's Horses in 2888 left the rival clan with a need for revenge. Following our Abjuration, Clan Hell's Horses moved Delta Galaxy to secure parts of Bearclaw as part of their ongoing feud with the Ghost Bears. A three-way fight exploded among the Snow Ravens, Hell's Horses, and our Rho Galaxy, which desperately sought to disengage. The Horses finally received their revenge: only a handful of Rho Galaxy warriors survived.

Sigma Galaxy's insignia is a star going supernova.

TACTICS

As Sigma Galaxy spent so many years fighting other Clans, they have become masters of adapting their tactics to suit their foe.

Lachesis Keshik
1 Trinary/Elite/Fanatical
CO: Galaxy Commander Kelly Hardo
Aide: Star Colonel Sheila Rosse

Galaxy Commander Hardo took command of the Lachesis Keshik and Sigma Galaxy after she proved her worth raiding Smoke Jaguar worlds at the head of the Fourth Nova Cat Guards.

The insignia of the Lachesis Keshik is a broken legal scale.

Nova Cat Lancers (The Path of Right)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Jokew Devalis

During Operation Bulldog, the Lancers were one of the first Nova Cat units to become abatakha—by the Second Dieron Regulars on the world of Jeanette. As members of the new Star League, they moved against the world of Kabah during the fourth wave of Operation Bulldog. The combined might of the invading force made quick work of the defending Smoke Jaguar Seventh Garrison Cluster (Psi Galaxy), though the 333rd Striker Trinary of the Seventh chose not to fight to the bitter end and were taken as bondsmen by the Lancers. Three short years later, the 333rd have become surprisingly staunch in their support of the Star League.

179th Striker Cluster (Circle of Power)
4 Trinaries/Elite/Fanatical
CO: Star Colonel Jill Lenardon

Though the 179th has had many victories in the past, its most stunning victory, along with the 246th Battle Cluster, was the destruction of the Smoke Jaguars' Tau Galaxy on Wayside V on 8 August 3058. Led by then-Star Colonel Santin West, the 179th and 246th destroyed the Tau Galaxy to a man, along with their WarShip, and then retreated, leaving the world in the hands of the Northwind Highlanders, who were under contract to the Draconis Combine.

246th Battle Cluster (Truth of Ages)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Jos Keating

The 246th was under the command of Star Colonel Santin West when they destroyed the Smoke Jaguars' Tau Galaxy. Though Star Colonel Jos Keating does not share Star Colonel Lenardon's fanatical devotion to our current path, he and his unit are still rightfully proud of that tremendous victory.

189th Striker Cluster (Hold to the Path)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Olivia Drummond

The 189th was conquered on the world of Bjarred on 1 July 3059 by the Sixth Ghost Regiment as part of Operation Bulldog. Star Colonel Olivia Drummond met Tai-sa Katherine Ottion in person and decided the battle with a coin toss. The devious Star Colonel Drummond shocked the Tai-sa by choosing the edge of the coin when it was heaved into the air. The 189th gladly became members of the new Star League when the gold coin landed "tail" up, displaying the emblem of the Star League Defense Force.
TAU GALAXY: A NEW PATH

In an effort to shrink the size of each front-line Galaxy—which would make assigning entire Galaxies to SLDF operations logistically feasible—Khan Santin West created Tau and stripped units from several Galaxies to fill in the ranks. Khan West deliberately named the new Galaxy after the Smoke Jaguar Galaxy he had destroyed as a show of victory and a warning of the price of arrogance.

When Commanding General Victor Steiner-Davion of the SLDF called upon the Nova Cats to provide forces for a Star League operation in the St. Ives Compact in 3061, Khan Santin West chose the Tau Galaxy as a test to prove their worth. The Galaxy is still assigned to that operation.

The insignia of Tau Galaxy shows a dead smoke jaguar at the feet of a nova cat, with the nova cat wearily peering into the distance.

OFFICERS

Originally Star colonel of the 100th Striker Cluster, Galaxy Commander Ajax Drummond received the support of Khan Santin West in his bid to command the new Tau Galaxy. It is rumored that Ajax Drummond was one of the first to support then-Star Colonel West in his vision to destroy the Smoke Jaguar Tau Galaxy.

TACTICS

Though they retain strong ties to the Clans' ritual of zeilbriggen, warriors of Tau Galaxy have actively trained in Inner Sphere tactics. They fought several training battles against the 1st Royal BattleMech Regiment, which gives them an edge over most Nova Cat Galaxies when they meet Inner Sphere forces in the field.

Vision Keshik
1 Trinary/Elite/Fanatical
CO: Galaxy Commander Ajax Drummond
Aide: Star Colonel Swayne Devalis

Originally the command Keshik of Alpha Galaxy, the Vision Keshik moved to Tau Galaxy when the unit was created.

The insignia of the Vision Keshik shows a cat's eye, set against a dagger star.

9th Nova Cat Regulars (Perilous Quest)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Pol Henderson

The Ninth participated in one of the larger battles between the new Star League and the Nova Cats. Stationed on Kanowit when Operation Bulldog began, honor demanded that Star Colonel Henderson fight a tough battle. Only by defeating them would the invading forces prove worthy of their respect and support. The First Proserpina Hussars, led by Tai-sa Minowa—holder of the Katana Cluster for his impressive tally of OmniMech kills against the Smoke Jaguars—was up to the task.

12th Nova Cat Regulars (Hammer of Right)
3 Trinaries/Veteran/Reliable
CO: Star Colonel Bel

The Twelfth Regulars did not participate in Operation Revival and had only sporadic contact with Inner Sphere forces that raided across the Nova Cat/Smoke Jaguar occupation border. They maintained their Veteran status by continually raiding the Smoke Jaguars. Though they trained with other units from Tau Galaxy in Inner Sphere tactics, nothing could prepare them for actual contact with Inner Sphere units. In several raids they have made against Capellan forces on Compact worlds they have lost a full Trinary. Star Colonel Bel is desperately attempting to rectify that situation.

100th Striker Cluster (Terrible Vision)
3 Trinaries/Regular/Reliable
CO: Star Colonel Otis

The 100th is one of the units that fought the Northwind Highlanders' Stirling's Fusiliers as they masqueraded as Smoke Jaguars. Then-Star Commander Otis engaged two Highlander 'Mechs in his Executioner Prime, with a single Point of Elementals for support, outside the Cat's Eye 009 Recharge Station.

274th Battle Cluster (Vigilance of the Cat)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Jullamon Lossey

Originally a part of Delta Galaxy, Star Colonel Lossey requested her Cluster's transfer to Tau Galaxy. She had to fight a Trial of Grievance and almost lost to Star Captain Ester Gritas of First Battle Trinary. However, she triumphed and remains firmly in command.
XI PROVISIONAL GALAXY

In 2977, a Nova Cat Cluster from Beta Galaxy fought a Trial of Possession against the Beta Galaxy of Clan Cloud Cobra. The Cobras had recently conquered the Tanite civilization, and the Galaxy commander of Beta wished to see if they had stretched themselves too thin. This was not the case, and several Nova Cat warriors were taken as bondsmen.

In 3050, Galaxy Commander Nostra of Xi decided to attack the Cloud Cobras’ Delta Galaxy. Though the battle did not go well, they did lift offworld with several bondsmen, one of whom was Jai Steiner. Though Jai showed himself an able warrior, it was his familiarity with Nova Cat rituals that stunned Xi Galaxy. Only upon questioning did it become apparent that one of the Cloud Cobras’ Cloisters, the Rossei, was based heavily on the Nova Cats’ mysticism. Our Clan concluded that the loss of a Nova Cat warrior in 2977 to the Cobras had injected the Nova Cats’ mysticism into the Cobras’ unique Cloister system. Xi Galaxy has since fully embraced this mysticism and formed a “mini” Cloister. Though the Abjurement has made it difficult, this Cloister still attempts to keep in contact with the Rossei Cloister members in Clan Cloud Cobra.

The insignia of Xi Galaxy recently changed, resulting in several Trials of Grievance from other Galaxies. It shows a cloud cobra coiled protectively around the world of Avony with the greek letter Xi in the foreground.

OFFICERS

Jai Steiner recently won a Trial of Position as Star captain in the First Garrison Cluster. He is the driving force behind the Rossei Cloister among Xi Galaxy, and though he eschews the title as inappropriate, some Nova Cat warriors have taken to calling him eKhan.

TACTICS

Unlike the rest of the Nova Cats, which paint their units in appropriate camouflage colors, the warriors of Xi paint their ’Mechs in neon colors and ancient glyph symbols that can be very distracting to enemy warriors.

1st Garrison Cluster (Mystic Light)
6 Binaries/Veteran/Fanatical
CO: Galaxy Commander Elianna Deleportis

The First Garrison Cluster was among the first Nova Cat units to meet SLDF forces in battle. To reduce collateral damage, Star Colonel Kalvin of the First Guards decided on a series of Trials of Possession, with DCMS warriors fighting against Nova Cat warriors. Whoever won would retain the world of Avony. The First Garrison Cluster met warriors from the Second and Third Battalions of the Fourth Pesht Regulars. Though they fought well, they were ultimately defeated, made abtakha, and went on to fight alongside those SLDF forces against the First Jaguar Guards of the Smoke Jaguars’ Beta Galaxy.

3rd Garrison Cluster (Far and Near)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Brent Lossey

Like the First, the Third fought on Avon against DCMS units but were ultimately defeated and made abtakha. While the First fought the Jaguar Guards, the Third participated with the First Nova Cat Guards in an assault on the Galaxy Command of the Jaguars’ Beta Galaxy. Though the Jaguars ultimately escaped, the Third acquitted itself well.

5th Garrison Cluster (Follow with Faith)
4 Binaries/Regular/Reliable
CO: Star Colonel Len Barros

Pilot Sola has become a celebrity among the warriors of Xi Galaxy. One of the most bizarre incidents during Operation Bulldog occurred when the Second An Ting Legion landed on Irece and challenged the Fifth Garrison Cluster to a drinking contest. Infantryman Ewan Paltrow, a legendary drinker of the Second An Ting, pitted himself against Pilot Sola and drank her under the table. Though the Fifth lost, Pilot Sola gained the admiration of the entire Xi Galaxy.
CLAN NOVA CAT

OMICRON PROVISIONAL GALAXY

Omicron Galaxy, though reliable, has never had the sterling record claimed by other Galaxies. Their one bright spark on an otherwise dreary service record came in 2913, when the Command Trinary of the Ninth Nova Cat Garrison Cluster, led by Omicron Galaxy Commander Tевor Devalis, attacked the Fifth Cobra Coil of the Cloud Cobra’s new Delta Galaxy on the world of Brim. With no ‘Mech support and inclement weather grounding the aerospace fighters, Delta had only conventional forces to defend with. It was a glorious slaughter, and in the end the Nova Cats departed with more than fifty captured fighters, which they used to recommission the Sixth Nova Cat Regulars. Though the Cloud Cobras retaliated by destroying the Ninth Garrison Cluster a year later, that battle remains the highlight of Omicron’s history.

The Omicron Galaxy insignia was changed following their spectacular defeat of the Cloud Cobra’s Delta Galaxy. It shows a giant nova cat astride a mountain peak rising above a cloud layer, highlighted by lightning strikes.

TACTICS

Omicron continually practices the hover-drop maneuver favored by most Nova Cat warriors, making them better than most at this difficult maneuver.

6th Garrison Cluster (Trust Visions)
5 Trinaries/Veteran/Fanatical
CO: Galaxy Commander Carl Lenardon

When the Izanagi Warriors descended on the world of Teniente during the first wave of Operation Bulldog, they found the Sixth Cluster waiting for them. Having heard the stories sung in the Clan Remembrance of the exploits of Tai-sa Shin Yodama, Galaxy Commander Carl Lenardon and the entire Sixth Garrison Cluster considered it a high honor to accept defeat at the elite DCMS regiment’s hands.

4th Nova Cat Regulars (Without Faltering)
3 Trinaries/Regular/Reliable
CO: Star Colonel Sal

The Fourth were quickly made abtakha by the First Shin Legion on the world of Cyrenaica during the first wave of Operation Bulldog. This should have set the stage for amicable relations between the two units, but it was not to be. Following the end of Operation Bulldog, the First Shin returned to garrison Cyrenaica alongside the Fourth Regulars. Remembering their defeat by the 179th Striker Cluster in February 3052, the First was spoiling for a fight. Tensions exploded in mid-3061, when the First Legion attacked the Fourth Regulars. After several days of vicious fighting, both sides withdrew, the Fourth having lost two Trinaries. Though it was clear the Fourth was not to blame for the incident, Khan West moved them to Tarazed in hopes of easing growing tensions between the Nova Cats and the DCMS.

5th Nova Cat Regulars (Circle of Right)
3 Trinaries/Regular/Fanatical
CO: Star Colonel James Bedford

One of only a few Nova Cat Clusters to actively participate in Operation Bulldog, the Fifth was defeated by the First Shin Legion on Caripare after a straight-up fight. As new warriors of the SLDF, the Fifth then moved against the Second Jaguar Guards, along with two Trinaries of the First Star League Nova Cat Guards, the Second An Ting Legion, the Seventy-Ninth Division, the First Fusiliers of the Oriente, and the First St. Ives Lancers. Even with such overwhelming forces, the Jaguar Guards managed to retreat offworld with more than a Trinary.

6th Nova Cat Regulars (Light Burns Night)
6 Binaries/Veteran/Reliable
CO: Star Colonel Bil Leroux

A simulator fight between the Command Supernova Binary of the Sixth Regulars and the Command Company of the Izanagi Warriors decided the fate of the world of Juazeiro, during the second wave of Operation Bulldog. The battle ended quickly when Tai-sa Shin Yodama in his Dragon Fire, decapitated Star Colonel Bil Leroux’s Hellbringer with a well-placed autocannon shot.
CHI PROVISIONAL GALAXY

Until the creation of Zeta Galaxy, Chi Galaxy held the reputation for being the worst Galaxy in the Clan Touman, a reputation that began in 2947 when Clan Star Adder defeated them in a Trial of Possession for a BattleMech factory on the world of Brim. Inevitably, every Clan has a Galaxy to which they assign their least desirable warriors. However, in the Nova Cat's Touman, it appeared those undesirables “chose” to assign themselves, through Trials of Position, to Chi. Most were happy to see them go. With the recent rise of Angelique West to command of Chi, the Galaxy has begun to shed this reputation, mainly by fighting “mock” battles against the Com Guards’ Twelfth Division.

The insignia of Chi Provisional Galaxy is a crescent moon, dripping blood.

OFFICERS

Galaxy Commander Angelique West only recently obtained her Bloodname and her new position. Nominated by Khan West himself for the West Bloodname, Angelique justified her Khan’s support by winning handily. Less then six months later, she demanded a Trial of Grievance against the previous Galaxy Commander, citing gross negligence, and bested him. Previously commander of the 153rd Garrison Cluster, Angelique was one of Khan West’s first supporters, giving rise to rumors that that lies behind his nomination of her. If that is the case, she is quickly repaying the Khan by remolding her entire Galaxy.

TACTICS

Though Chi Galaxy is improving, it is still terrible at large-scale engagements, which means that Galaxy Commander West usually deploys at Trinary level.

10th Garrison Cluster (Onward)
3 Trinaries/Veteran/Fanatical
CO: Galaxy Commander Angelique West

The Tenth Garrison Cluster recently clashed with the Seventh Bear Regulars of the Ghost Bear’s Sigma Galaxy, which raided across the DCMS border to test the resolve of the Nova Cats. Though the Tenth proved superior in ability, the Seventh’s numbers turned the tide of the battle. In the end, Star Colonel Yasmine of the Regulars lifted offworld, having won their Trial of Possession: a new Nova Cat OmniMech.

11th Garrison Cluster (No Misstep)
3 Binaries/Regular/Reliable
CO: Star Colonel Philip Sumner

Galaxy Commander Angelique West, an Elemental herself, has concentrated all her Elemental forces into a single unit, the Eleventh Garrison Cluster. Whether this is in imitation of the Ghost Bear’s new Zeta Galaxy or her own initiative is unclear. She has yet to deploy the “new” Eleventh in combat.

12th Garrison Cluster (Integral Truth)
4 Trinaries/Regular/Reliable
CO: Star Colonel Todd

Star Colonel Todd has yet to live down the fact that his unit, along with the world of Sawyer, was captured by the Third Night Stalkers during the first wave of Operation Bulldog, after the Third’s wing commander, Chu-i Kimmochi Okinora, defeated him in an aerospace simulator. Rumors are floating that no one will sponsor him for the Bavros Bloodname—the Bloodname House of which he is a member. If these turn out to be true, it is likely Todd will have to participate in a Grand Melee if he wishes to obtain a Bloodname.

153rd Garrison Cluster (Eternal Power)
3 Trinaries/Regular/Questionable
CO: Star Colonel Larry With

While the First Battalion of the Sixth Ghost Regiment was contesting the world of Bjarred during the second wave of Operation Bulldog, the Second and Third Battalions were assigned to the world of Tarnby, which was defended by the 153rd Garrison Cluster. When the Sixth arrived onplanet, Star Colonel With challenged them to a race up Mount Neyzari. Chu-sa Meito Makura was pleased to accept, as his second company commander, Tai-i Jason Nakamura, was a passionate mountain-climbing hobbyist. After a grueling week, Tai-i Nakamura planted the flag of the Draconis Combine on the summit of Mount Neyzari.
OMEGA PROVISIONAL GALAXY

Though Omega Galaxy has officially been stationed in the Inner Sphere since 3054, many of its Clusters were still rotating back to Clan space until 3057. Several feuds between Clusters and Galaxies of our Touman and other Clans have arisen. For the Clusters of Omega Galaxy, this feud is with the warriors of the Jade Falcons’ Zeta Galaxy. Garrisoning the world of Gatekeeper along with the Fifty-third Battle Cluster and 109th Striker Cluster of Zeta Galaxy, several Nova Cat Clusters of Omega have clashed in numerous skirmishes in the past several decades.

In 3057, all of the Clusters of Omega Galaxy moved to the Inner Sphere, with Clusters from Upsilon Galaxy taking their place. When the Nova Cats were Abjured, the Falcon warriors of Zeta Galaxy wasted no time in assaulting Upsilon Galaxy. The defending Nova Cats were annihilated as they fought to give their civilians a chance to flee. When the warriors of Omega Galaxy heard, they vowed vengeance against Clan Jade Falcon.

Omega Galaxy recently changed its insignia to that of a nova cat clutching a dead jade falcon in its jaws.

TACTICS

The warriors of Omega Galaxy are an atypical defensive unit, deploying ‘Mechs and vehicles that use long-range weaponry in an effort to bring down an opponent before they close.

13th Garrison Cluster (Reflections)
3 Trinaries/Regular/Reliable
CO: Galaxy Commander Rojl Deleportas

The Thirteenth Garrison Cluster is especially vindictive toward the Jade Falcons. Before rotating back to the Inner Sphere, the Thirteenth had a particularly bloody clash with the Fifty-Third Battle Cluster. They lost a Trinary due to inclement weather and failed communication and had to suffer the verbal abuse of Star Colonel Fyona Koga as they withdrew. Though they know it is highly unlikely, the Thirteenth dreams of the day they will meet the Fifty-Third in battle again.

14th Garrison Cluster (A Thousand Years)
4 Trinaries/Regular/Reliable
CO: Star Colonel Sara DeMarco

Star Colonel DeMarco could do nothing while she watched Star Colonel Watson of the Forty-sixth Cavaliers lose a dueling match to the Ryuken-roku commander during Operation Bulldog. When Star Colonel Watson lost, Star Colonel DeMarco immediately challenged him to a Trial of Grievance, which she lost.

15th Garrison Cluster (Freedom of Right)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Tara Attwater

In one of the only major aerospace conflicts between the Nova Cats and the DCMS during Operation Bulldog, the aerospace fighter Star of the Fifteenth Garrison Cluster clashed with aerospace fighters from the Forty-Second Galedon Regulars over the world of Chupadero. At one point in the battle, after Star Captain Jollet shot down Chu-sa Don Magnusson’s fighter, it looked as if the Fifteenth might win. However, the rest of the wing rallied around their lost commander and drove the remaining OmniFighters from the sky.
ZETA PROVISIONAL GALAXY

Zeta Galaxy was created in July 3061, with warriors from three Galaxies that were all effectively destroyed in Clan space following our Abjurement: Rho, Upsilon, and Kappa. Because of their grievous losses, there has been considerable dissatisfaction with the course our previous Khans set for us. As Khan Santin West fully supports our joining the Star League, this has left the Zeta Galaxy with a questionable loyalty to our Clan.

Though this Galaxy is under-strength, to date Khan West has shown no inclination to shore it up with additional forces. This has, of course, only added to the morale problem.

In hopes of appeasing this Galaxy, Khan West allowed them to choose their own Cluster names and insignia. The insignia of Zeta Galaxy is the world of Barcella, the previous Nova Cat capital, saddled by a dagger star.

OFFICERS

Galaxy Commander Tirant Higall, originally the commander of the Lachesis Keshik of Sigma Galaxy, has taken command of Zeta Galaxy. A staunch supporter of the new Star League and Khan Santin West, Higall hopes to persuade the warriors of Zeta Galaxy that they are on a better road now. As there have already been five Trials of Grievance against Higall, only time will tell if this tack will succeed.

37th Garrison Cluster (Lost Ones)
3 Trinaries/Veteran/Questionable
CO: Galaxy Commander Tirant Higall

This Cluster was created from the remains of the destroyed Rho Galaxy, which was stationed on Barcella, Bearclaw, and Brim. Though the units on Brim and Barcella withdrew after taking heavy casualties, less then a Binary survived the three-way fighting on Bearclaw between Rho Galaxy, the Snow Raven’s Beta Galaxy, and the Hell’s Horses’ Delta Galaxy. With the arrival of Hell’s Horses’ Gamma Galaxy into the Wolf Occupation Zone in late 3061, the Thirty-seventh has petitioned Galaxy Commander Higall to make a deep strike through the Ghost Bear Dominion against the Horseman Galaxy.

44th Garrison Cluster (The Fallen)
2 Trinaries/Regular/Questionable
CO: Star Colonel Del Jarrel

Though bitter toward most of the other Clans, the Forty-fourth Cluster has sent an official document of gratitude to Clan Snow Raven, for the efforts of that Clan’s Kappa Galaxy in extricating the former warriors of the Nova Cat’s Kappa Galaxy from Circe. The rest of Kappa Galaxy died fighting on Hoard against an avalanche of Clans: Ice Hellion, Star Adder, Wolf, and Hell’s Horses.

67th Garrison Cluster (Heretics)
2 Trinaries/Regular/Questionable
CO: Star Colonel Joe Barros

Created from the remains of Upsilon Galaxy, the warriors that now make up the Sixty-seventh Garrison Cluster were stationed on Delios, and their survival is due only to the accommodation reached with Clan Diamond Shark for their withdrawal. Unfortunately, the rest of the Galaxy was not so lucky, with the Jade Falcons annihilating the Nova Cat units on Gatekeeper. Though Galaxy Commander Roj Deilepor and the Omega Galaxy, with their shared hatred of the Jade Falcons, have tried to reach out to the Sixty-seventh, Star Colonel Barros has rebuffed those attempts.

167th Garrison Cluster (Long Road)
2 Trinaries/Regular/Questionable
CO: Star Colonel Teng

The 167th is the only complete Cluster assigned to Zeta—they protected the Nova Cats’ Deep Periphery supply lines—as well as being one of the units to fight the Northwind Highlanders’ Stirling’s Fusiliers as they masqueraded as Smoke Jaguars. The command Star of the 167th met the Highlanders at System EC-EY-4189, a Deep Periphery supply world, but were defeated.
# TABLE OF ORGANIZATION AND EQUIPMENT

(Deployment as of 1 March 3062)

## COM GUARDS

Commander: Precentor Martial Victor Steiner-Davion  
Aide: Anastasius Focht  
Strength: 50 Divisions

### 1ST ARMY V-KAPPA (THE BEAR MAULERS)

CO: Precentor XVII Katrina Troth  
Aide: Precentor III Marcus Butler  
Strength: 4 Divisions

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<th>Loyalty</th>
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<td>Rel</td>
<td>Benjamin</td>
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<td>Reg</td>
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<td>103rd Division</td>
<td>Reg</td>
<td>Rel</td>
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### 2ND ARMY V-MU (THE IRON WARRIORS)

CO: Precentor XIX Alexander Crocus  
Aide: Precentor XV Vincent Wollam  
Strength: 4 Divisions

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<tr>
<td>77th Division</td>
<td>Reg</td>
<td>Rel</td>
<td>Prosperina</td>
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### 3RD ARMY V-LAMBDAA (THE EMERALD FALCONERS)

CO: Precentor XII Alexander Durbin  
Aide: Precentor II Stephanie Lavelle  
Strength: 4 Divisions

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<td>299th Division</td>
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<td>Ques</td>
<td>New Avalon</td>
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**ORGANIZATION AND EQUIPMENT**

### 4TH ARMY V-IOTA
*THE DEFENDERS OF HONOR*
CO: Precentor X Oscar Wetzel
Aide: Demi-Precentor VI Chen Qing
Strength: 6 Divisions

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<td>166th Division</td>
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<td>Rel</td>
<td>Terra Firma</td>
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<td>403rd Division</td>
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<td>321st Division</td>
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<td>Fan</td>
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### 5TH ARMY V-OMICRON
*THE MOUNTAINERS*
CO: Precentor IX Harris Harvisn
Aide: Precentor II Hastings Nkomo
Strength: 4 Divisions

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<td>467th Division</td>
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<td>379th Division</td>
<td>Vet</td>
<td>Rel</td>
<td>Carver V</td>
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### 6TH ARMY V-KAPPA
*GRIM DEFIANCE*
CO: Precentor XII Daniel Mueller
Aide: Precentor XII Anh Pigneau
Strength: 4 Divisions

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<td>102nd Division</td>
<td>Reg</td>
<td>Rel</td>
<td>Luzerne</td>
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<td>Rockland</td>
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### 7TH ARMY V-IOTA
*THE DARK WAVE*
CO: Precentor XI Yusuf ibn Ayyub
Aide: Precentor V David Balfour
Strength: 4 Divisions

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<td>214th Division</td>
<td>Reg</td>
<td>Ques</td>
<td>Engadine</td>
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### 8TH ARMY V-PI (STERN DEFIANCE)
CO: Precentor XI Beesor Yakel
Aide: Precentor I Giuseppe Calhoun
Strength: 4 Divisions

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### 9TH ARMY V-LAMBDA (THE RAG TAGS)
CO: Precentor XIII Sonic Owens
Aide: Demi-Precentor XII Chretien von York
Strength: 4 Divisions

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<td>Virtue</td>
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### 10TH ARMY V-NU (THE RED LEGION)
CO: Precentor XVIII Cynthia Byrd
Aide: Precentor VIII Samantha Colvere
Strength: 4 Divisions

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### 11TH ARMY V-ETA
*THE HONORABLE*
CO: Precentor XI George Wagoner
Aide: Precentor V Gia Burr
Strength: 4 Divisions

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<td>312th Division</td>
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<td>Rel</td>
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ORGANIZATION AND EQUIPMENT

12TH ARMY V-BETA (THE BROADSWORD AND SHIELD)
CO: Precentor XI Allian Higham
Aide: Precentor XI Claudette Chauchin
Strength: 4 Divisions

Unit Name          Exp  Loyalty  Homeworld
278th Division    Elite  Fan   Tukayyid
116th Division    Reg   Rel    Karbala
104th Division    Reg   Fan    Orestes
472nd Division    Elite  Fan   Tukayyid

WORD OF BLAKE MILITIA
(Unless otherwise noted, all units are stationed on Terra.)
Commander: Precentor Martial Cameron St. Jamais
Aide: Precentor Naval Gregory Zwick
Strength: 10 Divisions

Unit Name          Exp  Loyalty  Homeworld
1st Division       Elite  Fan   Salina, Kansas
2nd Division       Reg   Rel    Sandhurst, British Isles
3rd Division       Vet   Rel    Magadi, Kenya
4th Division       Vet   Fan    Sian, China
5th Division       Vet   Rel    Glen Valley, Australia
6th Division       Elite  Fan    Manaus, Amazonia
7th Division       Reg   Rel    Koryo, Chryse Planitia, Mars
8th Division       Reg   Fan    Cairo, Egypt
9th Division       Vet   Rel    Gunnison, Colorado
10th Division      Vet   Fan    Tinogasta, Argentina

KUNGSARMÉ
Commander: Överbefälhavare Christian Månsdotter
Aide: General Margrethe Minuit
Strength: 4 Regiments

Unit Name          Exp  Loyalty  Homeworld
3rd Drakons        Vet   Fan    Dehgolan
2nd Freemen        Vet   Fan    Grumium
3rd Hussars        Vet   Fan    Karbala
2nd Kavalleri      Vet   Fan    Orestes
4th Kavalleri      Reg   Ques   Al Hillah
1st Tyr            Elite  Fan    Ueda

STAR LEAGUE
DEFENSE FORCE
Commander: Commanding General Victor Steiner-Davion
Aide: General Caradoc Travena
Strength: Approximately 5 Regiments and 9 Galaxies (35 Clusters)

ERIDANI LIGHT HORSE
Commander: Lieutenant General Edwin Amis
Aide: Major Beverly Jana
Strength: 4 Regiments

Unit Name          Exp  Loyalty  Homeworld
ELH High Command   Elite  Fan   Kittery
71st Light Horse   Reg   Rel    Dieron
151st Light Horse  Vet   Ques   Kittery
21st Striker Regiment Vet  Rel    Kittery
19th Cavalry Regiment Reg   Fan    Kittery

ROYAL BLACK WATCH REGIMENT
Commander: Colonel Neil Campbell
Aide: Major Annette McHenry
Strength: 1 Battalion

Unit Name          Exp  Loyalty  Homeworld
Royal Black Watch Regiment Elite  Fan   Luthien

1ST ROYAL BATTLEMECH REGIMENT
(MORGAN'S LIONS)
Commander: Colonel Andrew Redburn
Aide: Captain Peter Kocoi
Strength: 1 Regiment

Unit Name          Exp  Loyalty  Homeworld
1st Royal BattleMech Regiment Elite  Fan   Tukayyid

CLAN NOVA CAT
Commander: Khan Santin West
Aide: saKahn Karl Devalis
Strength: 9 Galaxies (35 Clusters)

ALPHA GALAXY: VICTORY OVER DELUBION
Commander: Galaxy Commander Khan Santin West
Aide: Star Colonel Lois Drummond
Strength: 3 Clusters, 1 Trinary

Unit Name          Exp  Loyalty  Homeworld
NovaStar Keshik    Elite  Fan    Irece
### ORGANIZATION AND EQUIPMENT

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<td>Vet</td>
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<td>Irece</td>
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<tr>
<td>489th Assault Cluster</td>
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#### DELTA GALAXY: WAYS OF SEEING

Commander: Galaxy Commander Sakhan Kari Devalis
Aide: Oathmaster Biscon Winters
Strength: 4 Clusters, 1 Trinary

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<td>46th Nova Cat Cavaliers Elite</td>
<td>Fan</td>
<td>Rel</td>
<td>Labrea</td>
</tr>
<tr>
<td>119th Striker Cluster</td>
<td>Vet</td>
<td>Rel</td>
<td>Labrea</td>
</tr>
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</table>

#### SIGMA GALAXY: SPIRITUAL VISION

Commander: Galaxy Commander Kelly Hardo
Aide: Star Colonel Sheila Rosse
Strength: 4 Clusters, 1 Trinary

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Exp</th>
<th>Loyalty</th>
<th>Homeworld</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lachesis Keshik</td>
<td>Elite</td>
<td>Fan</td>
<td>Teniente</td>
</tr>
<tr>
<td>Nova Cat Lancers</td>
<td>Elite</td>
<td>Fan</td>
<td>Teniente</td>
</tr>
<tr>
<td>179th Striker Cluster</td>
<td>Elite</td>
<td>Fan</td>
<td>Cyrenaica</td>
</tr>
<tr>
<td>246th Battle Cluster</td>
<td>Vet</td>
<td>Rel</td>
<td>Juazeiro</td>
</tr>
<tr>
<td>189th Striker Cluster</td>
<td>Vet</td>
<td>Fan</td>
<td>Cyrenaica</td>
</tr>
</tbody>
</table>

#### TAU GALAXY: A NEW PATH

Commander: Galaxy Commander Ajax Drummond
Aide: Star Colonel Swayne Devalis
Strength: 4 Clusters, 1 Trinary

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Exp</th>
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<th>Homeworld</th>
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<tbody>
<tr>
<td>Vision Keshik</td>
<td>Elite</td>
<td>Fan</td>
<td>Kittery</td>
</tr>
<tr>
<td>9th Nova Cat Regs</td>
<td>Vet</td>
<td>Fan</td>
<td>Kittery</td>
</tr>
<tr>
<td>12th Nova Cat Regs</td>
<td>Vet</td>
<td>Rel</td>
<td>Kittery</td>
</tr>
<tr>
<td>100th Striker Cluster</td>
<td>Reg</td>
<td>Rel</td>
<td>Kittery</td>
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<tr>
<td>274th Battle Cluster</td>
<td>Vet</td>
<td>Fan</td>
<td>Kittery</td>
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#### XI PROVISIONAL GALAXY

Commander: Galaxy Commander Elianna Deleportis
Strength: 3 Clusters

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Exp</th>
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<th>Homeworld</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Garrison Cluster</td>
<td>Vet</td>
<td>Fan</td>
<td>Avon</td>
</tr>
<tr>
<td>3rd Garrison Cluster</td>
<td>Vet</td>
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<td>Avon</td>
</tr>
<tr>
<td>5th Garrison Cluster</td>
<td>Reg</td>
<td>Rel</td>
<td>Avon</td>
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#### OMEGA PROVISIONAL GALAXY

Commander: Galaxy Commander Roj Deleportas
Strength: 4 Clusters

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Exp</th>
<th>Loyalty</th>
<th>Homeworld</th>
</tr>
</thead>
<tbody>
<tr>
<td>13th Garrison Cluster</td>
<td>Reg</td>
<td>Rel</td>
<td>Carpare</td>
</tr>
<tr>
<td>14th Garrison Cluster</td>
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<td>Rel</td>
<td>Carpare</td>
</tr>
<tr>
<td>15th Garrison Cluster</td>
<td>Vet</td>
<td>Fan</td>
<td>Outer Volta</td>
</tr>
<tr>
<td>115th Garrison Cluster</td>
<td>Vet</td>
<td>Rel</td>
<td>Outer Volta</td>
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</table>

#### ZETA PROVISIONAL GALAXY

Commander: Galaxy Commander Tirant Higall
Strength: 4 Clusters

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Exp</th>
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<th>Homeworld</th>
</tr>
</thead>
<tbody>
<tr>
<td>37th Garrison Cluster</td>
<td>Vet</td>
<td>Ques</td>
<td>Yamarovka</td>
</tr>
<tr>
<td>44th Garrison Cluster</td>
<td>Reg</td>
<td>Ques</td>
<td>Yamarovka</td>
</tr>
<tr>
<td>67th Garrison Cluster</td>
<td>Reg</td>
<td>Ques</td>
<td>Yamarovka</td>
</tr>
<tr>
<td>167th Garrison Cluster</td>
<td>Reg</td>
<td>Ques</td>
<td>Yamarovka</td>
</tr>
</tbody>
</table>
This section provides new rules for regular campaign play that reflect the unique strengths and weaknesses of ComStar, Word of Blake, SLDF and Rasalhague forces. These rules are for use with BattleTech, BattleForce 2 (BF2) and MechWarrior Second Edition (MW2) as noted in the text. References to the BattleTech Master Rules are abbreviated as BMR.

**UNIT ASSIGNMENT TABLES**

The ‘Mech and vehicle assignment tables in this section can be used alone, but were designed to be used as an expansion to the Creating Scenarios rules starting on page 97 of the BMR.

**RANDOM VEHICLE ASSIGNMENT TABLE: COM GUARD AND WORD OF BLAKE**

2D6 Light Vehicles
2 Hawk Moth Gunship
3 Karnov UR Transport (3058)
4 Pinto Attack VTOL
5 Saracen Medium Hover Tank
6 Cyano
7 Beagle Tank
8 Lightning
9 Striker Light Tank
10 Galleon Light Tank
11 Chevalier Light Tank
12 Mantis Light Attack VTOL

2D6 Medium Vehicles
2 Chaparral
3 Thor
4 Vedette Medium Tank (3058)
5 Hetzer Wheeled Assault Gun
6 Zephyr
7 Maxim Heavy Hover Transport
8 Zephyr
9 Goblin Medium Tank
10 Condor Heavy Hover Tank
11 Regulator Hover Tank
12 Chaparral

2D6 Heavy Vehicles
2 Zhukov Heavy Tank
3 Marksman
4 Von Luckner Heavy Tank
5 Po Heavy Tank
6 Manticore Heavy Tank
7 Demon
8 Burke
9 Patton Tank
10 Bulldog Medium Tank
11 Pike Support Vehicle
12 Padilla Heavy Artillery Tank

2D6 Assault Vehicles
2 Ontos Heavy Tank (3058)
3 Behemoth Heavy Tank
4 SturmFur Heavy Tank
5 Puma Tank
6 Demolisher Heavy Tank
7 Fury
8 Schrek PPC Carrier
9 Ontos Heavy Tank
10 Rhino
11 Partisan Heavy Tank
12 Alacorn Mk VI Heavy Tank

**COMSTAR LEVEL II 'MECH/WEIGHT COMPOSITION TABLE**

<table>
<thead>
<tr>
<th>1D6 Roll</th>
<th>Light Level II</th>
<th>Medium Level II</th>
<th>Heavy Level II</th>
<th>Assault Level II</th>
</tr>
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<tr>
<td>1</td>
<td>6 Light</td>
<td>1 Light, 4 Med, 1 Hvy</td>
<td>2 Med, 4 Hvy</td>
<td>1 Med, 3 Hvy, 2 Assault</td>
</tr>
<tr>
<td>2-3</td>
<td>4 Light, 2 Med</td>
<td>1 Light, 3 Med, 2 Hvy</td>
<td>1 Med, 5 Hvy</td>
<td>4 Hvy, 2 Assault</td>
</tr>
<tr>
<td>4-5</td>
<td>3 Light, 3 Med</td>
<td>4 Med, 2 Hvy</td>
<td>5 Hvy, 1 Assault</td>
<td>3 Hvy, 3 Assault</td>
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<tr>
<td>6</td>
<td>2 Light, 3 Med, 1 Hvy</td>
<td>3 Med, 3 Hvy</td>
<td>4 Hvy, 2 Assault</td>
<td>2 Hvy, 4 Assault</td>
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## Random 'Mech Assignment Table: ComStar

### COM Guard

<table>
<thead>
<tr>
<th>Light 'Mechs</th>
<th>Equipment Rating</th>
<th>Word of Blake Militia</th>
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</thead>
<tbody>
<tr>
<td><strong>2D6</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light 'Mechs</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>C-SK1 Cossack</td>
<td>HSR-400-D Hussar</td>
</tr>
<tr>
<td>3</td>
<td>NXS1-A Nexus</td>
<td>F9S-9 Firestarter</td>
</tr>
<tr>
<td>4</td>
<td>MON-66 Mongoose</td>
<td>OW-1 Owens</td>
</tr>
<tr>
<td>5</td>
<td>THEN Thorn</td>
<td>UM-R63 UrbanMech</td>
</tr>
<tr>
<td>7</td>
<td>HER-1S Hermes</td>
<td>HER-1S Hermes</td>
</tr>
<tr>
<td>8</td>
<td>HSR-200-D Hussar</td>
<td>THEN Thorn</td>
</tr>
<tr>
<td>9</td>
<td>NXS1-A Nexus</td>
<td>HSR-200-D Hussar</td>
</tr>
<tr>
<td>10</td>
<td>OW-1 Owens</td>
<td>MON-66 Mongoose</td>
</tr>
<tr>
<td>11</td>
<td>RTX1-O Raptor</td>
<td>NXS1-A Nexus</td>
</tr>
<tr>
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<td>HSR-200-D Hussar</td>
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### Medium 'Mechs

<table>
<thead>
<tr>
<th>Medium 'Mechs</th>
<th>Equipment Rating</th>
<th>Word of Blake Militia</th>
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<tr>
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<tr>
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<tr>
<td>2</td>
<td>BEO-12 Beowulf</td>
<td>WVE-9N Wyvern</td>
</tr>
<tr>
<td>3</td>
<td>CIT-23U Clint</td>
<td>CLT-23U Clint</td>
</tr>
<tr>
<td>4</td>
<td>WVE-9N Wyvern</td>
<td>STN-3L Sentinel</td>
</tr>
<tr>
<td>5</td>
<td>BJ2-O BlackJack</td>
<td>GRM-RPR29 Grim Reaper</td>
</tr>
<tr>
<td>6</td>
<td>CRB-27 Crab</td>
<td>CRB-27 Crab</td>
</tr>
<tr>
<td>7</td>
<td>TSN-1C Tessen</td>
<td>WVE-5N Wyvern</td>
</tr>
<tr>
<td>8</td>
<td>GRM-RPR29 Grim Reaper</td>
<td>HBK-5N Hunchback</td>
</tr>
<tr>
<td>9</td>
<td>FS9-0 Firestarter</td>
<td>ASK-23 Assassin</td>
</tr>
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<td>10</td>
<td>KTO-21 Kintaro</td>
<td>FS9-0 Firestarter</td>
</tr>
<tr>
<td>11</td>
<td>RINJ101-A Raijin</td>
<td>KTO-19 Kintaro</td>
</tr>
<tr>
<td>12</td>
<td>END-6Q Enfield</td>
<td>RINJ101-A Raijin</td>
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### Heavy 'Mechs

<table>
<thead>
<tr>
<th>Heavy 'Mechs</th>
<th>Equipment Rating</th>
<th>Word of Blake Militia</th>
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<tbody>
<tr>
<td><strong>2D6</strong></td>
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<tr>
<td>Heavy 'Mechs</td>
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<tr>
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<td>JM6-D3 JagerMech III</td>
<td>BL-9KNT Black Knight</td>
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<td>CTS-6Y Cestus</td>
<td>AV1-0 Avatar</td>
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<td>AV1-0 Avatar</td>
<td>BMB-12D Bombardier</td>
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<td>ST-8A Shootist</td>
<td>BL-6KNT Black Knight</td>
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<tr>
<td>6</td>
<td>GLT-3N Guillotine</td>
<td>LNC25-01 Lancelot</td>
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<td>7</td>
<td>BL-6KNT Black Knight</td>
<td>GLT-3N Guillotine</td>
</tr>
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<td>8</td>
<td>LNC25-01 Lancelot</td>
<td>FLS-8K Flashman</td>
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<td>9</td>
<td>EXC-2B Excalibur</td>
<td>CHP-1N Champion</td>
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<tr>
<td>10</td>
<td>EXT-5E Exterminator</td>
<td>ST-8A Shootist</td>
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<td>11</td>
<td>SJA-7D Shugienia</td>
<td>EXC-2B Excalibur</td>
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<td>HELD-3D Helios</td>
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### Assault 'Mechs

<table>
<thead>
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<th>Assault 'Mechs</th>
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<th>Word of Blake Militia</th>
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<tr>
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<tr>
<td>Assault 'Mechs</td>
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<tr>
<td>2</td>
<td>VKG-2F Viking</td>
<td>KGC-001 King Crab</td>
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<td>3</td>
<td>NSR-9T Nightstar</td>
<td>STK-5M Stalker</td>
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<td>4</td>
<td>TDK-7X Thunder Hawk</td>
<td>CRK-5003-1 Crockett</td>
</tr>
<tr>
<td>5</td>
<td>KGC-000 King Crab</td>
<td>LGB-7Q Longbow</td>
</tr>
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<td>6</td>
<td>THG-11E Thug</td>
<td>THG-11E Thug</td>
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<td>HGN-732 Highlander</td>
<td>HGN-732 Highlander</td>
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# Rules

### Assault 'Mechs

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<td>CRK-5003-1 Crockett</td>
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<td>9</td>
<td>SPT-N2 Spartan</td>
<td>AS7-K Atlas</td>
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<td>10</td>
<td>AS7-K Atlas</td>
<td>KGC-000 King Crab</td>
</tr>
<tr>
<td>11</td>
<td>PLG-3Z Pillager</td>
<td>CP-11-A Cycllops</td>
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<td>OBK-M10 O-Bakemono</td>
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### Equipment Rating

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<thead>
<tr>
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<th>B</th>
<th>C</th>
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<tbody>
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<td>CRK-5003-1 Crockett</td>
<td>VQR-2A Vanquisher</td>
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<td>AS7-K Atlas</td>
<td>AS7-K Atlas</td>
<td>MR-V2 Cerberus</td>
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<td>KGC-000 King Crab</td>
<td>KGC-000 King Crab</td>
<td>GRN-D-01 Grand Crusader</td>
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<td>CP-11-A Cycllops</td>
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<td>SPT-N2 Spartan</td>
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<td>SPT-N2 Spartan</td>
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### RANDOM 'MECH AND VEHICLE ASSIGNMENT TABLE: FREE RASHALGHE REPUBLIC

### Light 'Mechs

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<td>HSR-200-D Hussar</td>
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<tr>
<td>3</td>
<td>SDR-9K Venom</td>
<td>SDR-7M Spider</td>
</tr>
<tr>
<td>5</td>
<td>MCY-97 Mercury</td>
<td>HER-1S Hermes</td>
</tr>
<tr>
<td>6</td>
<td>THE-N Thorn</td>
<td>JR7-K Jenner</td>
</tr>
<tr>
<td>7</td>
<td>SDR-7M Spider</td>
<td>PNT-10K Panther</td>
</tr>
<tr>
<td>8</td>
<td>THE-N Thorn</td>
<td>COM-5S Commando</td>
</tr>
<tr>
<td>9</td>
<td>JVN-10P Javelin</td>
<td>FS9-S Firestarter</td>
</tr>
<tr>
<td>10</td>
<td>SDR-9K Venom</td>
<td>THE-N Thorn</td>
</tr>
<tr>
<td>11</td>
<td>MCY-97 Mercury</td>
<td>SDR-9K Venom</td>
</tr>
<tr>
<td>12</td>
<td>MON-66 Mongoose</td>
<td>HSR-200-D Hussar</td>
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</tbody>
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### Equipment Rating

<table>
<thead>
<tr>
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<th>C</th>
<th>A</th>
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</thead>
<tbody>
<tr>
<td>HSR-200-D Hussar</td>
<td>HSR-200-D Hussar</td>
<td>HSR-200-D Hussar</td>
</tr>
<tr>
<td>SDR-7M Spider</td>
<td>SDR-7M Spider</td>
<td>SDR-7M Spider</td>
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<tr>
<td>HER-1S Hermes</td>
<td>HER-1S Hermes</td>
<td>HER-1S Hermes</td>
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<tr>
<td>JR7-K Jenner</td>
<td>JR7-K Jenner</td>
<td>JR7-K Jenner</td>
</tr>
<tr>
<td>PNT-10K Panther</td>
<td>PNT-10K Panther</td>
<td>PNT-10K Panther</td>
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<td>COM-5S Commando</td>
<td>COM-5S Commando</td>
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<td>FS9-S Firestarter</td>
<td>FS9-S Firestarter</td>
<td>FS9-S Firestarter</td>
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<tr>
<td>SDR-9K Venom</td>
<td>SDR-9K Venom</td>
<td>SDR-9K Venom</td>
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<td>MCY-97 Mercury</td>
<td>MCY-97 Mercury</td>
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### Light Vehicles

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</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
</tr>
<tr>
<td>Pinto Attack VTOL</td>
<td>Gabriel</td>
</tr>
<tr>
<td>Hunter Light Support Tank</td>
<td>Pegasus Scout Hover Tank</td>
</tr>
<tr>
<td>Saladin Assault Hover Tank</td>
<td>Saracen Medium Hover Tank</td>
</tr>
<tr>
<td>Scimitar Medium Hover Tank</td>
<td>Scorpion Light Tank</td>
</tr>
<tr>
<td>Skulker Wheeled Scout Tank</td>
<td>Plainsman Medium Hovertank</td>
</tr>
<tr>
<td>Sprint Scout Helicopter</td>
<td>Maxim Heavy Hover Transport (3058)</td>
</tr>
<tr>
<td>Drillson Heavy Hover Tank</td>
<td>Condor Heavy Hover Tank</td>
</tr>
<tr>
<td>Goblin Medium Tank</td>
<td>Vedette Medium Tank</td>
</tr>
<tr>
<td>Hetzer Wheeled Assault Gun</td>
<td>Maxim Heavy Hover Transport</td>
</tr>
<tr>
<td>Vedette Medium Tank</td>
<td>Drillson Heavy Hover Tank</td>
</tr>
<tr>
<td>Condor Heavy Hover Tank</td>
<td>Zephyr</td>
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### Medium 'Mechs

<table>
<thead>
<tr>
<th>2D6</th>
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</thead>
<tbody>
<tr>
<td>2</td>
<td>BEO-12 Beowulf</td>
<td>WFT-1 Wolf Trap</td>
</tr>
<tr>
<td>3</td>
<td>WHT-2 Whitworth</td>
<td>STN-3M Sentinel</td>
</tr>
<tr>
<td>4</td>
<td>HCT-5S Hatchetman</td>
<td>ASN-23 Assassin</td>
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<tr>
<td>5</td>
<td>WVR-7K Wolverine</td>
<td>HBK-5M Hunchback</td>
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<td>6</td>
<td>HBK-5M Hunchback</td>
<td>WFT-2 Whitworth</td>
</tr>
<tr>
<td>7</td>
<td>CRB-27 Crab</td>
<td>WVR-7K Wolverine</td>
</tr>
<tr>
<td>8</td>
<td>KTO-20 Kintaro</td>
<td>VT-5S Vulcan</td>
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<tr>
<td>9</td>
<td>WVE-5N Wyvern</td>
<td>KTO-20 Kintaro</td>
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<td>STN-3M Sentinel</td>
<td>CRB-27 Crab</td>
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<tr>
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<td>VT-5S Vulcan</td>
<td>WVE-5N Wyvern</td>
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<tr>
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### Equipment Rating

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<td>WFT-1 Wolf Trap</td>
<td>WFT-1 Wolf Trap</td>
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### Medium Vehicles

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<td>Maxim Heavy Hover Transport (3058)</td>
<td>Drillson Heavy Hover Tank</td>
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<td>Condor Heavy Hover Tank</td>
<td>Goblin Medium Tank</td>
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### Heavy 'Mechs

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<td>EXT-4D Exterminator</td>
<td>DRG-5K Grand Dragon</td>
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### Equipment Rating

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### Heavy Vehicles

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<td>Bulldog Medium Tank</td>
<td>Bulldog Medium Tank</td>
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<tr>
<td>SRF Carrier</td>
<td>SRF Carrier</td>
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<tr>
<td>LRM Carrier</td>
<td>LRM Carrier</td>
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<tr>
<td>Manticore Heavy Tank</td>
<td>Manticore Heavy Tank</td>
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<tr>
<td>SRF Carrier</td>
<td>SRF Carrier</td>
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<tr>
<td>LRM Carrier</td>
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<tr>
<td>Pike Support Vehicle</td>
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## Assault 'Mechs

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<tr>
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<th>Assault Vehicles</th>
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<tbody>
<tr>
<td>2</td>
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<td>MAL-1R Mauler</td>
<td>Puma Tank</td>
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<td>CRK-5003-2 Crockett</td>
<td>MAL-1R Mauler</td>
<td>Schrek PPC Carrier</td>
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<td>BNC-5S Banshee</td>
<td>CGR-3K Charger</td>
<td>SturmFeur Heavy Tank</td>
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<td>5</td>
<td>AS7-K Atlas</td>
<td>ZEU-9S Zeus</td>
<td>Ontos Heavy Tank</td>
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<td>6</td>
<td>CGR-3K Charger</td>
<td>7TH-11E Thug</td>
<td>Partisan Heavy Tank</td>
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<td>ZEU-9S Zeus</td>
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<td>ZEU-9S Zeus</td>
<td>ZEU-9S Zeus</td>
<td>Partisan (LRM Variant)</td>
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<td>9</td>
<td>HGN-732 Highlander</td>
<td>THG-11E Thug</td>
<td>Ontos Heavy Tank</td>
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<td>HTM-27T Hatamoto-Chi</td>
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<td>Schrek PPC Carrier</td>
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<td>12</td>
<td>VKG-2G Viking</td>
<td>KGC-000 King Crab</td>
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## RANDOM 'MECH AND VEHICLE ASSIGNMENT TABLE: STAR LEAGUE

### Light Units

<table>
<thead>
<tr>
<th>2D6</th>
<th>BattleMechs</th>
<th>Vehicles</th>
<th>Front-Line</th>
<th>Second-Line</th>
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<tbody>
<tr>
<td>2</td>
<td>HM-1 Hitman</td>
<td>Hawk Moth Gunship</td>
<td>AF1 Arctic Fox</td>
<td>Locust IIC</td>
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<tr>
<td>3</td>
<td>EGL-2M Eagle</td>
<td>Karnov UR Transport (3058)</td>
<td>Kit Fox Prime</td>
<td>MON-66 Mongoose</td>
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<td>4</td>
<td>OW-1 Owens</td>
<td>Plainsman Medium HoverTank</td>
<td>Hankyu C</td>
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<td>Saracen Medium HoverTank</td>
<td>Fire Moth D</td>
<td>Jenner IIC 2</td>
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<td>KBO-7A Kabuto</td>
<td>Yellow Jacket Gunship</td>
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<td>Adder Prime</td>
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<td>J. Edgar Light HoverTank</td>
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<td>Pack Hunter</td>
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<td>Hellion Prime</td>
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### Medium Units

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<th>BattleMechs</th>
<th>Vehicles</th>
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### Heavy Units

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<tr>
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<td>Ha Otoko</td>
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<td>Tokugawa Heavy Tank</td>
<td>Summoner D</td>
<td>Thresher</td>
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<td>Von Luckner Heavy Tank</td>
<td>Timber Wolf A</td>
<td>Rifleman IIC</td>
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<td>DAI-01 Daiku</td>
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<td>Nova Cat A</td>
<td>Black Python</td>
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<td>DRG-C Grand Dragon</td>
<td>Tokugawa Heavy Tank</td>
<td>Nova Cat Prime</td>
<td>Rifleman IIC</td>
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</tbody>
</table>
## RULES

### Heavy Units
**2D6**
1. QKD-C Quickdraw
2. ST-8A Shootist
3. YMN-6Y Yeoman
4. PTR-6M Penetrator
5. Nova Cat Prime

**Vehicles**
1. Patton Tank
2. LRM Carrier
3. Pike Support Vehicle
4. Bulldog Medium Tank
5. Padilla Heavy Artillery Tank

**Front-Line**
1. Nova Cat D
2. Mad Dog B
3. Summoner D
4. Timber Wolf D
5. Mad Dog Prime

**Second-Line**
1. Guillotine IIC
2. Rifleman IIC
3. FLS-8K Flashman
4. LNC25-01 Lancelot
5. Guillotine IIC

### Assault Units
**2D6**
1. BKW-7R Black Watch
2. SRC-5C Sirocco
3. TSH-7S Tai-sho
4. NG-C3A Naginata
5. AST-C Atlas
6. AWS-9Q Awesome
7. OBK-M10 O-Bakemono
8. HGN-732 Highlander
9. VKG-2F Viking
10. AKU-1X Akuma
11. Supernova

**Vehicles**
1. Schiltron C
2. Schrek PPC Carrier
3. SturmFeur Heavy Tank
4. Schiltron A
5. Partisan (XL Variant)
6. Schiltron
7. Schiltron B
8. Ontos Heavy Tank
9. Behemoth Heavy Tank
10. Schrek PPC Carrier
11. Fury

**Front-Line**
1. Turkina B
2. Dire Wolf A
3. Executioner A
4. Gargoyle A
5. Warhawk Prime
6. Warhawk Prime
7. Kingfisher C
8. Executioner D
9. Kingfisher C
10. Warhawk C
11. Dire Wolf A

**Second-Line**
1. Kodiak
2. CRK-5003-1 Crockett
3. Supernova
4. Marauder IIC
5. Supernova
6. Warhammer IIC
7. Supernova
8. Supernova
9. Highlander IIC
10. Marauder IIC
11. VKG-2G Viking
FORMATION ABILITIES

Each formation possesses certain specialties and skills based on its experience and the abilities of its commanders. The formation descriptions earlier in the book discuss these characteristics in detail. The following game rules simulate these characteristics and are intended to supplement existing BattleTech, BF2 and MW2 rules. These rules are intended to add variety to and enhance game play, but not to give unfair advantage to players, and so gamemasters and players should all agree on any supplemental rule before using it in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules, and are inappropriate for tournament play.

Many of the following rules are specifically designed for use with the Creating Scenarios rules (BMR p. 97). Players should feel free to use them in other game situations if appropriate. Unless otherwise stated, the following rules apply to BattleTech games only.

USING HIDDEN UNITS RULES

Certain formations can use the Hidden Units rules (p. 77, BMR) to set up part or all of their forces when scenario circumstances allow. If a scenario offers no such opportunity, the formation cannot exercise this option. In a chase scenario, for example, both sides move at the very beginning of the scenario, and neither side can use these rules. In a stand-up fight scenario, however, one side can use the Hidden Units rules. Players must decide for themselves if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario type already call for hidden units, ignore the formation’s special ability to set up hidden units.

OVERLAPPING ABILITIES AND ADVANTAGES

If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing formations both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine the edge from which a side will enter using standard rules.

FORCING THE INITIATIVE

Several ComStar formations have the ability to “force the Initiative” and gain bonuses to their Initiative rolls in BattleTech games. The bonus is equal to the number of enemy units the side destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a side with this capability receives a +2 Initiative bonus if it destroys four enemy units and loses two of its own during the previous turn.

OFF-MAP MOVEMENT

Some formations are proficient in tactical movement behind the lines of combat. Formations with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. This ability may only be used if the scenario type allows for it. For example, an offensive force may not use this ability in breakthrough scenarios; in a hold-the-line scenario, the defending force cannot use off-map movement.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the number of turns it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit’s Running/Flank MP rating (rounding fractions up). The result is the minimum number of turns the unit must remain off the map. The controlling player can delay the unit’s re-entry beyond this period if he desires, but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its “written orders.” At that time, the opposing player can check the unit’s orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these “destroyed” units may be brought back into play in a later battle, because they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player’s choice adjacent to the intended entry hex.

Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for Pointblank Shots from Hidden Units (p. 77, BMR). This attack does not restrict the attacking unit’s ability to make attacks in the following turn.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

OVERRUN COMBAT

Some formations are capable of “overrun” combat during BattleTech games. Under certain circumstances, these forces may fire before enemy forces can move or fire.

When rolling Initiative for overrun-capable formations, note the die roll result’s Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the
number of individual units that may move, designate and resolve their firing before any other units move and fire. “Extra” successes do not carry over into later turns (i.e., if the player has more successes than ‘Mechs available to move). For example, an overrun-capable force makes an Initiative Roll of 11, while its opponent rolls only a 6. That gives the overrun-capable force a Margin of Success of 5, which means that two of its units may move and fire before any other units move (5 divided by 2 = 2.5, rounded down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence. In other words, overrunning units do not count for determining how many units each side must move when alternating turns during the Movement, Reaction and Weapon Attack phases. Overrunning units make physical attacks as normal during the Physical Attack Phase.

BATTLEFORCE 2 COMMAND LISTS

Following are new command lists for use with the BattleForce 2 game, reflecting the unique combat style of each of the factions in this book. A command list for ComStar appears in the BattleForce 2 rulebook.

Word of Blake Command List
1 Careful Aim
2 Ambush
3 Evasive Action
4 Charge!
5 Ambush
6 Jam Transmission
7 Alpha Strike!
8 Careful Aim
9 Stand and Shoot
10 Jam Transmission

FRR Command List
1 Alpha Strike!
2 Alpha Strike!
3 Charge!
4 Doubletime March
5 Stand and Shoot
6 Careful Aim
7 Hello HQ
8 Stand and Shoot
9 Careful Aim
10 Death from Above

SLDF Command List
1 Careful Aim
2 Charge!
3 Fall Back!
4 Luck of the Fox
5 Evasive Action
6 Stand and Shoot
7 Stand and Shoot
8 Doubletime March
9 Evasive Action
10 Careful Aim

Nova Cat Command List
11 Alpha Strike!
12 Careful Aim
13 Careful Aim
14 Doubletime March
15 Luck of the Fox
16 Luck of the Fox
17 Alpha Strike!
18 Evasive Action
19 Evasive Action
20 Hello, HQ?

EQUIPMENT RATINGS

The name of each formation listed below is followed by a letter in parentheses. This letter is the formation’s equipment rating, and represents its access to advanced BattleMechs and other equipment. The rating is used primarily when assigning 'Mechs to a formation with the random 'Mech assignment tables, but also indicates the formation’s relationship with the procurement division of its respective military, and thus its ease of gaining equipment and supplies.

<table>
<thead>
<tr>
<th>Rating</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Top Priority</td>
<td>Com Guards 91st Division</td>
</tr>
<tr>
<td>B</td>
<td>Very Good</td>
<td>Word of Blake</td>
</tr>
<tr>
<td>C</td>
<td>Good</td>
<td>True Believers IV</td>
</tr>
<tr>
<td>F</td>
<td>Front Line (Clan)</td>
<td>Free Rasalhague Republic</td>
</tr>
<tr>
<td>S</td>
<td>Second Line (Clan)</td>
<td>Nova Cats</td>
</tr>
</tbody>
</table>

COM GUARD FIRST ARMY V-KAPPA

91st Division (A)
The Ninety-first is well-disciplined and trained in a wide range of combat styles. Opposing units suffer a –1 Initiative penalty and the division cannot be the target of forced Initiative. In BattleForce scenarios reduce all morale target numbers for the Ninety-first by two.
211th Division (A)

The constant rotation of troops has hampered formation cohesion in the 211th so it does not perform well in large-scale engagements. Reduce the 211th’s Initiative by one for every Level II formation beyond the second deployed in a scenario. If only a single Level II or smaller force is used by the 211th in a scenario the force gains a +1 Initiative bonus.

308th Division (B)

The 308th makes extensive use of aerospace forces for combat and reconnaissance. Whenever enemy forces attempt to deploy hidden units in any terrain other than urban terrain, the controlling player must roll 1D6 for each unit. On a result of 6 the “hidden” unit must be placed on the map as usual.

103rd Division (A)

The 103rd has an abiding hatred of Clan Ghost Bear and suffers a -2 Initiative penalty when facing troops from that Clan. However, in such circumstances 103rd units also reduce to-hit target numbers by 1.

COM GUARD 2ND ARMY V-MU

In any battle where the unit XO, Precentor Wollam, is present, the Second Army or its constituent divisions receive a +1 Initiative bonus and cannot be the target of overrun combat. If Wollam is killed or forced to withdraw the ComStar force loses this benefit.

81st Division (B)

The Eighty-first is perhaps the best equipped unit in the Second Army and thus two units in every Level II formation are considered to have an Equipment Rating of A.

301st Division (B)

Although the situation is improving in the 301st, supply remains a serious problem. At the start of each battle roll 1D6 for each ‘Mech or vehicle. On a result of 1 or 2 each ammo-using weapon on that unit starts with one-third of it’s usual ammunition. On a result of 3 to 5 the unit begins with half ammunition, and only on a result of 6 does it start with a full ammo load.

82nd Division (B)

Morale in this unit is at rock bottom, seriously hampering their abilities. In any scenario featuring the Eighty-second, the ComStar side suffers a -2 Initiative penalty. Furthermore, in BattleForce 2 scenarios increase all morale target numbers for the Eighty-second by one.

77th Division (B)

The Seventy-seventh is well-equipped; when generating forces one unit in every Level II formation is considered to have an Equipment Rating of A. Furthermore, the unit’s members have become adept at disabling opponents and gain a -1 to-hit modifier when using aimed shots.

COM GUARD 3RD ARMY V-LAMDOA

11th Division (A)

Members of the Eleventh are skilled at mobile warfare, and suffer no to-hit modifier for attacker movement when using Walking/Cruising movement. The normal modifiers apply for Running/Flanking and Jumping movement.

2nd Division (A)

Partly shattered on Huntress, the Second Division has seen a large influx of new personnel. When generating forces the skills of one unit per Level II formation should be determined using the Veteran rather than Elite columns (See p. 108, BMR). However, when generating BattleMechs, one unit per Level II may be determined using the Smoke Jaguar column (p. 107, BMR).

323rd Division (B)

The 323rd excels at defensive operations and thus gains a +2 Initiative bonus when acting as the defender in a scenario. However, this bonus only applies as long as the ComStar forces are outnumbered by a ratio of two to one.

299th Division (A)

Demi-Precentor Fedt is a cautious commander, which is both a boon and a curse for the unit. In any battle where the ComStar side is commanded by the Demi-Precentor, enemy forces may not force the Initiative nor use overrun combat, and any Initiative bonus they receive from special unit abilities is halved (round down). However, under Fedt’s command, units of the 299th may not make weapon attacks if they move at Run/Flank speed in the same turn, nor may they or allied forces receive any Initiative bonus from special unit abilities, force the Initiative or use overrun combat.

COM GUARD 4TH ARMY V-IOTA

Members of the Fourth Army are adept at small unit tactics and gain a +1 Initiative bonus when deployed in a force comprising three Level II units or less. They are also well-trained at fighting on the move and reduce their attacker movement to-hit modifiers for Running/Flanking by one. Normal modifiers apply for Walking/Cruising and Jumping movement.

83rd Division (B)

Even in an army known for its maneuverability, the Eighty-third has earned a reputation for innovative tactics and receives a +1 Initiative bonus in hide and seek and chase scenarios (see pp. 98-100, BMR). In extraction scenarios, Eighty-third units also receive a +1 Initiative bonus if they are the attacker, but suffer a -1 Initiative penalty if they are the...
defender. They also suffer the same -1 Initiative penalty if the defender in a hold the line scenario.

87th Division (B)
Offically neutral in the dispute in St. Ives, the Eighty-seventh is very practiced at limiting the aggression of other troops. If a ‘Mech for the Eighty-seventh starts its Movement Phase next to an enemy ‘Mech that has not yet moved in that Phase, it may opt to block the other ‘Mech’s movement instead of moving itself. The enemy ‘Mech may not use Running movement and must reduce it’s Walking movement rate by 1 MP during that Phase. If the ComStar ‘Mech makes any attacks in that Turn, it suffers attacker movement modifiers as though it had used Running movement.

79th Division (B)
If the Seventy-ninth fights alongside any Capellan troops, the entire force suffers a -1 Initiative penalty.

166th Division (B)
Inexperienced and unsettled by the recent loss of their leader, the 166th automatically loses Initiative in the first two Turns and suffers a -1 penalty to all subsequent Initiative rolls.

403rd Division (A)
The 403rd gains a +1 Initiative bonus and has the same abilities as the Eighty-seventh Division.

321st Division (A)
The 321st has been covertly supporting Cassandra Liao’s forces in the St. Ives-Capella conflict. As a result, the ‘Mechs and vehicles of this formation start each battle with only a half load of ammunition. They may use the same blocking move as the Eighty-seventh and 403rd Divisions but may only use it against Capellan troops.

COM GUARD 5TH ARMY VOMICRON

394th Division (A)
The members of the 394th who fought on Strana Mechty have a burning desire to equal the score with Clan Jade Falcon, fighting aggressively in any encounters with the Clan and gaining a +1 Initiative bonus and the ability to force the Initiative against Jade Falcon troops.

76th Division (A)
Because of Word of Blake sabotage, when randomly determining forces for the Seventy-sixth roll two ‘Mechs per Level II formation on the Equipment Rating B column.

467th Division (B)
Besieged by the local population and subject to attacks by the Word of Blake, the morale of this division has suffered considerably in recent months. They suffer a -1 Initiative penalty in the first two turns of a battle, though in the third and subsequent turns the unit determines Initiative normally.

379th Division (A)
Years of experience in fighting Blakist forces in the Chaos March have allowed the 379th troops to hone their city-fighting abilities. Pilots belonging to this division reduce the target number to avoid skidding by one (see p. 21, BMR). They also reduce the Piloting Skill target number needed to avoid damage when entering a building by one (see p. 50, BMR). However, the paranoia of their leader means units from the 379th do not work well with other forces and suffer a -1 Initiative penalty for every allied lance, Star or Level II on their side.

COM GUARD 6TH ARMY V-KAPPA
The Sixth Army has taken the unusual step of dividing its forces between offensive and defensive missions. A force that is comprised of at least 75 percent ‘Mechs or armor gains a +1 Initiative bonus as the attacker in a scenario and may also use overrun combat. A force that is comprised of at least 50 percent infantry gains a +1 Initiative bonus as the defender in a scenario and may start the scenario with up to half their infantry units hidden (see p. 77, BMR).

31st Division (A)
The Thirty-first excels at fighting Clan units and has gone so far as to adopt several Clan military tactics. Thirty-first units have been known to fight in the rigid Clan style, and gain a +1 Initiative bonus while doing so against Clan opponents. Consider these units to follow Level 3 honor rules as given on page 122 of The Clans: Warriors of Kerensky.

12th Division (A)
The Twelfth works closely with Clan Nova Cat and gains a +1 Initiative bonus when fighting alongside Nova Cat troops.

102nd Division (B)
The 102nd has a well-trained engineering corps and its infantry units gain a +1 bonus when attempting to clear a minefield (see p. 81, BMR). Furthermore, all infantry in the 102nd are considered trained in anti-BattleMech tactics (see pp. 67-68, BMR).

1st Division (A)
The First Division specializes in small-scale operations against pirate forces and gains a +1 Initiative bonus when facing such opposition. First Division units are well-trained in zero-G operations and suffer only a +1 modifier to their Piloting Skill target numbers when making Control Rolls in BattleSpace scenarios (see pp. 84-87, Explorer Corps).
COM GUARD 7TH ARMY V-IOTA

The Seventh Army has suffered badly in the recent spate of defection and its morale is in tatters. In _BattleForce_ scenarios increase the morale target numbers for all members of this army by one.

9th Division (A)

The Dark Kat Killers gain a +1 Initiative bonus whenever they are the defenders in a scenario. They may also choose not to deploy their entire force in a scenario, instead detaching up to one-third to form a reserve formation. This reserve formation may use off-map movement, plotting its movement from the centermost hex of their home map edge.

244th Division (B)

Since its recent internal difficulties, the 244th does not have many ‘Mechs to deploy; BattleMechs may not comprise more than half of any 244th force. However, the formation’s fanaticism allows 244th units to use overrun combat.

222nd Division (B)

The morale of the 222nd is the worst in the army and the formation suffers an additional +1 modifier to morale targets in _BattleForce_ as well as a –1 Initiative penalty. 222nd units may use off-map movement but the controlling player must roll 1D6 for each unit when it returns to the map. On a result of 6 the unit goes AWOL and is permanently removed from play.

214th Division (B)

The 214th has demonstrated considerable ingenuity in the face of adversity. 214th units may force the Initiative and gain an additional +1 Initiative bonus if they lost the Initiative in the previous turn.

COM GUARD 8TH ARMY V-PI

182nd Division (B)

The 182nd has found itself enmeshed in Richard Steiner’s grudge against ComStar and perpetually runs low on materials. Due to this situation all ‘Mechs and vehicles of the 182nd start each scenario with only half the normal amount of ammunition for each weapon. However, as they have been forced to improvise for some time and work with the materials at hand, the formation’s techs apply a –1 modifier to all target numbers to determine whether a component may be repaired (see p. 83, BMR). They also gain a –1 Modifier to all Technician Skill target numbers when scavenging parts (see pp. 84–85, BMR).

85th Division (A)

Once commanded by former Word of Blake Precentor Martial Trent Arian, Eighty-fifth units have set out to prove their value to ComStar, throwing themselves into each battle with reckless abandon. They may use overrun combat and force the Initiative, but may not withdraw from the battlefield if facing Word of Blake troops or if they are not outnumbered by at least two to one.

56th Division (B)

The Solaris-based Fifty-sixth Division has become adept at urban operations and crowd control tactics. The division’s units gain a +1 Initiative bonus when at least half the maps used in a scenario are urban. Furthermore the division has modified several Firestarters, replacing all their flamers with water-cannons. Water-cannons do not inflict damage like normal weapons. However, when used against standard (non-battle armor) infantry, they inflict 1D6 “damage.” This damage is considered non-lethal and “losses” may be recovered at the end of the scenario. If using Level 3 rules, these Firestarters may engage in firefighting as though they were engineer platoons (pp. 41–42, Maximum Tech).

167th Division (B)

The 167th is well-equipped; when randomly determining forces one ‘Mech per Level II formation may be determined using the Equipment Rating A column. However, because of the division’s close ties to the Seventh Lyran Regulars, 167th units are unwilling to engage Lyran Alliance troops. If forced to do so they suffer a –1 Initiative penalty.

COM GUARD 9TH ARMY V-LAMDOA

Supply shortages have seriously impeded the Ninth Army’s operational readiness. At the start of each scenario the controlling player should roll 1D6 for each ‘Mech or vehicle fielded by the army. On a result of 1, 2 or 3 it deploys normally. On a result of 4 or 5 the unit starts with only half the normal ammo load for each weapon. On a result of 6 the player should roll a second 1D6 and randomly apply that number of 5-point damage groups using the front hit location table (re-roll any results that would destroy the unit).

34th Division (A)

The Thirty-fourth is adept at defensive missions and its units gain a +1 Initiative bonus if defending or in urban terrain.

366th Division (B)

The 366th’s widespread deployment means that few formations in the division are above Level II size and thus training in larger formation tactics is poor. If more than two Level II formations from the division are deployed in a scenario, the Com Guard side suffers a –1 Initiative penalty.

143rd Division (B)

The training schedule of the 143rd has intensified noticeably in recent months as the political situation in the Lyran Alliance has deteriorated. As a result, though the division is officially classified as regular, when randomly determining the
experience levels of pilots and vehicle crews add +1 to the die roll (see p. 108, BMR).

207th Division (B)

The 207th has suffered major losses through defections to the Word of Blake and currently fields only five units per Level II. As such, when determining random forces, players should use the Star Composition Table from p. 104 of BMR rather than the ComStar Level II Composition Table above.

Furthermore, when engaging Word of Blake troops there is the risk of further defections. One time during the game, in any End Phase, the Word of Blake player may select a single 207th Division 'Mech. The controlling player must roll 1D6 and on a result of 1 that unit “defects” and is considered part of the Blakeist force.

COM GUARD 10TH ARMY V-NU

283rd Division (A)

The 283rd has a surplus of equipment at their disposal and, when randomly generating forces for the division, players may roll twice for each 'Mech or vehicle, choosing the result they prefer.

66th Division (B)

Precentor Kesselring’s links to the court on Tharkad have colored the division’s relationships with the LAAF. They gain a +1 Initiative bonus when fighting alongside LAAF troops but a -1 penalty if fighting against the same. Furthermore, when fighting LAAF units there is a risk of a unit from the Sixty-sixth defecting to the Lyran side in the same manner as a unit of the 207th Division may defect to the Word of Blake (see above).

198th Division (A)

The 198th is practiced at mobile warfare and may use overrun combat. The division’s relationship with the Wolf Clan (in Exile) has proved productive; any force containing troops from both the 198th and the Wolf Clan (in Exile) gains a +2 Initiative bonus. Furthermore, when operating with the First Wolf Legion Cluster, the joint force can use the special abilities of both units (see p. 185, Field Manual: Warden Clans).

208th Division (B)

After their shared experiences on Luzerne, the 208th gains a +2 Initiative bonus when operating with the Third Davion Guards. However, because of their losses, no more than two Level II’s from the 208th may be deployed in a single scenario.

COM GUARD 11TH ARMY V-ETA

Thanks to their engineering corps, in any scenario when troops from the Eleventh Army are defenders, the ComStar player may designate 1D6 hexes as improved positions (see p. 80, BMR).
48th Division (A)

Precensor Raum dislikes her enforced defensive posture and has been drilling her troops in tactical assaults. Due to this training, they may force the Initiative but only when they are the defender in a scenario.

388th Division (A)

The 388th hates Clan Jade Falcon with a passion. When fighting Falcon troops, 388th units gain a –1 modifier to all to-hit numbers. However, their hatred also hinders tactical thinking, resulting in a –2 Initiative penalty.

39th Division (A)

The Thirty-ninth Division maintains close links with the Draconis Combine troops it fought alongside on Outer Volta and has received numerous gifts from the DCMS forces. When randomly determining forces for the Thirty-ninth, the ComStar player may roll one unit per Level II on the Draconis Combine Table on p. 105 of BMR or the Equipment Rating A column on p. 142 of the Field Manual: Draconis Combine. Furthermore, units from this division gain a +1 Initiative bonus when fighting alongside the Izanagi Warriors or the Eighth Sword of Light.

312th Division (A)

Serving as escorts for diplomatic contacts with the Jade Falcons, members of the 312th have been taught to fight in the Clan style and will always do so when facing Clan opponents. Consider them to follow Level 3 honor rules as given on page 122 of The Clans: Warriors of Kerensky. When doing so against Clan opponents they gain a +1 Initiative bonus.

COM GUARD 12TH ARMY V-BETA

Thanks to Precensor Higham’s advance planning, units from the Twelfth Army automatically gain a +1 Initiative bonus when they are the defender in a scenario.

278th Division (A)

The 278th’s move from near-deserted Yukaydi to Ueda has been something of a culture shock. The division’s troops are resentful of Elected Prince Regent Månsdotter’s anti-ComStar stance, particularly the restriction on their off-duty movements. Due to this the division’s units suffer a –1 Initiative penalty when operating alongside the “ingrates” of the KungsArmë.

116th Division (B)

The 116th has a reputation for aggression and may use overrun combat. Despite Månsdotter’s stance, the 116th Division has also built up a strong rapport with the Second Kavalleri and gains +1 Initiative in operations alongside the FRR formation.

104th Division (A)

Specialists in close combat, 104th Division units reduce all penalties for firing weapons under minimum range by half (round down) and also reduce all target numbers for physical attacks by one. However, they suffer a +5 to-hit modifier against targets at long range rather than the usual +4.

Invader Galaxy (A)

Invader Galaxy is organized in Clan fashion, so the Star ‘Mech/Weight Composition Table (p. 104, BMR) is used rather than the Level II ‘Mech/Weight Composition Table in this book. Furthermore, the Galaxy is equipped with a significant amount of salvaged Clan technology. When randomly assigning ‘Mechs, roll 1D6 for each Star and subtract 1 from the result. This number of ‘Mechs may be chosen from any one of the Clan Assignment Tables on p. 107 of the BMR rather than the ComStar Tables.

WORD OF BLAKE MILITIA

1st Division (A)

True Devotion may achieve “tactical surprise” when acting as the scenario attacker. To achieve tactical surprise, the division’s controlling player rolls 2D6 and subtracts 6. The resulting number is the number of enemy units prevented from deploying at the start of the scenario (to a maximum of half, rounding down, of the defending forces). Roll 1D6 during the End Phase of each Combat Turn for each unit not initially deployed. On a result of 5 or 6, the unit may enter the map sheet at its home map-edge during the Movement Phase of the following turn.

When acting as scenario defender, up to half (round down) of True Devotion’s units may deploy under the hidden units rules.

2nd Division (A)

Due to the influx of new machines they received, one unit from each Level II may be chosen from the Word of Blake Random Assignment Tables rather than rolled randomly.

To represent their skill at moving rapidly in cities, all Second Division units receive a –2 Modifier if required to make a Piloting Skill Roll to avoid skidding on paved surfaces.

Unused to fighting in large groups, Stern Resistance units receive a –2 penalty to Initiative if more than a Level III of their units are involved in a battle.

3rd Division (A)

When acting as scenario defender, infantry from Sacred Dream III-omicron or Bloody Skies III-mu may deploy using the hidden units rules to represent their guerrilla skills.

All BattleMechs from Bloody Skies III-mu must be jump-capable. If a ‘Mech is rolled on the Random ‘Mech Assignment Table that does not have jump jets, it must be rerolled until one that has jump jets is rolled.
4th Division (A)

To represent their skill at making combat drops (p. 72, BMR), units from Blake’s Boldest apply a -1 Modifier to their Landing Roll target number and may fire their weapons on the turn that they land. For attacker movement modifiers that turn, they are considered to have Jumped.

5th Division (A)

The chosen favor extremely flexible tactics and thus gain a +1 Initiative bonus in all terrain. This bonus is lost if the battle takes place in high or low gravity (p. 78, BMR).

6th Division (B)

The Sixth Division is a well-rounded and flexible formation. As a result, the division’s opponents lose any terrain-based Initiative bonus and the Sixth can force the Initiative.

Precentor Brandenburg-Curl excels at advanced instruction. Consequently, characters from the True Believers may reduce by one the number of Adventure Points (AP) needed to improve Piloting, Gunnery and Tactics Skills, provided the skills are already at Level 3 or above.

7th Division (B)

Glorious units have become quite adept at moving in low gravity. To represent this, members of the Seventh receive a -1 Modifier to Piloting Skill Rolls required when exceeding normal movement speeds in low gravity (p. 78, BMR).

8th Division (B)

Hands of Fate units receive a +1 Initiative bonus when deployed in Level II or smaller formations, representing their skill at very small unit actions.

9th Division (B)

Many members of the Blinding Light are quite aggressive, and as a result the division possesses overrun capabilities. This aggression works against them as well—division units suffer a -1 penalty to Initiative if they are the defender in a scenario.

10th Division (B)

Members of the Shooting Stars are constantly looking over their shoulder for ROM agents, and so are unlikely to show any personal initiative. This results in an overall -1 penalty to Initiative rolls.

FREE RABALHAGUE REPUBLIC

3rd Drakens (B)

The Drakens’ techs have learned how to mount hatchets on nearly any 'Mech. To represent this, every lance commander can choose to have a hatchet mounted on his 'Mech, as long as that 'Mech has a hand actuator in the arm where the hatchet is placed. The added weight of the hatchet must be made up for by removing other components, however there is no risk of losing design integrity (see Customizing and Retrofits, p. 87, BMR).

2nd Freemen (C)

Overste Weaver has trained the Second Freemen superbly in methods to fight the Clans. As a result, they receive a +2 Initiative bonus when fighting Clan forces. All Freemen members also receive the skill of Special Interest/Clan Tactics at Level 1.

3rd Hussars (A)

To show the tendency toward larger 'Mechs in the Third Hussars, add +1 to all rolls on the Random Weight-Class Tables. Add +1 to all rolls on the Lance 'Mech/Weight Composition Table, as well.

2nd Kavalleri (B)

To represent their reliance on stealth, every lance commander can choose to have a Guardian ECM (p. 126, BMR) mounted on his 'Mech. The added weight of the ECM must be made up for by removing other components, however there is no risk of losing design integrity (see Customizing and Retrofits, p. 87, BMR).

Up to half of the Second Kavalleri’s units in a scenario may be deployed as hidden units if they are the defender.

4th Kavalleri (A)

The morale in the Fourth Kavalleri is poor, and coordination on the battlefield has suffered. The entire regiment receives a -1 Initiative penalty.

1st Tyr (A)

The First Tyr is composed entirely of assault 'Mechs. To represent this, do not roll on the Random Weight-Class Table or the Lance Composition Table when playing the Tyr; simply roll all 'Mechs on the Assault 'Mech portion of the Random 'Mech and Vehicle Assignment Table.

ERIDANI LIGHT HORSE

With the conquest of Huntress, the Eridani Light Horse has gained access to a stockpile of Clan equipment. When randomly assigning 'Mechs for any Eridani Light Horse regiment, except the ELH High Command Company, for every eight 'Mechs that a player is using, one of those eight will be a Clan 'Mech. Once a player has randomly rolled the weight class of all eight 'Mechs, he can nominate one 'Mech and roll in that weight class on the Smoke Jaguar column of the Random 'Mech Assignment Table (p. 107, BMR).

The Eridani Light Horse excels at combined arms tactics. Any time the Light Horse player fields 'Mechs, vehicles and infantry on the map at the same time, he gains a +3 Initiative
bonus. At the beginning of any turn in which he does not have all three unit types on the board, he loses the Initiative bonus.

**ELH High Command Company (A)**

The ELH Command Company has complete access to any 'Mech in the Star League Defense Force armory. When assigning 'Mechs, for every four 'Mechs the Command Company fields, the controlling player may choose any two 'Mechs from the SLDF columns of the *Random 'Mech Assignment Table: Star League* (p. 133). The controlling players must still roll randomly on the Equipment Rating A column for the remaining 'Mechs.

**71st Light Horse (A)**

Due to its speed, the Seventy-first can force the Initiative.

**151st Light Horse (B)**

The 151st specializes in defensive tactics, so its units receive a +2 Initiative bonus when defending in a hold the line or extraction scenario (see pp. 98-99, *BMR*). This Initiative bonus is cumulative with the Light Horse +3 Initiative bonus from above.

**21st Striker Regiment (A)**

Thanks to its eclectic tactics, the Twenty-first has the over-run combat ability.

**19th Striker Regiment (B)**

The Nineteenth specializes in infantry tactics and is quickly becoming home to the most elite infantry units in the Light Horse. When generating random infantry skills, the controlling player uses the Veteran column rather than the Regular column of the Random Skills Table (p. 108, *BMR*).

**ROYAL BLACK WATCH REGIMENT (A)**

The Royal Black Watch are some of the finest MechWarriors in existence. When generating random MechWarrior skills, the controlling player receives a +2 Modifier to the die roll on the Elite column of the Random Skills Table (p. 108, *BMR*).

Additionally, the Clans revile the Black Watch and go into a berserk rage when they face them in the field. Because of this blind fury, whenever the Black Watch faces a Clan opponent, the Clan player receives a -2 Initiative Modifier for the entire game. However, the Clan player also receives a -1 To-Hit Modifier.

Finally, when playing the Black Watch, the controlling player may freely choose his entire force from among any Inner Sphere 'Mechs—they do not have to appear on any Random Mech Assignment Table. However, the force cannot contain any Clan equipment.

**18th Royal BattleMech Regiment (A)**

The First Royal BattleMech Regiment was outfitted with salvaged Clan 'Mechs from Huntress. When randomly assigning 'Mechs, the controlling player may roll on the Smoke Jaguar column of the Random 'Mech Assignment Table: Clans, found on p. 107 of the *BMR*.

Alternately, if you have access to the *Field Manual: Crusader Clans*, the controlling player may roll on the Wolf column of the Random 'Mech Assignment Table: Crusader Clan Second-Line (found on p. 170 of that book) to better reflect the fact that most of the First's Clan 'Mechs are not OmniMechs.

**CLAN NOVA CAT**

**ALPHA GALAXY (F)**

The warriors of Alpha Galaxy have practiced marksmanship for centuries, and excel in placing crippling shots. They gain a -1 To-Hit Modifier whenever making an aimed shot; this modifier is cumulative with a Targeting Computer, both for making aimed shots or when using the Targeting Computer to attack a specific location.

**DELTA GALAXY (F)**

Delta Galaxy has trained extensively to deal with infantry; all leg and swarm attacks against units of Delta Galaxy receive a +1 To-Hit Modifier. Additionally, when a 'Mech from Delta is successfully swarmed, he does not have to make a Piloting Skill Roll to intentionally go prone to shake off its assailants, but may do so automatically. However, the 'Mech still takes damage as from an accidental fall and must still make an additional Piloting Skill Roll to avoid pilot damage as in an accidental fall (see, p. 68, *BMR*).

**SIGMA GALAXY (F)**

To represent Sigma Galaxy's adaptive tactics, beginning with the Movement Phase of Turn 5, one turn out of every five turns the opponent of Sigma Galaxy may be forced to move all of his units first if he loses Initiative; after which the Sigma Galaxy player may move all of his units. The rest of the turn progresses normally.

**TAU GALAXY (F)**

Tau Galaxy never needs to follow the ritual of zeilbrigen when fighting Inner Sphere forces. Additionally, anytime Tau warriors fight Clan forces, the player of Tau Galaxy rolls a D6. On a 5+, Tau units may disregard zeilbrigen, effectively using Level 4 honor (see p. 122, *The Clans: Warriors of Kerensky*).

**XI GALAXY (S)**

The garishly painted units of Xi Galaxy shock opponents when first sighted. On Turn 1, any player opposing Xi Galaxy has a -3 Initiative Modifier. Each subsequent turn lowers this
Initiative modifier by one, until Turn 4, when Initiative is rolled normally, with no modifier.

Although a good shock tactic, Xi's color scheme does have its drawbacks. When using the night combat rules (p. 81, BMR), reduce the To-Hit Modifiers for darkness to +1 for attacks against Xi units. When fighting using the Level 3 dusk/dawn, heavy snowfall or rainfall rules (pp. 11–12, Maximum Tech), eliminate the To-Hit modifier for those conditions against Xi units.

**OMICRON GALAXY (B)**

When using the dropping troops rules (p. 72, BMR), all units of Omicron Galaxy receive a -1 Modifier to the Piloting Roll to determine if they scatter. Additionally, each Omicron 'Mech unit may make a single weapon attack—the Omicron player chooses a single weapon he wishes to fire—during the Weapon Attack Phase of the turn in which they arrive on the board. This attack is only allowed if the 'Mech made a successful Piloting Skill Roll and did not scatter. The Attacker Movement Modifier for this attack is +3.

**CHI GALAXY (B)**

If more than one Trinary of Chi Galaxy is deployed during a game, the Chi player receives a -1 Initiative Modifier for the entire game. If at the beginning of any turn, the Chi player has a total of 15 or less units on the board, the -1 Initiative modifier is eliminated.

**OMEGA GALAXY (B)**

When randomly generating forces using the Random 'Mech Assignment Table: Clan Nova Cat (p. 133), the player of Omega Galaxy has the ability to choose “long-range” 'Mechs. Once the Omega player has randomly determined what 'Mechs he has, any 'Mechs that do not have at least two weapons with more than 15 hexes of maximum range may be re-rolled. The second result must be taken.

**TRAINING**

The following rules supplement the standard character skill packages provided with MechWarrior, Second Edition (MW2) and the MechWarrior Companion (MWC). These rules enable a player to simulate the skills a character may learn at a military academy sponsored by ComStar or the other organizations described in this book.

Before using these rules to create a character, a player should perform steps 1 and 2 (Assign Priorities and Assign Attribute points) of the character-design process (pp. 13–15, MW2). The player should also calculate his character's Attribute Saving Rolls and Characteristics, because his character may need these to gain entrance to an academy. Gamemasters must ensure that characters meet all entrance requirements.

Follow the standard Academy and University Package rules (p. 18, MW2) when using the skill packages in this section. The MOS skill lists in the following entries combine the skills from Basic Training, Advanced Individual Training and Fields of Study for each academy. Therefore, a character should pick only one MOS and choose skills from that list (exceptions are listed in the appropriate text).

Some academies grant a character extra skills upon graduation. Players cannot increase their skills beyond their starting levels during character creation unless otherwise noted.

**FOCHT WAR COLLEGE**

The Focht War College maintains very high standards, and as such applicants must make Attributes and Skills their highest Priorities (i.e., 3 or 4). Characters may purchase either Basic or Advanced University Packages, choosing their MOS and FOS from the list below. Note that at the time of character creation the player should determine whether attendance at the FWA is under the auspices of ComStar or the SLDF. Basic training for the two groups is slightly different and the choice also determines the units a graduate may serve with.

The Gunslinger FOS may only be purchased in conjunction with the BattleMech Pilot MOS and confers the additional benefit of a +1 to either Piloting or Gunnery Skills. However, this may not be used to increase the skill level above the LRM characteristic. Furthermore, graduates may also choose a single specialization for their Gunnery/BattleMech and Piloting/BattleMech Skills (see pp. 12–24, MWC).

**Basic Training (Com Guard)**

**Required:** Bureaucracy, Blade, SI: ComStar Traditions and History

**Electives:** Medtech, Small Arms, SI: Military History, Survival, Unarmed Combat

**Basic Training (SLDF)**

**Required:** Medtech, Small Arms, SI: Star League Traditions and History

**Electives:** Bureaucracy, Blade, SI: Military History, Survival, Unarmed Combat

**Armor MOS**

**Required:** Gunnery/Conventional, Drive/Ground or Piloting/Aerospace (VTOL)

**Electives:** Gunnery/Artillery, Leadership, Protocol, Tactics

**Battle Armor MOS**

**Required:** Gunnery/Battlesuit, Piloting/Battlesuit

**Electives:** Demolitions, Leadership, Tactics

**BattleMech Pilot MOS**

**Required:** Gunnery/BattleMech, Piloting/BattleMech

**Electives:** Leadership, Tactics, Unarmed Combat
INFANTRY MOS
**Required:** Support Weapons, Unarmed Combat
**Electives:** Drive/Ground, Gunnery/Artillery, Tactics

COMMAND FOS
**Required:** Bureaucracy, Leadership, Strategy
**Electives:** Negotiation, Protocol, Training

GUNSLINGER FOS
*(Prerequisite: BattleMech Pilot MOS)*
**Required:** Perception, Tactics, Strategy
**Electives:** Acrobatics, Stealth, Technician/BattleMech

BANDHURST ROYAL MILITARY COLLEGE

All characters attending Sandhurst must purchase either the Advanced Academy or Advanced University Packages. They must then make a successful Mental Saving Roll (the roll receives a +1 bonus). If the roll fails, the character failed the indoctrination course and washes out early in the training; the character must select skills from the standard Basic Training and Infantry MOS lists (p. 19, MW2).

Graduates of Sandhurst receive a free Level 2 Skill in Special Interest/Writings of Jerome Blake and a free Extra Edge point. Characters who choose to take the Leadership Training FOS along with an MOS begin the game with the rank of Adept; all others who graduate begin as Acolytes.

ARMORED INFANTRY MOS
**Required:** Gunnery/Battlesuit, Medtech, Piloting/Battlesuit, Small Arms
**Electives:** Blade, Leadership, SI: Military History, Protocol, Strategy, Survival, Tactics, Technician/Battlesuit, Training, Unarmed Combat

BATTLEMECH PILOT MOS
**Required:** Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms

CAVALRY MOS
**Required:** Drive/Ground or Piloting/Aerospace (VTOL), Gunnery/Conventional, Medtech, Small Arms

INFANTRY MOS
**Required:** Medtech, Small Arms, Support Weapons, Unarmed Combat
**Electives:** Blade, Demolitions, Drive/Ground, Gunnery/Artillery, Leadership, SI: Military History, Strategy, Survival, Tactics, Training

SPECIALIST (RECON) MOS
**Required:** Medtech, Perception, Small Arms, Stealth
**Electives:** Blade, Climbing, Demolitions, Drive/Ground, Running, Survival, Swimming, Throwing Weapons, Tracking, Unarmed Combat

SPECIALIST (TECH) MOS
**Required:** Communications/Conventional, Medtech, Small Arms, Technician/Electronics
**Electives:** Communications/Hyperpulse Generator, Computer, Drive/Ground, Engineering, Scrounge, Security Systems, Technician/BattleMech, Technician/Battlesuit, Technician/Mechanic, Tinker

LEADERSHIP TRAINING FOS
**Required:** Leadership, Strategy
**Electives:** Bureaucracy, Protocol, Tactics, Training

WAR ACADEMY OF MARS (WAM)

Cadets attending the WAM must purchase either a Basic or Advanced Academy Package, or a Basic University Package. Would-be ROM members must purchase an Advanced University Package. WAM applicants must then make a successful Mental Saving Roll with a +1 Modifier. If the roll fails, the character failed the indoctrination course and washes out early in the training; the character must then select skills from the standard Basic Training and Infantry MOS lists (p. 19, MW2).

Graduates of the WAM receive a free Level 2 Skill in Special Interest/Writings of Jerome Blake. Characters who choose to take the Leadership Training FOS along with a MOS begin the game with the rank of Adept; all others who graduate begin as Acolytes.

BATTLEMECH PILOT MOS
**Required:** Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms

CAVALRY MOS
**Required:** Drive/Ground or Piloting/Aerospace (VTOL), Gunnery/Conventional, Medtech, Small Arms
Covert Operations (ROM) MOS
**Required:** Cryptography, Disguise, Perception, Security Systems, Small Arms, Streetwise
**Electives:** Alternate Identity, Escape Artist, Forgery, Impersonation, Protocol, Scrounge, Stealth, Unarmed Combat

Special Forces (ROM) MOS
**Required:** Blade, Perception, Security Systems, Small Arms, Streetwise, Support Weapons
**Electives:** Acrobatics, Demolitions, Gunnery/Battlesuit, Piloting/Battlesuit, Quickdraw, Stealth, Survival, Unarmed Combat

Leadership Training FOS
**Required:** Leadership, Strategy
**Electives:** Bureaucracy, Protocol, Tactics, Training

MILITARY ACADEMY OF APHRO (MAA)
Attendees to the MAA must purchase either the Basic or Advanced Academy Package. Those who wish to be JumpShip pilots must purchase the Basic University Package and take both the DropShip Pilot MOS and the JumpShip Pilot FOS. MAA attendees must then make a successful Mental Saving Roll with a −2 Modifier. If the roll fails, the character failed the indoctrination course and washes out early in the training; the character must then select skills from the standard Basic Training and Infantry MOS lists (p. 19, MW2). Graduates of the WAM receive a free Level 1 Skill in Special Interest/Writings of Jerome Blake and a free Level 1 Skill in Zero-G Operations. Characters who choose to take the JumpShip Pilot FOS along with the DropShip Pilot MOS begin the game with the rank of Adept; all others who graduate begin as Acolytes.

Aerospace Pilot MOS
**Required:** Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms
**Electives:** Gunnery/Spacecraft, Special Interests, Survival, Technician/Aerospace, Training, Unarmed Combat

DropShip Pilot MOS
**Required:** Medtech, Piloting/Spacecraft, Small Arms
**Electives:** Communications/Conventional, Computer, Gunnery/Spacecraft, Leadership, Navigation, Survival, Technician/Spacecraft, Training

Specialist (Aerospace Tech) MOS
**Required:** Communications/Conventional, Medtech, Small Arms, Technician/Aerospace

**Electives:** Computer, Engineering, Piloting/Aerospace, Scrounge, Special Interests, Technician/Battlesuit, Technician/Electronics, Technician/Mechanic, Tinker

Specialist (Spacecraft Tech) MOS
**Required:** Communications/Conventional, Medtech, Small Arms, Technician/Spacecraft
**Electives:** Computer, Engineering, Navigation, Piloting/Spacecraft, Scrounge, Technician/Aerospace, Technician/Electronics, Tinker

JumpShip Pilot FOS
**Required:** Computer, Navigation
**Electives:** Gunnery/Spacecraft, Leadership, Piloting/Spacecraft, Strategy

TYRA MIRABORG MEMORIAL ACADEMY [TMM]
All characters attending the TMM must purchase either the Basic or Advanced University Package. Characters who wish to attend General Tor Mirabor’s class must make a successful Mental Saving Roll. Those who complete this course gain a free point of Extra Edge. They must also make a Social Saving Roll; those who fail have been selected by the Överbefälhavare’s men as a possible subversive and will be watched from then on (this is strictly a role-playing issue).

All TMM graduates receive the 1 point version of the Well-Connected Advantage, representing their brotherhood in the TMM. The Advantage can only be used when in Republic space.

Aerospace Pilot MOS
**Required:** Gunnery/Aerospace, Piloting/Aerospace, Small Arms, Zero-G Operations
**Electives:** Leadership, Medtech, Survival, Tactics, Technician/Aerospace, Unarmed Combat

BattleMech Pilot MOS
**Required:** Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms
**Electives:** Blade, Leadership, Survival, Tactics, Technician/BattleMech, Unarmed Combat

DropShip Pilot MOS
**Required:** Medtech, Piloting/Spacecraft, Small Arms, Zero-G Operations
**Electives:** Gunnery/Spacecraft, Leadership, Navigation, Survival, Technician/Spacecraft, Unarmed Combat

Specialist (Aerospace Tech) MOS
**Required:** Computer, Small Arms, Technician/Aerospace, Zero-G Operations
Electives: Engineering, Medtech, Piloting/Aerospace, Scrounge, Technician/Electronics, Tinker

Specialist (Battlemech Tech) MOS
Required: Computer, Medtech, Small Arms, Technician/Battlemech
Electives: Engineering, Piloting/Battlemech, Scrounge, Technician/Electronics, Tinker, Unarmed Combat

Specialist (Spacecraft Tech) MOS
Required: Computer, Small Arms, Technician/Spacecraft, Zero-G Operations
Electives: Communications/Conventional, Engineering, Medtech, Scrounge, Technician/Aerospace, Technician/Electronics, Tinker

FIHET TRAINING FACILITY (FTF)
Candidates must meet certain standards at the end of basic training to continue in the FTF. To represent this, applicants must make a successful Mental Saving Roll with a +3 Modifier to continue training.

FTF applicants must take either the Basic or Advanced Academy Package. All FTF graduates receive a +1 bonus to their Build Attribute, though this bonus may not raise the Attribute beyond the standard maximum.

Cavaliery MOS
Required: Drive/Ground or Piloting/Aerospace (VTOL), Gunnery/Conventional, Medtech, Small Arms
Electives: Gunnery/Artillery, Leadership, Survival, Tactics, Technician/Mechanics, Unarmed Combat

Infantry MOS
Required: Medtech, Small Arms, Support Weapons, Unarmed Combat
Electives: Blade, Drive/Ground, Gunnery/Artillery, Leadership, Survival, Tactics

Specialist (Mechanic) MOS
Required: Computer, Medtech, Small Arms, Technician/Mechanic
Electives: Drive/Ground, Engineering, Piloting/Aerospace (VTOL), Scrounge, Technician/Electronics, Tinker

Specialist (Recon) MOS
Required: Medtech, Perception, Small Arms, Stealth
Electives: Blade, Demolitions, Support Weapons, Survival, Tracking, Unarmed Combat

PURIFIER ADAPTIVE BATTLE ARMOR
R&D Start Date: April 3058
Prototype Design and Production: August 3061
Standard Production: February 3062

At the time of the Word of Blake invasion of Terra in 3058, ComStar scientists at the Sandhurst Royal Military College were working on an infantry uniform that used mimetic—color shifting—fabrics. ComStar believed that this research was destroyed when elements of the Word of Blake’s Task Force Steel overran the college, despite the valiant efforts of the Sandhurst Training Regiment. However, much to the shock of ComStar’s ROM, the Word of Blake Militia unveiled a new battle armor prototype in August of 3061 which incorporated the mimetic effect.

The Word of Blake Militia had learned a great deal about battle armor construction and development through their joint effort with the Free Worlds League Military to produce the Achilleus Light Battle Armor. This experience allowed them to fully realize the potential of the mimetic technology. Like the Achilleus, the Purifier features armor-composite sheaths, laid over a musculature of myomers. However, this armor-composite is wedded to an unusual chemical composite that creates the mimetic effect.

Dozens of micro-cameras are built into the battle armor, tied to a central processing unit buried in the upper back of the chest plate. Drawing images from the micro-cameras, the computer sends electrical impulses to the chemical composite, which are translated into colors. As the battle armor moves, the computer processor continually updates the feeds from the micro-cameras, manipulating the flow of current to each part of the suit, allowing every section to change colors to blend in to the surrounding terrain.

Although the color shift is rapid, the processor cannot properly camouflage the armor if the surrounding terrain changes too quickly or too often. The slower the Purifier moves, the better the concealment capabilities are. If the battle armor moves at its maximum speed, the mimetic effect actually makes it easier to spot, as the rapidly shifting colors make the Purifier stand out rather than blend in. Regardless of this drawback, the mimetic adaptation was deemed a success. (Though some work went into adapting this technology for use in vehicles and ‘Mechs, the results were expensive and fruitless and research in that area was discontinued.)

Once the armor had been perfected, the Word of Blake tested several different weapon systems for use on this unique platform. As they have had close ties with the FWLM for several years, it was a simple matter to secure shipments of the new extended-range small laser for inclusion on the Purifier. Additionally, the new Purifier was given the ability to mount a compact TAG, which has proven very effective when used in tandem with the FWLM’s new semi-guided long-range missiles.
Finally, in an unusual move, Blakist scientists spent considerable time and effort to produce a compact Narc missile beacon to mount on the new battle armor. Having gained an appreciation for the FWLM's love of missile-based weapons—evident by the League's glut of new long-range missile submunitions—this addition makes the Purifier a powerful missile spotter, though the bulky Narc unit does limit their mobility until it is fired and the empty launcher discarded.

**BATTLETECH GAME RULES**

The Purifier Adaptive Battle Armor is Level 2 equipment. It follows the standard rules for Inner Sphere battle armor (p. 63, *BMR*) except as described below.

Purifier squads consist of four troopers, all equipped with the same primary weapon. Purifier battle armor squads carry one weapon system, either an Inner Sphere ER small laser, a light TAG or a disposable, compact Narc launcher. The light TAG operates exactly as the Clan system of the same name. The compact Narc launcher operates exactly as a standard Narc missile beacon (see *NARC Missile Beacon*, p. 133, *BMR*), except its range is reduced to that of an Inner Sphere ER small laser. Additionally, the Narc launcher can only fire two missile salvos before running out of ammo. Unlike in standard battle armor missile attacks, the controlling player can choose to fire Narc missiles with some or all of the Purifiers in a unit, marking off the ammunition expenditure on the record sheet for each one fired. If the attack hits, roll on the Battle Armor Attack Table to determine how many Narc missiles have become attached to the target, using the Point Members Active column that matches the number of Narc missiles fired by the Purifier unit. Until both salvos are launched (and the launcher is jettisoned) a unit equipped with the Narc launcher may not make anti-BattleMech leg or swarm attacks or use jumping movement; it moves as standard foot infantry.

Each Purifier battlesuit has an Armor Value of 6 points, plus 1 additional point that represents the trooper inside.

The armor of the Purifier has a mimetic effect—it changes color to match the terrain it is in—which a Purifier unit more difficult to hit the slower it is moving. If a Purifier unit is targeted, the following modifiers replace the standard target movement modifiers: if the Purifier unit moved 3 hexes, it has a +0 target movement modifier; if the unit moved 2 hexes, it has a +1 target movement modifier; if the unit
moved 1 hex, it has a +2 target movement modifier to be hit; if
the unit did not move any hexes, it has a +3 target movement
modifier. All other modifiers apply normally, including terrain
and the +1 Modifier for battle armor dispersion. This mimetic feature
is always on and cannot be turned off.

MECHWARRIOR GAME RULES

Purifier Adaptive Battle Armor follows the normal rules for
Inner Sphere battle armor (pp. 95–97, MWC) except as noted
below.

Treat the suit as a combination sneak suit with electronic
countermeasures, electronic camouflage and infrared-suppres-
sion capabilities (pp. 85 and 87, MW2). Integral rechargers
allow the suit’s stealth systems to operate indefinitely.

Tech level: 4
Availability: D
Legality: C
Cost: 400,000 C-Bills + cost of primary weapon*
Power usage: 3/Turn
Energy: 2/3
Ballistic: 1/2
Melee: 1/3
Coverage: Full
Damage Capacity: 72
Movement: Full, with jump
Physical: +1
Athletic: +1
BLD: +2

*Primary weapon costs:
   ER Small Laser 11,250
   Narc 30,000
   Light TAG 40,000

NEW EQUIPMENT

Since its inception, ComStar has always been on the cut-
ing edge of technology. In fact, until the return of the Clans in
3050, ComStar had achieved the highest level of technology in
the Inner Sphere since the fall of the Star League. They man-
aged to keep this edge through aggressive programs to stifle
technological development outside ComStar, the most infa-
mous being Operation Holy Shroud.

It naturally follows that ComStar would develop its own
advanced battlefield equipment. Until recently, they managed to
keep ahead through their widespread intelligence network,
“borrowing” advancements from others and adding them to
their own units. However, true innovation was called for follow-
ing the loss of Terra to the Word of Blake in 3058. Using their
highly advanced communications technology, ComStar scien-
tists developed two new systems in an effort to give them an
edge over the Word of Blake, and prepare them for the post-
Clan-invasion era to come: the improved C³ computer and the
improved Narc launcher.

IMPROVED C³ COMPUTER

ComStar and the Draconis Combine have maintained a
healthy level of technology trade since the War of 3039.
Naturally, both sides keep their best material to themselves,
but in the face of the Clan enemy, the Combine was willing to
“loan” its Command/Control/Communications (C³) computer
system to its allies for the joint war effort.

Having dominated the communications industry for hun-
dreds of years, it didn’t take long for ComStar’s technicians to
adopt and improve on the C³ concept. The improved C³ com-
puter system (C³i) was developed partly to account for
ComStar’s radically different “base six” command structure,
but also because ComStar wished to refine the system to
improve its efficiency and durability.

After extensive testing, it was determined that there was
simply no way for a single C³ master unit to coordinate fire from
six units simultaneously. The solution was as simple as it was
difficult to arrive at: the ComStar system does not rely on a cen-
tral “master” computer, but rather creates a sort of cellular net-
work in which each unit is an independently functioning node.
This advance increased the size and cost of the C³i computer,
and eliminated the ability to coordinate fire across multiple
lanes, but added the significant benefit that the network can-
not be disrupted by the loss of a single master unit.

Of course, it did not take long for Word of Blake ROM
agents to get their hands on this technology. It is currently field-
ed in fairly equal quantities in both the Com Guards and the
Word of Blake Militia.
Game Rules

The improved C³ computer system (C³i) is Level 2 equipment and can be used in tournament play unless specifically prohibited under the rules of individual tournaments. The improved C³ computer follows the standard C³ rules (p. 124, BMR) with the following changes.

The C³i computer uses the equipment profile found on page 151 of this book. There is no “master” C³i computer. Every unit in a C³i network must mount a C³i computer. Up to six units may be linked in a single C³i network. Multiple networks may not be linked together.

Since there is no master computer in a C³i network, there is no possibility of the entire network being shut down by the loss of a single unit. Only those units that are actually in the effect radius of enemy ECM or have had their C³i computers destroyed by critical hits are isolated from the network.

C³i computers are not compatible with the standard C³ computer/C³ slave systems and they do not have the TAG capability of the standard C³ Computer.

IMPROVED NARC LAUNCHER

Despite the advantage a well-placed Narc pod can grant, the Narc missile beacon has never been a very popular item among MechWarriors in the field. The reason for this is the system’s short range; a Narc-equipped unit has to get dangerously close to the target to plant a pod on it. In the case of Narc-equipped LRM, the missile’s range is much less than the NARC’s range, requiring either a dedicated Narc spotter to close in with the enemy, or requiring the LRM unit to close in, fire the Narc, and then withdraw to LRM range—less than an ideal arrangement.

Shortly after Anastasius Focht’s first meetings with the Clans, ComStar scientists were given the task of improving the range and flexibility of this valuable piece of military hardware in the hope that it could provide an edge against the Clans should conflict ever occur. Improving on Star League technology is never an easy task, and even with the best electronics and communications specialists in the Inner Sphere on hand, it took more than ten years to perfect the improved Narc launcher (iNarc). Of course, this meant that the Com Guards had to face the Clans without the new technology on Tukayyid, but history shows that, fortunately, the aid was not needed.

Although many compromises had to be made in designing the iNarc system, the final result is a masterwork of combat electronics, and should give the Com Guards a significant edge on the battlefield. The most obvious improvement over the original Narc is a range increase of more than 50 percent. This means iNarc spotters no longer have to be fast, light units that close in with the enemy; instead iNarc launchers can be effectively used by larger and tougher units to enhance their own arsenals.

ComStar did not stop at simply improving the range of the iNarc. Using their particular expertise, they have devised a number of specialty pods, each with its own unique use in combat.

Reports indicate that the Word of Blake has yet to field this piece of equipment, leaving it firmly in the hands of the Com Guards and their closest allies. Whether this means the Blakists have not acquired it, or they simply haven’t used it yet, is unknown.

Game Rules

The improved Narc launcher (iNarc) is Level 2 equipment and can be used in tournament play unless specifically prohibited under the rules of individual tournaments. The iNarc is used just like a standard Narc missile beacon (p. 133, BMR), with the following exceptions.

The iNarc uses the weapon profile and ranges found on page 151 of this book.

The improved pods launched by the iNarc are larger than standard Narc pods. As such, they can be “brushed off” in the same way as swarming anti-Mech infantry (p. 67, BMR). A successful roll destroys one pod of the target’s choice. Note that unlike swarming infantry, jumping movement or falling will have no chance of knocking off iNarc pods. Since they have no arms, vehicles cannot brush the pods off, but if a vehicle unit does not move or fire for an entire turn, and its crew is not stunned, all attached iNarc pods can be removed in that End Phase (this rule has no effect on standard Narc pods, which cannot be removed during game play).

Several special munitions are available for the iNarc. Like other special munitions (p. 130, BMR), each type of munition must be carried in full-ton lots, and the type of munition to be used must be announced during weapon attack declaration. These types of munitions cannot be used in standard Narc launchers; only the iNarc is capable of launching them.

Additional pods of the same type attached to the same target do not have cumulative effects. This applies to a unit with both iNarc homing pods and standard Narc pods as well; in such cases, only the iNarc pod has an effect.

Criticals: If a slot containing iNarc ammo is critically hit, it inflicts 3 points of ammo explosion damage per shot remaining in the bin.

Homing Pods

The standard iNarc homing pod has an improved ability to attract Narc-equipped missiles as compared to the Narc missile beacon. In addition to the usual +2 Modifier on the Missile Hits Table Roll, also apply a -1 To-Hit Modifier to all Narc-capable missile attacks made against a target that has been hit with an iNarc homing pod. Narc-capable missiles (which cost double the usual C-Bills) work with both standard Narc pods and iNarc homing pods.

Explosive Pods

The iNarc can fire larger, more powerful explosive warheads than the standard Narc. These work just like standard explosive Narc pods, but inflict 6 points of damage on a hit.
### COMSTAR WEAPONS TABLE

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* See special rules for this equipment.

**Criticals:** If a slot containing iNarc explosive ammo is critically hit, it inflicts 6 points of ammo explosion damage per shot remaining in the bin.

**ECM Pods**

Designed to disrupt advanced weapon systems and C³ networks, the ECM pod emits a small jamming field surrounding the target.

As long as the target has an ECM pod attached, it suffers the effects of being in the effect radius of an enemy ECM suite (p. 126, BMR). The ECM pod has no effect radius of its own, and thus has no effect on other units—it only works on targets it is attached to.

**Haywire Pods**

A specialized variation of the ECM pod, the haywire pod emits powerful static and electromagnetic “noise” that disrupts the target’s electronic systems, including targeting and communications.

While a haywire pod is attached, the target suffers a +1 To-Hit Modifier to all of its weapon attacks. In addition, it cannot act as a spotter for LRM indirect fire or artillery. It can guide an Arrow IV homing missile, but the TAG attack would also have a +1 To-Hit Modifier.

**Nemesis Pods**

The concept of Nemesis pods is elegant and devious: use the enemy’s own Narc signals against them, causing their own Narc-equipped missiles to home in on their own units. Originally this system was only useful against Narc-equipped missiles, but its frequencies were soon tuned to attract Artemis, semi-guided and even Arrow IV homing missiles.

When resolving an attack using Narc-capable, Artemis IV-capable or semi-guided missiles, there is a chance the missiles will strike a friendly unit with an attached Nemesis pod (a “Nemesis unit”) if it is along the LOS between the attacker and the target, and LOS exists between the attacker and the Nemesis unit.

To see if the missiles strike the Nemesis unit, resolve the attack as though it were actually aimed at the Nemesis unit rather than the intended target. Use all applicable To-Hit Modifiers, and add an additional +1 Modifier to the Target Number. If this attack roll is successful, the missiles strike the Nemesis unit rather than the intended target. If this attack roll fails, the missiles continue on and the attack is resolved normally.

If there are multiple Nemesis units along the LOS between the attacker and the target, make an attack against each of them, starting with the target nearest to the attacker, until the missiles successfully strike a Nemesis unit or reach the intended target.

Nemesis pods can also attract Arrow IV homing missiles, but this is resolved differently. If a Nemesis unit is in a hex adjacent to the target in the turn the homing missile arrives, there is a 50 percent chance the missile will strike the Nemesis unit rather than the intended target. Roll 1D6; on a result of 4–6 the attack is resolved against the intended target. If there are multiple adjacent Nemesis units, there is a equal chance

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### COMSTAR WEAPON COSTS AND BATTLE VALUES

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<th>Type</th>
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<th>Battle (per ton)</th>
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* Same Battle Value as a unit in a fighting group with a complete standard C³ network (see p. 143, BMR).
the missile will strike any of them if it does not strike the intended target.

**BATTLEMECH VARIANTS**

With the successful deployment of the new iNarc and C3i, both the Com Guards and the Word of Blake Militia have begun to upgrade aging Star League designs, making major modification to their chassis and existing weaponry while incorporating the new iNarc and C3i systems. Four of the most successful variants are included in recent sheets at the back of this book: the HSR-500-D Hussar, KTO-21 Kintaro, EXT-5E Exterminator and THG-12E Thug.

**TSN-1C Tessen**

**Mass:** 50 tons  
**Chassis:** Endo Steel  
**Power Plant:** 300 Viar XL  
**Cruising Speed:** 65 kph  
**Maximum Speed:** 97 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Durallex Ferro Fibrous  
**Armament:**  
   1 Lord’s Light Extended Range PPC  
   1 Diverse Optics 20P Medium Pulse Laser  
**Manufacturer:** Independence Weaponry  
**Primary Factory:** Quentin  
**Communications System:** Garret T-22 with improved C3  
**Targeting and Tracking System:** Garret D2(J/l)

**OVERVIEW**

Named for the war fan used by ancient Japanese samurai, the Tessen was first conceptualized as a heavy scout Mech designed jointly by the DCMS and Com Guard. However, numerous philosophical and technological differences lead to the abandonment of the project in 3055. When ComStar’s technicians completed work on their improved version of the Combine C3 computer they sought out a new chassis on which to deploy the system. The unfinished Tessen was quickly identified as a suitable candidate and six prototypes were constructed for field trials. These took place on Tukayyid against a wide variety of opposing forces, including simulated Clan troops, and in June 3061 the Tessen was certified combat-ready and full-scale production began.

**CAPABILITIES**

The original Tessen was fast and heavily armored for its size, capable of either evading or destroying any threats it encountered while on a mission. The modified version remains swift, capable of 97 kph, but the reduction in speed allowed the designers to retain the nine tons of ferro-fibrous armor which provide ambie protection against weapon fire. However, the addition of the C3i, TAG and iNarc systems reduced the payload considerably. Its weapon load—now only a single Diverse Optics pulse laser and a Lord’s Light Extended Range PPC—is also inferior to many lighter ‘Mechs.

The changes in the completed design have drawn considerable criticism, with many analysts stating that the Tessen is totally unsuited to independent scouting operations and further noting that it does not even mount a missile launcher to capitalize on the iNarc. However, the production model is not intended to operate alone but rather to serve as a spotter for a “hunter” unit of C3i-equipped ‘Mechs and vehicles. The Tessen’s speed and resilience allow it to close with enemy units and provide targeting telemetry to its companions, allowing them to rain-down devastating firepower on the designated target. Such attacks have proven deadly in trials though their use against Clan forces is in question as such “mob” attacks would free such troops from their restrictive rules of engagement. Similarly, the inclusion of the iNarc system makes more
Type: **Tessen**  
Technology Base: Inner Sphere  
Tonnage: 50  
Battle Value: 989

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| Head               | 3    |
| Center Torso       | 16   |
| Center Torso (rear)| 7    |
| R/L Torso          | 12   |
| R/L Torso (rear)   | 6    |
| R/L Arm            | 8    |
| R/L Leg            | 12   |

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sense in the 'Mech's spotter role. The pods used by the new system provide considerable flexibility, giving the Tessen limited electronic warfare capability in addition to their normal (improved) role in increasing missile accuracy.

**DEPLOYMENT**

Though the Tessen is built on Quentin in the Draconis Combine, to date the design has only been fielded by ComStar and the SLDF. The DCMS was offered half of the initial production run but declined on the grounds that the C³ technology used in the Tessen was incompatible with the system already used throughout the Combine.

The most notable recipient of the design has been ComStar’s Eighty-third Division, the White Cyclones, based on Bryant. Though they only received their first pair of Tessen in November 3061, the ‘Mechs have already proved themselves in action against Word of Blake raiders. Deployed as part of the Eighty-third’s fast reaction force, the Tessen were in the vanguard of the Com Guard force sent to oppose the attack. They waited in ambush until the opposing forces began long-range sniping, then leapt out from their concealment, providing their heavier companions—retrofitted with the C3i system—with accurate targeting information. The long range sniping suddenly became a deadly hail of fire and before they could react, the Blakist force had lost two of its heaviest ‘Mechs. Attempts to pin down the fast-moving ‘Mechs proved futile and the Blakists withdrew rather than risk further losses.
**OVERVIEW**

When Word of Blake ROM agents arrived on Terra with the plans for ComStar’s new improved C³ computer (C³i), Precentor Martial St. Jamais deemed getting the new technology into service a high priority. Word of Blake scientists had soon mastered production of the sophisticated targeting and tracking system, and all that was lacking was a platform to carry it. Though several Star League-era designs were upgraded and refitted with the C³i, the Precentor Martial chose to develop a brand new design around it as well. He commissioned Militia designers to create a new assault ’Mech based on the aging *King Crab* but meant to showcase the C³i’s capabilities, and began searching for a suitable company to produce the new design.

Skobel MechWorks was the company he was looking for. A Terra-based company that had produced the original BattleMech, the *Mackie*. Skobel was now turning out their *Nexus* design for the Militia. The Precentor Martial ordered one of Skobel’s ancient factories, long mothballed and thought destroyed, reopened, and from the very assembly lines that had once produced the *Mackie* stepped its descendant: the *Vanquisher*.

**CAPABILITIES**

Though based on the *King Crab*, the *Vanquisher* bears only a small resemblance to its predecessor, despite its legs and hunched-over torso. This mammoth ’Mech utilizes long-range weapons to bring down its foe, using targeting information gathered from its faster companions to make a pinpoint assault. The light Gauss rifles and ER large lasers are the *Vanquisher’s* main weapons, though its three ER medium lasers boast impressive ranges as well, and can be quite dangerous in their own right.

The *Vanquisher* is slow, but it boasts an incredible amount of protection. Not only does it bear almost twenty tons of standard armor, it lacks a dangerous extra-light engine and is equipped with CASE in both side torsos, to protect against light Gauss rifle explosions. The new design meets its specifications admirably, and is sure to be the basis on which any Militia C³i network is built.

**DEPLOYMENT**

Initial production runs of the *Vanquisher* and C³i-refitted ’Mechs are being field-tested by the Sixth Division, True Believers IV-Theta. Precentor Brandenburg-Curi, “the Schoolmaster,” is putting them through their paces in extremely difficult situations, and the designs are expected to be released to the rest of the Militia soon.

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**VGR-2A VANQUISHER**

- **Mass**: 100 tons
- **Chassis**: Hollis Alteration Mark VI
- **Power Plant**: 300 Vuar
- **Cruising Speed**: 32 kph
- **Maximum Speed**: 54 kph
- **Jump Jets**: None
  - **Jump Capacity**: None
- **Armor**: Aldis Plate with CASE
- **Armament**:
  - 2 Corean Light Gauss Rifles
  - 2 Diverse Optics Sunbeam Extended Range Large Lasers
  - 3 Diverse Optics Extended Range Medium Lasers
- **Manufacturer**: Skobel MechWorks
- **Primary Factory**: Russia, Terra
- **Communications System**: Skobel Wave VI Comm with C³i Computer
- **Targeting and Tracking System**: Falcon 12b Watcher
Type: Vanquisher
Technology Base: Inner Sphere
Tonnage: 100
Battle Value: 1,858

Equipment
Internal Structure: Endo Steel 5
Engine: 300 19
Walking MP: 3
Running MP: 5
Jumping MP: 0
Heat Sinks: 16 [32] 6
Gyro: 3
Cockpit: 3
Armor Factor: 307 19.5
Internal Structure Armor Value

Head 3 9
Center Torso 31 47
Center Torso (rear) 15 15
R/L Torso 21 32
R/L Torso (rear) 10 10
R/L Arm 17 34
R/L Leg 21 42

Weapons and Ammo
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DANTE-CLASS FRIGATE

ComStar’s three Dante-class vessels were built in the short period between 2935 and 2949, products of the renovation of the Star League-era shipyards at Titan and increased militarism within the order. Though ComStar retained a number of ex-SLDF WarShips in mothballs, most of these vessels demanded large crews that the order was unable to supply. Primus York sought the creation of the heavily automated Dante-class as a stop-gap measure to support the nascent ComStar Guards and Militia while the other vessels were refurbished and new crews trained.

The first Dante, the Narbonne, entered service in 2941, followed by the Bordeaux in 2944 and the Montpellier in 2948. However, the spiraling cost of renovating the remainder of the fleet, and the difficulty of hiding both the vessels and the large number of naval personnel, led to the program being frozen in 2949. As a proven design, the Precentor Martial had considered commissioning the construction of further units in the class but the Blakist invasion of 3058 halted those plans.

Though massing less than some destroyers, the Dante’s mix of speed, firepower and armor earned it the designation of frigate. Its principal role is the command and escort of DropShip flotillas. Though the design is also adept at raiding tactics, its small cargo bays and limited fuel bunkerage impede independent operations.

Dante (Frigate)
Tech: Star League
Introduced: 2941
Mass: 610,000 tons
Length: 640 meters
Sail Diameter: 610 meters
Fuel: 3,000 tons
Tons/Burn Day: 39.52
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 4
KF Drive integrity: 13
Heat Sinks: 650 (1300)
Structural Integrity: 50

Armor
Fore: 100
Fore-Sides: 90
Aft-Sides: 80
Aft: 70

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**Cargo:** (17,087 tons)
- Bay 1: 12 Fighters
- Bay 2: Cargo
- Bay 3: Cargo
- 4 Doors
- 2 Doors

**DropShip Capacity:** 2

**Grav Deck:** 1 (135 meter)

**Escape Pods:** 24

**Life Boats:** 0

**Crew:** 188

**Passengers:** 24

**Armament:** 16 Extended Range Large Lasers, 48 Small Pulse Lasers, 32 Large Pulse Lasers, 24 Anti-missile systems, 32 LRM-20 Launchers, 16 NAC 30, 4 NAC 35, 12 NL 55, 150 tons AMS ammo, 160 tons LRM ammo, 150 NAC 30 shells (120 tons), 100 NAC 35 shells (100 tons)

**Notes:** Equipped with lithium-fusion battery system. Uses 600 tons of ferro-carbide armor.
### Mech Data

**Type:** TMC-12E Thug  
**Tonnage:** 80  
**Movement Points:**  
- Walking: 4  
- Running: 6  
- Jumping: 0  
**Technology Base:** 3006  
**Inner Sphere**

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<td>2</td>
<td>-</td>
<td>3</td>
</tr>
<tr>
<td>SRM 6</td>
<td>RT</td>
<td>4</td>
<td>2</td>
<td>-</td>
<td>3</td>
</tr>
<tr>
<td>C3I</td>
<td>CT</td>
<td>0</td>
<td>0</td>
<td>-</td>
<td>0</td>
</tr>
</tbody>
</table>

**Ammo Type:** SRM 6  
**Rounds:** 15  
**Total Heat Sinks:** 17 (34)

**Auto Eject:**  
- Operational:  
- Disabled:

### Critical Hit Table

**Left Torso**

1. Double Heat Sink  
2. Double Heat Sink  
3. Double Heat Sink  
4. SRM 6  
5. Endo Steel  
6. Endo Steel

**Critical Hit Roll:** 1-3

1. Engine  
2. Engine  
3. Engine  
4. gyro  
5. gyro  
6. gyro

**Right Torso (CASE)**

1. Double Heat Sink  
2. Double Heat Sink  
3. Double Heat Sink  
4. Double Heat Sink  
5. Double Heat Sink  
6. Double Heat Sink

**Left Leg**

1. Hip  
2. Lower Leg Actuator  
3. Foot Actuator  
4. Endo Steel  
5. Endo Steel  
6. Endo Steel

**Right Leg**

1. Hip  
2. Lower Leg Actuator  
3. Foot Actuator  
4. Endo Steel  
5. Endo Steel  
6. Endo Steel

**Cost:** 9,974,641  
**Battle Value:** 1,476  
**C3 BV:** 202

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**Mech Data**

Type: VGR-2A Vanguisher  
Tonnage: 100  
Movement Points:
- Walking: 3  
- Running: 5  
- Jumping: 0  
Technology Base: 3600  
Inner Sphere: 

**Weapons Inventory**

<table>
<thead>
<tr>
<th>Type</th>
<th>Location</th>
<th>Heat Damage</th>
<th>Min.</th>
<th>Short</th>
<th>Med.</th>
<th>Long</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Light Laser</td>
<td>RA</td>
<td>1</td>
<td>3</td>
<td>8</td>
<td>17</td>
<td>25</td>
</tr>
<tr>
<td>1 Light Laser</td>
<td>LA</td>
<td>1</td>
<td>3</td>
<td>8</td>
<td>17</td>
<td>25</td>
</tr>
<tr>
<td>1 ER Laser</td>
<td>HT</td>
<td>12</td>
<td>8</td>
<td>14</td>
<td>19</td>
<td></td>
</tr>
<tr>
<td>1 ER Laser</td>
<td>LT</td>
<td>12</td>
<td>8</td>
<td>14</td>
<td>19</td>
<td></td>
</tr>
<tr>
<td>1 ER Laser</td>
<td>RT</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>8</td>
<td>12</td>
</tr>
<tr>
<td>1 ER Laser</td>
<td>H</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>8</td>
<td>12</td>
</tr>
</tbody>
</table>

Ammo Type: Light Gauss Rifle  
Rounds: 64

**Total Heat Sinks:** 16 (32)  
Double: 

**Auto Eject**
- [ ] Operational
- [ ] Disabled

**Warrior Data**

Name:  
Gunners Skill:  
Piloting Skill:  
Hits Taken: 1 2 3 4 5 6
Consciousness #: 3 5 7 10 11 Dead

**Heat Scale**

- 30: Shutdown  
- 29: Ammo Explosion, avoid on 8+  
- 27: Shutdown, avoid on 10+  
- 26: -5 Movement Points  
- 25: -4 Modifier to Fire  
- 24: Ammo Explosion, avoid on 6+  
- 23: Shutdown, avoid on 8+  
- 22: -4 Movement Points  
- 21: Ammo Explosion, avoid on 4+  
- 20: Shutdown, avoid on 6+  
- 19: +3 Modifier to Fire  
- 18: -3 Movement Points  
- 17: Shutdown, avoid on 4+  
- 16: +2 Modifier to Fire  
- 15: -2 Movement Points  
- 14: +1 Modifier to Fire  
- 13: -1 Movement Points  
- 12:  
- 11:  
- 10:  
- 9:  
- 8:  
- 7:  
- 6:  
- 5:  
- 4:  
- 3:  
- 2:  
- 1:  
- 0:  

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8. Alina Australia
9. New Earth Theater
10. Rigil Kentaurus Theater
11. Yorli Theater
12. Asta Theater

ComStar Inner Sphere Clock
Map of the Inner Sphere
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- Operations/Crew
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- Intelligence-Gathering
- Spiritual Enlightenment
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- Aerospace Pilot
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- Military Technician
- DropShip Crew
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A radical Toyama member, this Word of Blake MechWarrior has forged a sword as a visible emblem of his fanatical devotion.
AS7-K Atlas, 3rd Drakons

Following a stellar career in the field, this Generalmajor now heads the Warrior’s Ombudsmen Department of the KönigsArmée.
This member of the Eridani Light Horse proudly wears the field uniform of the Star League Defense Force.
HGN-732 Highlander,
Royal Black Watch Regiment

With more than a thousand years of history behind him, this captain exemplifies the noble traditions of the First Lord's personal guard.
This MechWarrior, sporting the new Nova Cat field uniform—a melding of the old Nova Cat and SLDF uniforms—stands ready to defend the new Star League.
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