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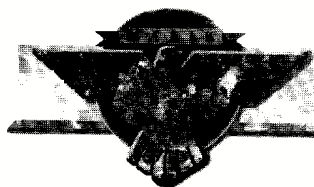


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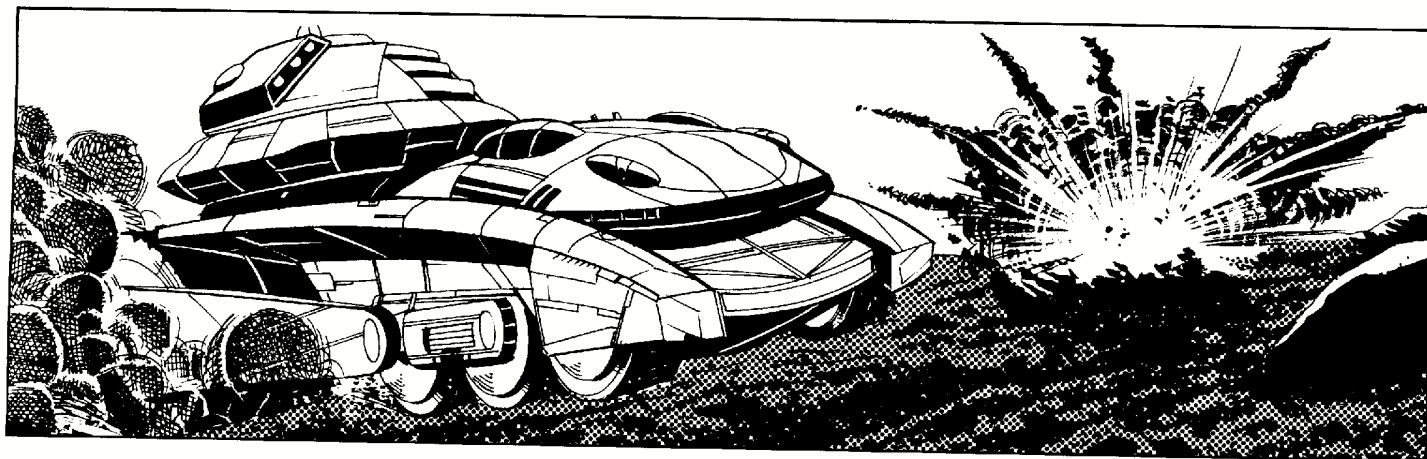
FREE WORLDS™
LEAGUE



**FASA
CORPORATION**



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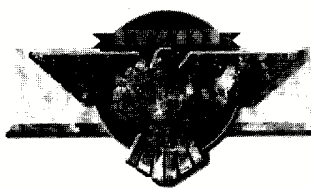
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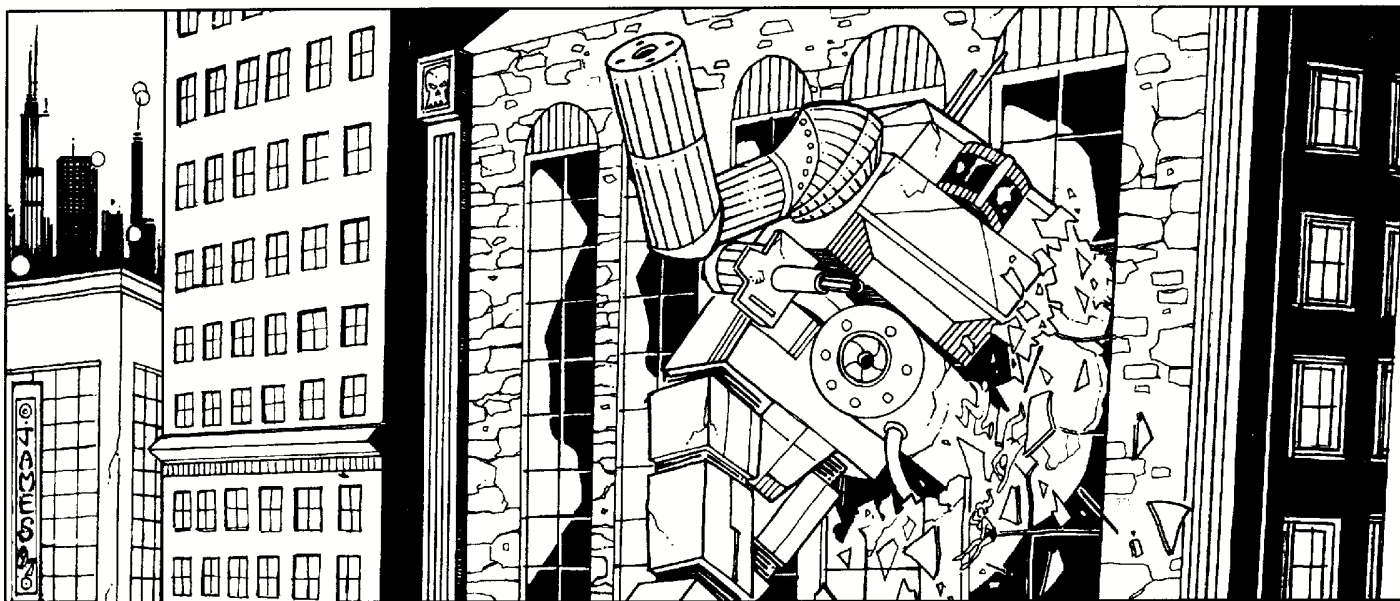
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BROTHERS IN ARMS



The *Orion* took the corner at a run, losing its footing on the ferrocrete roadway. Within seconds the 'Mech's battle-steel treads gained purchase on the smooth surface, but not before the hulking *Orion* crashed into the facade of an office building and sent a shower of splintered glass raining down on the surrounding street.

As Third Legion Captain Lynne Parry righted her BattleMech to face the 55-ton *Dervish* standing down the street, the enemy 'Mech launched a flight of missiles. Several went wide, striking the damaged building and sending more debris to the street, but many more struck the lumbering *Orion*. Shards of armor exploded from the war machine, leaving pock-marked craters on the previously undamaged torso.

The *Orion* staggered slightly under the onslaught before Parry brought its Kali Yama autocannon into line with the *Dervish* and fired. The first volley went wide and tore into an old brick three-flat, destroying a small store and several apartments in a brilliant explosion. The second volley slammed into the smaller 'Mech's right leg. Crippled by the massive shells, the *Dervish* swayed helplessly as Parry brought the *Orion*'s lasers and short-range missiles to bear on the doomed machine. One of the Type V missiles pierced the rebel *Dervish*'s knee housing, severing myomer musculature and shattering titanium bones. The 'Mech collapsed to the ground, engulfed in flames and thick black smoke.

For a moment there was silence. Then the *Orion* began to move, weapons trained on its downed prey.

"Surrender, and on the word of the Captain-General you shall not be harmed," Parry's voice boomed from the 'Mech's speaker system.

The enemy MechWarrior responded by clumsily bringing the *Dervish*'s blocky weapons pod into line with the *Orion*. The first volley went wide, and the *Orion* closed the distance in the brief instant it took the SRM launcher to recycle. Lashing out with one massive foot, the 75-ton behemoth kicked the raised arm before it could fire a second time, crumpling the launch tube and firing mechanism like paper. The missiles already loaded in the breach detonated, spraying both 'Mechs with shrapnel.

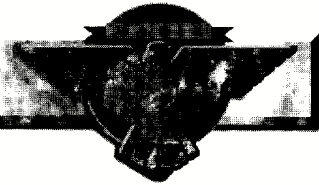
"Surrender, Matthew—you're beaten!" shouted the voice from the speaker. "I don't want to hurt you—but I will if you force me to," Parry continued, aligning the *Orion*'s autocannon with the *Dervish*'s head to emphasize her point.

"Never, you traitor! You'll have to destroy me, like you did Father," came the reply. As the enemy pilot spoke, the *Dervish*'s remaining missile pods snapped open.

"For Zion!" the pilot yelled as he fired.

The missiles' warheads would not have time to arm before striking their target, but their launch triggered a reflex response in the Legion pilot. Even as the first missiles bounced harmlessly off the *Orion*'s armor, her finger tightened on the autocannon's firing stud. The blast shattered the *Dervish*'s head.

In the split second before flames consumed the remnants of the cockpit and the MechWarrior inside, the *Orion*'s battlerom recorded an image of the *Dervish*'s nameplate, a sight Captain Lynne Parry could not see through her streaming tears—a nameplate that read PARRY, M. LT (sg).



INTRODUCTION

"He whose generals are able and not interfered with by the sovereign will be victorious."

—Sun-Tzu, *The Art of War*

Sun Tzu's famous maxim remains as true today as when it was written more than thirty-five hundred years ago. The Free Worlds League, with its bewildering array of often-quarreling component parts, illustrates the pitfalls of running a military in which too many sovereigns do too much interfering. For much of its history, the Free Worlds League military suffered setback after setback because its tiers of military and political commanders could not agree on common courses of action. Until just after the Fourth Succession War, each League province retained nominal control over its own troops. On numerous occasions, provincial commanders and political leaders used their authority to hinder the Captain-General and the League military's overall command to achieve personal political gain.

The cataclysmic events of the 3030s—the assassination of Captain-General Janos Marik, the Andurien secession crisis and the unexpected ascension of Janos's son Thomas to the Captain-Generalcy—changed all that. The Internal Emergency Act of 3030, followed by the Addendum to the Incorporation of 3037, stripped power over the military from individual provinces and even from the League Parliament, ultimately giving Captain-General Thomas Marik almost total command over the military forces within his state's borders.

Since ascending to the Captain-Generalcy, Thomas Marik has worked hard to restructure the League military. More than any other Captain-General in history, Thomas Marik has emphasized a unified rank structure and standardized training throughout the League. These efforts paid off with the success of Operation Guerrero, the Free Worlds League's recent foray to recapture worlds lost to the Federated Commonwealth during the Fourth Succession War.

With most of his reforms now in place, the Captain-General has chosen to follow the lead of Coordinator Theodore Kurita of the Draconis Combine, commissioning a field manual as an objective report on the current state of the Free Worlds League military. Research for this field manual was carried out under the auspices of SAFE, with some assistance from Word of Blake's ROM operatives.

Field Manual: Free Worlds League contains four major sections: **A House Divided**, **The Eagle's Talons**, **The Hatchlings** and **FWLM Rosters 3059**.

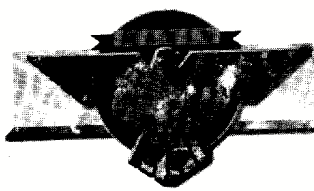
A House Divided is a brief overview of the history of the Free Worlds League military and the changing nature of its role in the League. **The Eagle's Talons** describes the military's internal structure in detail, including standard BattleMech, armor, infantry and aerospace units, information on the new unified rank structure, the uniforms of each service branch and the League's most prominent awards and decorations. **The Hatchlings** describes the League's major military academies, including all



state and provincial schools as well as major independent schools. The final section, **FWLM Rosters 3059**, describes the history, organization, favored tactics and composition of each FWLM BattleMech regiment.

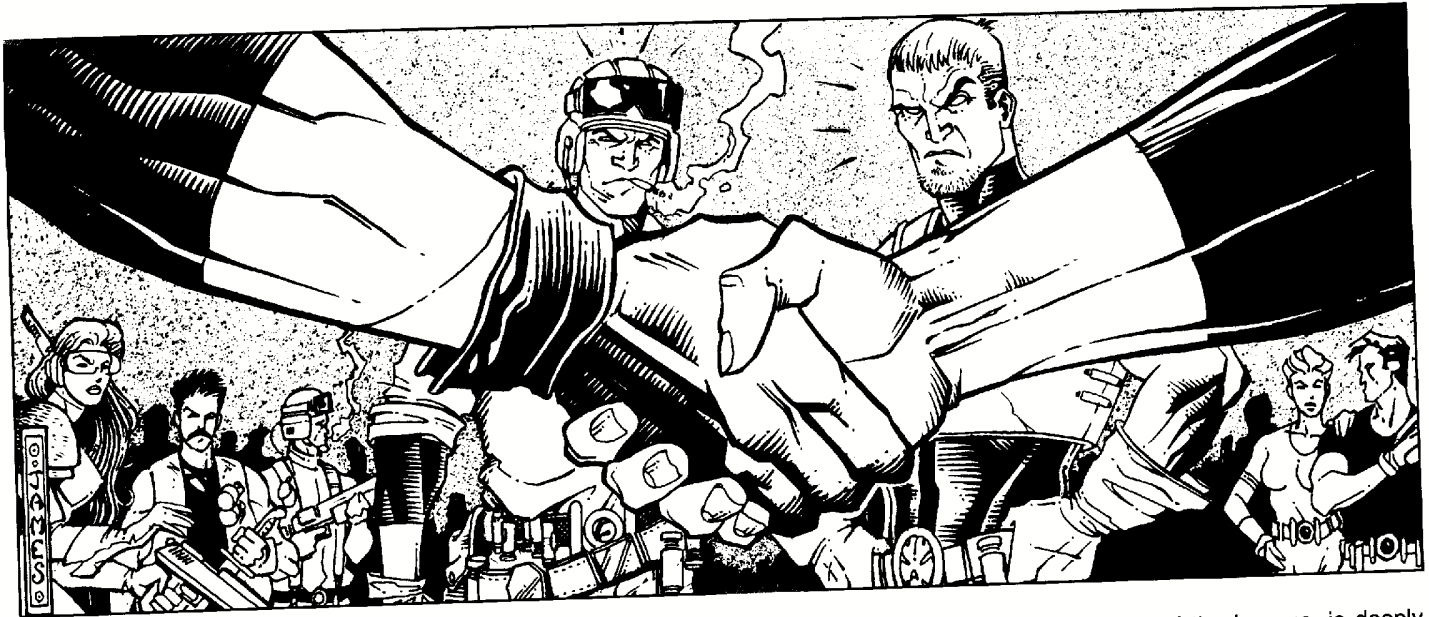
For the first time in history, the Captain-General of the Free Worlds League commands a unified state with a reasonably unified army. Given our nation's fractious past, it remains to be seen if Thomas Marik can maintain this hard-won unity while navigating the dangerous road ahead.

—Marshal Albrecht Kiel
1 January 3059



FREE WORLDS LEAGUE

A HOUSE DIVIDED



"A house divided against itself cannot stand." Lincoln spoke these words on Terra nearly twelve hundred years ago, referring to the forces that were threatening to tear apart the troubled state he governed. Only a few years later, those forces succeeded and the fires of civil war engulfed the young American nation.

Ever since its inception, the Free Worlds League has similarly struggled to remain a single nation while facing the internal forces that threaten to tear it asunder. Founded in 2271 as a loose federation of sovereign states, the League has always had to balance provincial needs against the good of the state as a whole. This constant struggle between often-opposing forces has played out in the Free Worlds League Military (FWLM); until recently, the FWLM was a fragmented and disorganized institution whose units could not always be counted on to serve the interests of the League as a whole rather than of a particular unit's home province.

Over much of the past twenty-odd years, the League military at last began to shed its Balkanized history. Under the leadership of Captain-General Thomas Marik, fractious League politics played a decreasing role in military policy, and the idea of primary loyalty to the League as a whole began to take serious hold. The historical balance between provincial and central power continues to tip gradually in the Captain-General's favor, but events since 3052 may yet bring this amazing progress to a screeching halt.

Ironically, the same Captain-General whose visionary leadership made the unification of the League's armed forces possible may see his work undone by the political repercussions of a few fateful decisions. Marik's alliance with the Capellan

Confederation, traditionally an enemy of the League, is deeply unpopular with large numbers of FWLM troops. The presence and power of the Word of Blake, the group of former ComStar disciples whom many League citizens regard as religious fanatics, has prompted fearful speculation among some that the Blakists intend to turn the historically tolerant League into a Word-of-Blake theocracy. Finally, Thomas Marik's deliberate creation of military units personally loyal to him, such as the Knights of the Inner Sphere and the Free Worlds Legions, has given rise to speculation among Thomas's opponents that he is plotting to usurp what remains of parliamentary and provincial authority and make himself the League's sole ruler.

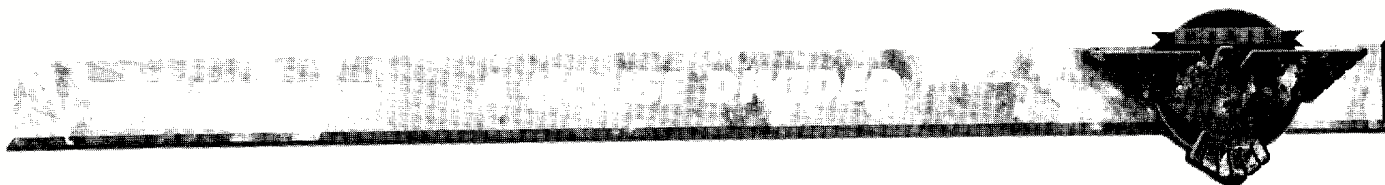
As the 3050s draw to a close, the Free Worlds League military is a more unified, better-equipped and more formidable fighting force than ever before in its history. The legacy of its troubled past, however, and the factional politics that shaped it remain forces to be reckoned with.

POLITICS OF COMMAND

"War is the continuance of politics by other means."

—Karl Von Clausewitz, *On War*

The history and development of the FWLM is inextricably linked to the politics and history of the Free Worlds League. The League's three founding provinces intended it to be a democracy, ruled by elected representatives from each member-state. The founders made Parliament the League's ruling body and gave it—at least on paper—command of the League's military forces. In practice, hands-on control of the troops went to a supreme military commander known as the Captain-General.



The officer who filled this post, an office proposed by the Ministry of Defense and approved by Parliament, held authority over all military units in the League, including the forces of each member-state and the Parliament-controlled League Militias.

Originally, the Captain-Generalcy was a temporary position. When facing a war or other state of crisis, Parliament appointed a Captain-General to command the troops; at the end of the crisis, military authority reverted to Parliament. Over the centuries since the League's creation, however, successive Acts of Parliament have extended the Captain-General's authority in ways undreamed of by the earliest holders of that office. Most of the League's executive powers were gradually transferred from Parliament to the Captain-General and, until recently, the provincial rulers as well.

The first Captain-General, appointed in 2293 at the onset of the Stewart War, was Juliano Marik, leader of the Marik Commonwealth. He led the small League space fleet against the neighboring Stewart Commonality, which he annexed in the League's first major expansion. The Captain-General then returned control of the military to Parliament—one of the few times in history that control over the League's fighting forces actually worked as the founders intended. With the onset of the Age of War at the end of the twenty-fourth century, the Captain-Generalcy became a semi-permanent position. The frequent conflicts of the Age of War also provoked the first power struggle between the Captain-General and Parliament, which the Captain-General won.

Peter Marik, installed as Captain-General in 2396, led the League military to several victories over attacking Capellan forces and ultimately drove deep into Capellan territory. As war engulfed the Inner Sphere over the next two decades, no one in Parliament wanted to be the first to suggest that the Captain-General step down. Those Members of Parliament (MPs) who disliked giving control of the army to an "unelected officer" had to settle for appointing a special advisory committee to oversee the Captain-General's actions, which they did in 2413.

Three years later, the Lyran Commonwealth attempted to seize the League world of Dieudonne. Peter Marik took several Lyran worlds before Parliament ordered him to seek an armistice. The Captain-General defied the order and continued his campaign, seizing the lightly defended world of Rochelle before finally halting military action in 2418. Parliament responded to this show of independence by passing the War Powers Act, which severely limited the Captain-General's ability to create policy. That choice would soon come back to haunt them. When war with the Lyrans resumed in 2420, Peter declined to serve as Captain-General. Refusing to be hamstrung by Parliament, he declared that he would not lead the League's armed forces as long as the War Powers Act remained in place.

Parliament then chose Joseph Stewart, a competent tactical commander, to fill the Captain-General's post. Unfortunately, Stewart lacked experience with the strategic concerns of interstellar warfare and proved a dismal failure. Only a lull in

Commonwealth attacks as it turned its attention to a new foe, the Draconis Combine, saved the League from further losses.

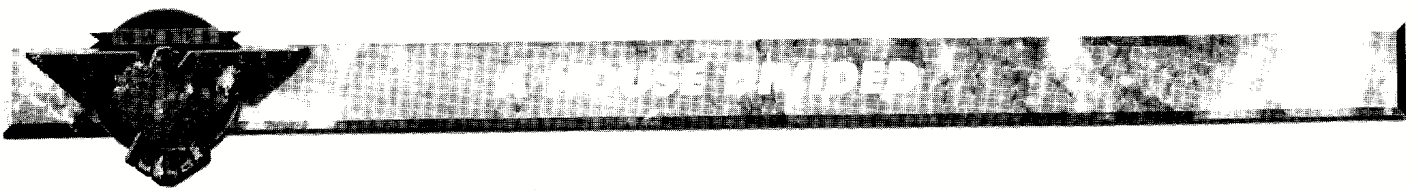
When the Lyrans resumed their campaign in 2427, Parliament turned to Peter Marik's son Terrence. Like his father, Terrence refused to serve under the constraints of the War Powers Act. Joseph Stewart's tenure as Captain-General had convinced many members of Parliament that only the Marik family had the necessary military acumen to lead the League military; rather than hand the Captain-Generalcy to someone else and suffer another disaster, Parliament repealed the objectionable Act. Terrence Marik then stepped into the Captain-General's shoes and stemmed the League's losses to the Lyrans. Ever since then, the Captain-Generalcy has essentially belonged to the Marik family.

The creation of the Star League in 2571 expanded the Captain-General's authority yet again, bringing the office purely political power for the first time. As a condition of joining the Star League, Captain-General Albert Marik obtained a guarantee from Star League founder Ian Cameron that only a Marik Captain-General could act as the Free Worlds League's representative on the Star League's ruling council. With this guarantee, the Captain-General became a leader with substantial political as well as military clout. As far as the Star League Council was concerned, the Captain-General was the Free Worlds League; Parliament was disenfranchised, in practice if not on paper.

The League Parliament did not regain appreciable powers until the Free Worlds' civil war of 2729–2734. That conflict, sparked by an insane Captain-General's attempt to permanently disband Parliament, split the Free Worlds League military into two roughly equal factions. The long and bloody struggle ended when the victorious pro-Marik faction chose a negotiated settlement over the prospect of indefinitely continued low-level warfare. The Treaty of Verona that ended the civil war gave Parliament many of its powers back and gave amnesty to pro-Parliament units of the FWLM. It also created a precedent for future power struggles within the League.

RESOLUTION 288

The next great expansion of the Captain-General's power over the League and its military came in the wake of the Star League's collapse at the end of the twenty-eighth century, which touched off the centuries of conflict known to history as the Succession Wars. Captain-General Kenyon Marik used the chaos of those first years of Inner-Sphere-wide warfare to push Resolution 288 through a demoralized Parliament focused largely on evading the responsibility of governing during rough times. Resolution 288 granted the Captain-General discretionary powers for "the duration of the crisis" and allowed the Captain-General—rather than Parliament—to determine when the crisis ended. In essence, the resolution permitted the Captain-General to legally usurp much of Parliament's power. It raised the League's military fortunes, at least temporarily, by separating politics from military affairs. The Captain-General and the FWLM



exploited their new freedom from petty political squabbles to the fullest and won some impressive victories. However, the unremitting warfare took its toll on the FWLM as well as on the forces of the other Successor States. By 2821, the once-great interstellar nations were shadows of their former selves, and a series of local treaties turned into a general cease-fire.

For many years after the passage of Resolution 288, some MPs sought to impose limitations on the Captain-General's actions the only way they could: through control of the League's purse strings. Funding was frequently used as leverage against the Captain-General, repeatedly proving that an army without food or ammunition is remarkably ineffective. This penny-pinching strategy could be pushed too far, however, as the so-called ComStar War of the 2830s illustrates.

The ComStar War began when Captain-General Charles Marik became suspicious that ComStar was leaking vital military intelligence to the enemies of the Free Worlds League. Believing that he had conclusive evidence of ComStar's duplicity, Charles destroyed ComStar's HPG station on the League world of Oriente. In response, Primus Conrad Toyama of ComStar placed the League under a communications interdict. The lack of faster-than-light communications made it impossible to effectively coordinate FWLM operations, resulting in the loss of League worlds to all four of its fellow Successor States. The Captain-General attempted to combat the problem by fielding additional forces, but Parliament blocked appropriation of the necessary funds. It also blocked Charles's attempt to create a JumpShip-based reconnaissance force. These two decisions cost the Free Worlds League even more planets and ultimately threatened the League's survival. Faced with mounting losses, Charles was forced to bow to ComStar.

In November of 2838, Charles agreed to ComStar's conditions for lifting the interdict. With its communications restored, the FWLM could fight on a more equal footing. Parliament continued to withhold funding, however, and Lyran and Capellan troops continued to press hard against FWLM positions. Only in 2842, when Lyran forces landed on the world of Irian where the vital BattleMech factory of the same name was located, did Parliament finally resume fully funding the military. The resulting influx of equipment allowed the FWLM to halt and then drive back the invaders.

Those MPs who wanted to curb the power they had handed over to the Captain-General largely got their wish during the reign of Captain-General Elizabeth Marik. In a move to garner political support and thereby bolster her power, Elizabeth Marik backed Parliament's enactment of the Home Defense Act, which allowed the League's member provinces to retain 75 percent of their troops for their own defense. Proposed in response to a costly attack on the Lyran world of Loric that many MPs regarded as ill-advised, the Home Defense Act gave civil and military provincial authorities considerable control over FWLM units and, as a result, badly fragmented the League military. The short-term desires of provincial rulers and the province-sized patriotism of

local military commanders all too often determined what the Captain-General could and could not do, frequently to the detriment of the League as a whole.

The Home Defense Act was first invoked in 2950, when Captain-General Thaddeus Marik II requested troops and funds for Operation Killing Stroke, an ambitious invasion of Lyran space. Thaddeus wanted thirty regiments, but ended up with far fewer. Outraged by what it regarded as excessive demands, Parliament's Executive Committee ruled that supplying the thirty regiments would place every world within two jumps of the Lyran and Capellan borders under threat of invasion. This ruling placed all the troops assigned to defend those worlds under the purview of the Home Defense Act. Twelve principalities promptly invoked the Act and withdrew eighteen 'Mech regiments—almost two-thirds of the intended invasion force. Thaddeus went ahead with his plan nonetheless, using mercenary troops in place of several provincial units. Predictably, the campaign swiftly bogged down. To date, it remains one of the most costly, least successful operations ever mounted by the FWLM.

The zenith of parliamentary power over military matters came during the reign of Stephan Marik, when political pressures in the League reached a boiling point. When the Captain-General refused to deploy League forces to aid those he considered to be political enemies, Parliament retaliated by refusing to authorize budgets for the FWLM and SAFE, the League's intelligence agency. When Lyran troops crippled a 'Mech factory under construction on the League planet of Ling, Stephan was forced to kowtow to Parliament to get the funding necessary for effective counterstrikes. In exchange for funds, Parliament demanded—and got—the Replevin Doctrine and Special Resolution 523. The former granted member provinces a share in the spoils of war; the latter gave Parliament the right to approve military deployments.

In the waning years of the thirtieth century, Janos Marik became Captain-General. He inherited a state rife with dissent and a military pulled in too many directions by too many people. About the pressure from many MPs to repeal Resolution 288, Janos could do little; instead, he did what he could to end the League's political and military gridlock. In 2996, he successfully backed the passage of the Accountability and Logistics Act, intended to revamp the FWLM by streamlining the procurement and distribution of supplies. The act failed to produce any noticeable improvement in the FWLM's fortunes, but it demonstrated to political allies and enemies alike that the new Captain-General would not simply maintain the status quo.

In 3002, Janos made what appeared to be a shrewd military decision that ultimately came close to destroying the League. He elevated his brother Anton, a brilliant tactician and leader, to the influential position of Duke of Procyon and overlord of the Capellan front. Unfortunately, Janos Marik had underestimated Anton's political ambitions. His appointment to a position of such great military power set the stage for a brief but bloody civil war whose repercussions persist in the FWLM to this day.

In May of 3014, Anton issued a proclamation through ComStar, declaring himself and the FWLM forces he commanded in revolt against the “mad tyrant” Janos. Spearheaded by the mercenary unit Wolf’s Dragoons, Anton’s rebel troops moved to “liberate” numerous systems from the Captain-General’s control. Almost a quarter of the League’s provinces joined the revolt, but declarations of neutrality from such large and powerful regions as the Principality of Regulus and the Duchy of Andurien ended Anton’s hopes of a quick victory. The rebellion was dead within a year, shattered by Loyalist military strength and Anton’s mistake in turning against Wolf’s Dragoons when the mercenary commander refused to execute Anton’s increasingly irrational orders.

The wounds of this conflict, known as the Second Marik Civil War and as Anton’s Revolt, have yet to heal completely. Numerous senior officers of the FWLM are veterans of that war, and many of the existing rivalries between units date back to the Loyalist versus Rebel split.

CRISIS AND RENAISSANCE

The League military spent most of the 3020s recovering from the aftershocks of civil strife and played a minimal role during the Fourth Succession War. That conflict, launched by the newly created Federated Commonwealth against the Capellan Confederation in 3028, temporarily enriched the League by half a dozen Lyran border worlds, from which the League armed forces withdrew when threatened with overwhelming Lyran force. After the entire Capellan Confederation coreward of the planet Sarna fell to Federated Commonwealth forces, the FWLM undertook what its high command described as “a strategic withdrawal” from several worlds near Terra. Parliament saw it in a different light—namely, as an admission by the high command that League troops could not stand against the attack that they expected the Federated Commonwealth to launch from its newly acquired Sarna March. Neither this nor the spotty performance of League troops in subsequent military actions helped the Captain-General’s standing with Parliament.

Janos is reported to have said of the war, “Let the fools knock themselves dizzy while we sit back and watch,” a stance that his supposed Capellan and Combine allies did not appreciate. They demanded that he take some military action to alleviate the pressure on them, which Janos eventually did. Because the League’s central command had expected to fight a defensive war against the Federated Commonwealth, however, they fell back on outdated attack plans to execute the assault later known as Operation Dagger. The attack plans had no fixed goals other than “to aid our allies,” and the League troops who carried them out became the victims of bad planning and poor intelligence.

The end of the war came as an immense relief to the Captain-General, whose political support had plunged to an all-time low. Derrick Cameron-Jones, MP and leader of the powerful Principality of Regulus, was actually preparing measures to remove the Marik from office or to reduce the Captain-General’s powers when disaster struck and ironically proved fortunate for the Captain-General.



The Duchy of Andurien seceded from the League in September of 3030 and allied itself with the Magistracy of Canopus, the Periphery state on its rimward border. Reinforced with Canopian troops, the duchy then resumed its abortive invasion of the Capellan Confederation, on which Andurien’s leaders had declared war during the Fourth Succession War. No League province had ever seceded before, and even those MPs most inclined toward the rights of the individual provinces knew that allowing Andurien worlds to remain independent would set a dangerous precedent. The League Central Coordination and Command (LCCC) also strongly opposed the secession, as it had no wish to lose large numbers of crack Andurien military units.

Under intense pressure from the Captain-General to prove their patriotism by supporting the central government, Parliament passed the Internal Emergency Act of 3030. This piece of legislation stripped many minor provinces of their sovereignty “for the duration of the Emergency” to keep other League provinces from following Andurien’s example. The act’s sponsors helped ensure their bill’s passage by exempting the two most powerful components of the League—the Principality of Regulus and the Duchy of Oriente—from the act’s provisions. The Emergency Act largely accomplished its intended task, taking away much of the regional leaders’ power to dictate military policy along with removing their sovereign status. Most of these leaders, however, remained heads of powerful political lobbies and continued to make trouble in Parliament. In addition, several worlds individually rejected the Emergency Act and seceded from the League. With the timely assistance of the Black Widow Battalion of Wolf’s Dragoons, these worlds held on to their independence until they voluntarily rejoined the League in 3040.

In late 3030 Janos Marik suffered a stroke. This calamity paralyzed the LCCC and prevented an immediate military response to the Andurien crisis. Thomas Marik, who had been



serving as a ComStar acolyte, returned to the League within weeks of his father's collapse and took over as regent until Janos Marik recovered in 3035. Thomas proved an effective, if somewhat cautious, ruler. He chose to consolidate his power before launching military action, apparently hoping that the Andurien-Canopus Alliance would break against the Capellans' fanatical defense of their territory. His gamble paid off; by 3035, the Capellans had expelled the Andurien troops. Coinciding with Janos Marik's return to power, this development gave the recovered Captain-General his best chance of bringing Andurien back into the fold—a chance he was not allowed to take.

On 1 June 3035, Janos called a meeting to discuss the fate of the rebel duchy. Present at the meeting were Janos's two sons, Duggan and Thomas, and their cousin Duncan. Mere minutes after Duncan Marik was unexpectedly called away, a bomb destroyed the meeting room. As the apparent sole survivor of this multiple assassination attempt, Duncan Marik assumed the Captain-Generalcy. Declaring "Andurien separatists" responsible for the outrage, he launched a series of attacks on the duchy. Despite early gains, the battles soon threatened to bog down. With its military demoralized by failure and Parliament more fractious than ever in its quarrelsome history, the Free Worlds League seemed on the edge of breakdown.

In December of 3036, the League received a miraculous reprieve. Thomas Marik, believed to have been killed along with his father, reappeared before a session of Parliament to claim the Captain-Generalcy that Janos Marik had legally bequeathed him. Parliament eagerly accepted his proofs of identity; many of them suspected Duncan's hand in the assassination of Janos and Duggan and nearly all wanted a more competent Captain-General than Duncan Marik was proving to be. Duncan made one last grab for power, leading his troops to what he hoped would be a great victory against Andurien forces. He died in February of 3037, leading a poorly organized assault on Xanthe III that left the entire campaign in grave danger of collapse.

Meanwhile, Thomas used the shock of his reappearance to push through the Addendum to the Incorporation, a law that eliminated the Home Defense Act and swept away many of the existing constraints on the Captain-General's actions. The Addendum also gave the Captain-General sweeping new powers, not the least of which was the right to veto any law deemed "contrary to the will of the Captain-General." Provincial sovereignty was abolished throughout the League, and the powers of all provincial leaders transferred to Parliament except in "culturally significant matters." In practice, neither provincial authorities nor Parliament could command FWLM units any longer. Freed from the restraints of petty political considerations, Thomas deployed the FWLM as he saw fit and pacified Andurien in 3040. The Andurien Crisis was over, the Captain-Generalcy stronger than ever before, and the FWLM was well on its way to becoming a unified force.

SLOUCHING TOWARD UNITY

With peace restored, Thomas made revamping the FWLM his top priority. Because the Addendum did not allow the

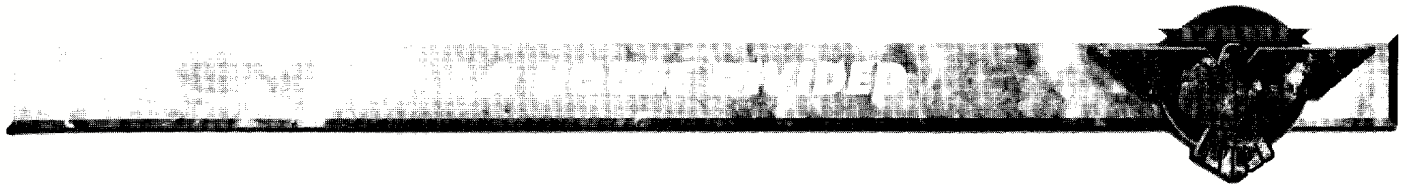
Captain-General to pass new legislation, Thomas was forced to work through Parliament, and the need to plan with care has made progress understandably slow. In addition, individual regiments greatly value their provincial ties and histories, and have not found it easy to give them up. As capable a politician as he is a military strategist, Thomas Marik knows he must persuade his troops to adopt new ways of thinking rather than imposing them by fiat. Slowly but surely, the major reforms put in place between 3040 and 3050 have begun to make themselves felt.

The Military Reorganization Act of 3046 proved to be a particular boon to the FWLM, even though it has also met with some resistance. The Act provided for the formation of additional Free Worlds Legions, regiment-sized units of mixed veteran, regular and green troops that Thomas Marik had begun to build in the early 3040s. Many of the Legions are built around a core of veterans who once served as Defenders of Andurien, and who were given amnesty for their part in the Andurien Secession Crisis in exchange for oaths of loyalty to the League and its Captain-General. This shrewd move has made staunch allies of many Andurien commanders and soldiers who might otherwise have been the Captain-General's enemies; it has not, however, gone down well with those troops who still see the Defenders of Andurien as "traitors" to the League. Fortunately for the League, the Legions have proven their worth in combat; many of them excelled in Operation Guerrero, the recent military endeavor in which Free Worlds League and Capellan Confederation troops fought together to reclaim worlds that both realms had lost to the Federated Commonwealth in the Fourth Succession War. The Legions' exceptional performance and reputation are also helping to legitimize among historically provincial units the notion of loyalty to the League as a whole.

The Military Reorganization Act also provided a badly needed influx of cash that paid for upgraded equipment throughout the FWLM, as well as talented mercenary units to shore up League forces where necessary. The upgrading has brought the Captain-General unqualified approval throughout the military, blunting the distaste that some FWLM commanders feel at having to serve with mercenary troops that they generally regard as untrustworthy hired hands.

The Clan War and Its Aftermath

The Clan War, which began with the invasion of the Periphery in 3049 and ended with the Battle of Tukayyid in 3052, was devastating to much of the Inner Sphere but a major opportunity for the League. Left largely untouched by the Clan invaders, the Free Worlds League became the Inner Sphere's premier supplier of arms and equipment. Though this situation temporarily denied the FWLM access to much of the League's manufacturing, it allowed the military-industrial complex to gear up production faster than was needed to meet demand within the League. This excess production capacity was to pay dividends in just a few short years, when the League found itself once again at war with its neighbors.



When ComStar stopped the Clans on the world of Tukayyid, the Captain-General knew he had to create a bulwark against the vast power of the Federated Commonwealth. He took two bold steps to shore up the League's strength—arranging a contract of marriage between his illegitimate daughter, Isis, and Capellan Chancellor Sun-Tzu Liao, and offering sanctuary to the former ComStar adherents who call themselves the Word of Blake. Splitting off from ComStar in the wake of the Battle of Tukayyid, the Word of Blake brought with it a sizable and well-equipped militia. Initially, many observers believed that the Word of Blake Militia would be absorbed into the League military; many Blakist troops received additional training in League units and at League military academies. From a military standpoint, such a merger would have been desirable; politically, however, the costs threatened to outweigh the benefits. Historically tolerant of a wide range of religious beliefs and philosophies, the average League citizen quickly came to distrust the fanatical Word of Blake and to resent the sect's obvious closeness to Thomas Marik. With the Blakists' recent capture of Terra, several Blakist militia units have departed for humanity's homeworld, easing fears of a theocratic takeover. The calming of that potential political storm may well be worth the loss of the Word of Blake's equipment and troops.

The proposed Liao marriage alliance has been somewhat more problematic. Aware that many League citizens still regard the Capellan Confederation as a deadly enemy, Thomas wisely chose to postpone the wedding several times over the past seven years. Until recently, his delicate balancing act paid off; the League has taken considerable advantage of the alliance without actually completing the bargain. However, as part of the concessions granted to Sun-Tzu in exchange for Capellan military aid in Operation Guerrero, the wedding has been officially scheduled to take place in the near future.

Operation Guerrero

In 3057, agents of the Free Worlds League discovered that Joshua Marik, the son and heir of the Captain-General, had died on the Commonwealth capital of New Avalon while undergoing treatment for leukemia and had been replaced by a double. The substitution, clearly a plot by Victor Steiner-Davion of the Federated Commonwealth to place a puppet in charge of the League, left the Captain-General little choice but to declare war on the perpetrators.

Unlike his predecessors, who dreamed of vast conquests, Thomas gave his forces a limited goal: the recovery of worlds lost in the Fourth Succession War. Aided by the Word of Blake's control over all League HPG stations, the FWLM launched a devastating surprise attack on the Commonwealth's Terran corridor, retaking all the former League worlds in a little more than two months. At the same time, allied Capellan forces aided by League mercenary troops moved to liberate Capellan worlds lost to the Federated Commonwealth in the same war. This massive maneuver succeeded beyond the League's dearest hopes. The

Lyran regions of the Federated Commonwealth seceded and formed the Lyran Alliance, while the targeted region of the Commonwealth collapsed into such anarchy that it has earned the nickname "Chaos March." Katherine Steiner-Davion, Archon of the newly independent Lyran Alliance, has shown clear interest in closer ties with the League, including military cooperation.

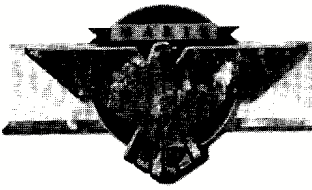
Operation Guerrero was not without its drawbacks, however. The worst incident occurred on the planet Asuncion in the Province of Zion, when that province became a stepping-stone for Capellan forces launching their own attacks on the so-called Sarna March. Long-standing hatred for the "Capellan enemy" prompted the province to declare independence, sending the planet into such turmoil that FWLM forces were sent in to retake control.

OPPOSING FORCES

Despite radical changes in organization and training within the FWLM, many historical divisions and social prejudices remain that may still prevent the League military from becoming truly unified. Predictably, reform has also met resistance from those provinces whose leaders most strongly oppose Thomas Marik's hold on power. These provincial leaders no longer have direct command over their troops, but many unit commanders owe their appointments to these politicians. When the orders of the Captain-General conflict with the wishes of their local patrons, many of these commanders find themselves in a difficult dilemma.

Thomas Marik chose to solve this problem by creating new military units without specific regional ties. Instead, the new units owe their loyalty to the entire League and to its Captain-General. In addition to the Free Worlds Legions, Thomas created the Knights of the Inner Sphere, two regiments made up of the most proficient MechWarriors in the FWLM. The Legions are generally regarded as competent soldiers, but the Knights have taken hold of the popular imagination. They are the best of the best, a relatively small band of the League military's elite who have deliberately set aside old regional loyalties and family ties to serve all of the League's people. Not everyone in the FWLM regards this as a good thing, however. Some units and regional authorities claim that the Captain-General is attempting to destroy their unique cultures in order to turn the League into a homogenous and politically malleable society. A few politicians and military leaders have even gone so far as to accuse the Captain-General of staging a "silent coup d'état." Though most reasonable people dismiss these allegations, the potential consequences of moving too quickly toward unification cannot be ignored.

Even Thomas's attempts to civilize warfare have not mollified certain of his critics. The Knights of the Inner Sphere, with their clear devotion to the ancient ideals of chivalry, have begun to subtly influence the attitudes of MechWarriors and aerospace pilots throughout the League; many have begun to join so-called neo-chivalric orders that emphasize courage, honor, justice, courtesy and a willingness to aid the weak against those who oppress them. As might be expected, opponents of Thomas's



A MATCH MADE IN . . . ?

—Excerpt from *United We Stand—The New Free Worlds League*, by Corazon Regero, Andurien Free Press, 3057

Throughout the Free Worlds League, debate is raging about the political impact of the forthcoming marriage between Sun-Tzu Liao, Chancellor of the Capellan Confederation, and Isis Marik, the Captain-General's daughter and heir. Arranged in 3052, the marriage was intended to counteract the vast power of the Federated Commonwealth, a state whose two component halves had proved themselves no friends to the Free Worlds League. In a strange twist of fate, SAFE sources suggest that news of the alliance between Houses Marik and Liao may have triggered the cardiac arrest that killed Hanse Davion, the Federated Commonwealth's ruler.

Now that the Federated Commonwealth has split apart once more, many in Parliament feel that an alliance with so minor a power as the Capellan Confederation no longer benefits the League. Many MPs also have long memories and recall only too well that relations between the League and its "ally" were not always cordial. A few voices have called for repudiation of the agreement before the marriage actually takes place. Realists among them, however, recognize that the Captain-General sees himself as honor-bound to abide by what he promised. The marriage, therefore, is likely to occur. The question then becomes, what will happen when it does?

Deemed no more likely to succeed than a marriage between Houses Kurita and Davion (another pair of traditional enemies), a dynastic marriage between Houses Marik and Liao would cause immense problems for the Free Worlds League. Many expect that, should the marriage go ahead, several anti-Liao provinces would secede from the League rather than bow to Sun-Tzu Liao's authority. As they clearly showed in 3057, neither the Zion nor Ohren Province wish to rejoin the Capellan Confederation. The province of Andurien, long a battleground between the two Successor States, finds the prospect of the Liao marriage especially disturbing: many Andurien citizens anticipate that their worlds will be given to Sun-Tzu as part of Isis Marik's dowry. Other provinces are also likely to revolt, throwing the entire League into chaos and presenting a juicy target for military adventurism by its neighbors.

Even assuming that no secession or rebellion occurs, the Liao-Marik alliance cannot succeed. Should Thomas Marik die too soon after the marriage, foul play would immediately be uppermost in everyone's mind, with both Sun-Tzu and Isis as the prime suspects. Parliament would certainly exert its right to ratify the new Captain-General and would almost certainly disavow Isis in favor of Thomas's niece, Corinne Marik. With Capellan troops likely to use force to press Isis Marik's claim, civil war would be the likeliest outcome.

Should Thomas Marik outlive his daughter, the situation becomes somewhat more complex. He would be unlikely to nominate Sun-Tzu as his heir, though any children of the marriage would certainly be eligible for the Captain-Generalcy. The real danger arises if Thomas should die with his only heir an infant grandchild, possibly leaving Sun-Tzu as regent. Should Sun-Tzu take power under any circumstances, secession and rebellion are once again likely to erupt.

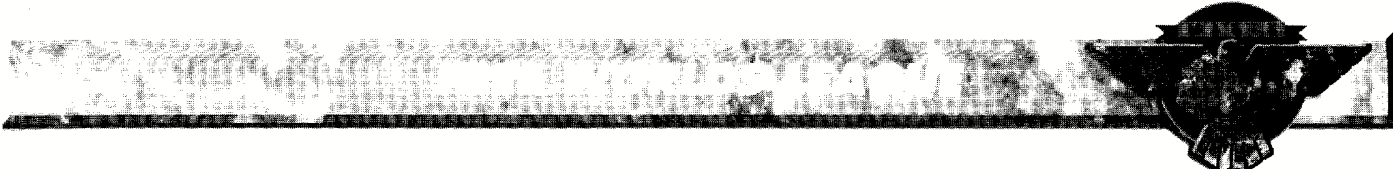
In short, the Free Worlds League can look forward to a terrible civil war should the Marik-Liao marriage take place. It seems that a viable Marik-Liao alliance is about as likely as a new Star League.

military reforms have seized upon the innate elitism of neo-chivalry to criticize the Captain-General, describing the orders as "exclusive clubs for 'Mech- and aerjocks," and therefore a divisive influence contrary to the League's best interests. It is true that few whole units adopt the chivalric code, and that as a result many warriors who do so individually are scorned by their fellows. A number abandon neo-chivalry after a short time; others regard their companions' disdain as a test of their convictions or even an opportunity to convert skeptics by example. Apparently refuting the critics of chivalry, the LCCC reports that the number of MechWarriors and pilots adhering to some part of the neo-chivalric code is increasing steadily and has even gained some followers outside the League, especially in the Federated Commonwealth.

One disturbing incident illustrates just how close the League remains to its long history of internal strife. In November of 3058, the entire Sirian Lancers battle group threatened to go AWOL unless the LCCC ordered the liberation of their homeworlds, Sirius and Procyon. Initially unwilling to overextend its forces, the LCCC finally agreed to the assault when it realized that the Lancers intended to act with or without official sanction. Upon making planetfall, the FWLM task force found mass devastation, including killing fields surrounding many major cities. The man believed responsible for the atrocities, one Alisendar Gyrn, is being held on war-crimes charges, but his punishment may be too little, too late to pacify the Lancers. They have, unfortunately, chosen to blame the League high command and the Captain-General personally for the massive loss of life, and some individual Lancers have threatened to rebel against the Captain-General's authority.

Another threat to the League's stability has recently arisen from an unexpected quarter—those who feel that Thomas Marik has not gone far enough in centralizing power. One organization, a shadowy group known as the 5th of November Compact, has called for the abolition of Parliament and has threatened to take terrorist action if necessary to achieve its goal. The Captain-General has directed the FWLM and SAFE, the League's civilian intelligence agency, to track down and eliminate the conspirators. Despite these efforts, several of the Captain-General's enemies remain unconvinced of his good intentions. They claim he created the 5th of November Compact as a safeguard against the failure of his "silent coup" and refuse to accept any evidence to the contrary.

Though Thomas Marik has made impressive strides in unifying the FWLM and the nation it serves, the League remains very much a powder keg. The next spark could create a new golden age or shatter the League irrevocably—only time will tell.



THE EAGLE'S TALONS

Currently, the Free Worlds League Military is composed of sixty-one regiments and two battalions of "house" troops, which provide a level of strength unmatched since the Succession Wars. Credit for this growth must be awarded to Captain-General Thomas Marik, who has authorized the creation of twelve new regiments since he assumed power. Most of these new regiments belong to the Free Worlds Legionnaires, the Marik Militia and the Knights of the Inner Sphere, the latter established as Marik's personal project. In support of this growth, military leaders plan to expand the FWLM by two regiments each year for the foreseeable future.

Despite this impressive buildup in troop strength, the FWL's development of new military technology remains somewhat lackluster. This situation seems to be the result of conscious industrial planning, however, rather than a lack of resources, facilities or expertise. In recent years, the FWL has employed the majority of its manufacturing capacity to produce 'Mechs and materiel for export to the Federated Commonwealth and Draconis Combine, whose militaries are still recovering from the dramatic losses they suffered fighting the Clans. Though this policy has slowed the modernization of the FWLM's own equipment, the income from these sales has provided funding for research and development of new military technology. Additionally, both the Federated Commonwealth and Draconis Combine have provided salvaged Clan OmniMechs and equipment as partial payments to the League, materiel that has already enabled Free Worlds scientists to make considerable progress in the development of new weapons technologies, most notably advanced laser and autocannon systems. The League also has devoted considerable effort to the study of Clan manufacturing processes, with the hope of revamping their current systems to improve the manufacture of existing equipment designs.

In addition to its troop strength and generous support of its design and manufacturing industries, the FWLM possesses one other major strategic asset—the Word of Blake. Because the Word of Blake controls all HPGs in the League, the organization effectively controls all interstellar communication within the Free Worlds League, as well as all communications that must pass through that realm. The cordial relationship between the Word of Blake and the Captain-General has prompted the organization to aid the FWLM on numerous occasions by intercepting messages that originate from agents of hostile powers and delaying or "mislaying" such messages when doing so benefits the League.

FWLM CHAIN OF COMMAND

Under the charter of the Free Worlds League, the FWLM operates under twin chains of command. In peace time, the military falls under the command of Parliament. During war or other "times of crisis," the Captain-General acts as commander-in-chief of the FWLM. (Shortly after the fall of the Star League, Resolution 288 invested the Captain-General with the sole authority to deter-

mine the end of "times of crisis." (See **Resolution 288**, p. 7.) The Captain-General's command was further consolidated by the Addendum to the Incorporation, which removes the sovereignty of individual League provinces and provides him with the power to veto any action deemed "contrary to the will of the Captain-General.")

Currently, the League remains in the state of crisis initially declared shortly after the Star League's fall and the military remains under the command of the Captain-General. In the event that the Captain-General determines that the crisis has passed or Resolution 288 is suspended for any reason, control of the FWLM would revert to Parliament. At present, such an occurrence seems unlikely in the immediate future.

CAPTAIN-GENERAL

The office of Captain-General was originally intended to provide a single individual with supreme command of the FWLM. Over time, however, the office has steadily accrued more powers, and today's Captain-General is considered the ruler of the Free Worlds League.

This arrangement does not sit well with many of the League's provincial governments, which believe that the consolidation of power in the office and the actions of Captains-General Janos and Thomas Marik over the past thirty years have betrayed the ideals of the Free Worlds League. However, nearly all member governments concede that the centralization of military power provided by the Captain-General has proved effective in changing the League's fortunes.

LEAGUE CENTRAL COORDINATION AND COMMAND

Though Thomas Marik serves as supreme military commander of the FWLM, he works closely with his military planning and administrative staff, the League Central Coordination and Command (LCCC), headquartered on the planet Marik. Colloquially known as the "Seven Sons of Solon" or "The Dark Circle," the LCCC acts as an executive council, carrying out strategic planning, supporting military operations, administering military facilities and captured territories, implementing the Captain-General's plans and relaying his orders to the League marshals in command of the realm's four military districts.

Following are the six current members of the LCCC and their responsibilities.

Minister of Defense: General Iago Hang. Oversees administration of FWLM regular forces.

Director of Military Intelligence: Admiral Heather Alexander. Coordinates domestic (counterintelligence) and foreign intelligence operations. Also controls the League's liberation units.

Quartermaster General: General Cassandra Blake. Oversees all logistical-support operations and administers military recruitment. Is also responsible for all state and provincial military academies.

SAFE REPORT #12NTH367PAMS84/Update
 SUBJECT: Captain-General Thomas Marik
 DATE: 11 September 3058

Birth Date: 10 March 2990 (Jaspin, Marik)
Education: Allison MechWarrior Institute
In Service to ComStar: 3006–3031
Regency of Free Worlds League: 3031–3035
Ascended to Captain-General: 5 December 3036

The seventh child of Janos Marik and Hilda Lauber, Thomas Marik was a serious and studious child who showed an impressive aptitude for technology. Shortly after his sixteenth birthday, Thomas joined ComStar's Explorer Corps. After seven years of service, Thomas had risen to the position of deputy-chief of HPG maintenance at various stations in the Lyran Commonwealth.

After a series of events left Thomas' siblings dead or unfit to rule the Free Worlds League, Janos Marik designated Thomas his heir in 3021.

Initially, his designation as heir to the Captain-Generalcy had few visible effects on Thomas's lifestyle. Between 3022 and 3028, the young heir pursued independent medical and astrophysical research, often in conjunction with Explorer Corps research teams. Some evidence suggests that during this period Thomas may have had contact with Sharilar Mori, then a member of the Explorer Corps, and may have prompted the ECV *De Gama's* mission to Sadal Melik (Alpha Aquarii) in 3026. Details of such contacts remain unavailable for confirmation.

In June 3028, shortly before the outbreak of the Fourth Succession War, Thomas was promoted to the rank of preceptor and given charge of the HPG station on Son Hoa, where he remained until he was released from service following his father's stroke in 3030.

Many observers believed that Thomas would make a poor ruler when he assumed the regency during his father's convalescence. ComStar, however, saw the benefits of grooming the future leader of a Successor State and had provided Thomas with unlimited access to ROM intelligence on the Free Worlds League, which greatly aided him in navigating the dangerous waters of League politics. Furthermore, the Byzantine internal politics within ComStar had well prepared the future Captain-General for the challenges of ruling a confederation of individual states, and the young ruler's political acumen came as quite a surprise to Parliament when Thomas arrived on Atreus in 3031.

On 1 June 3035, a bomb attack killed Thomas's father, as well as his elder brother, Duggan. The same attack severely wounded Thomas, but after nearly eighteen months of convalescence, he appeared before Parliament and announced his intention to lead his realm. Thomas's injuries left him physically scarred and prone to occasional memory lapses, but the new Captain-General began to reform the Free Worlds League, seeking to reduce the divisiveness and intrigue that had killed so many members of his immediate family and to limit the horrors of modern war—a goal he continues to pursue.

In 3047 the Captain-General married Sophina Desiree, the Duchess of Oceana. A year later, Sophina gave birth to a son, Joshua, whose birth seemed to ensure a smooth succession of power in the event of Thomas's death.

Those hopes turned to despair when Joshua was diagnosed as suffering from acute leukemia. When the Federated Commonwealth's Hanse Davion offered the services of doctors at the New Avalon Institute of Science to treat and perhaps cure Joshua, Thomas sent his heir to the Davion world for treatment.

Since the death of Sophina and Joshua in 3057, Thomas has seemed a shadow of his former self. His son's death on New Avalon was a particular blow, and Prince Victor Steiner-Davion's attempts to place a double in Joshua's place resulted in Operation Guerrero.

Chief Armorer: Admiral Adam Tam. Oversees the design, manufacture and maintenance of all League military equipment. Duties include overseeing all military research and development, including development of the League's WarShip program. The chief armorer also serves as the FWLM liaison with the Word of Blake technical staff.

Occupation Liaison Officer: General Rose Schrank. The occupation liaison officer is responsible for the defense and re-integration of all territories liberated by the League.

Government Liaison Officer: General Mike Webster. The government liaison officer is in charge of all relations with the Capellan military and the Word of Blake Militia.

The Director of SAFE (Wilson Cherenkov), the four district marshals and the League's Fleet Admiral, Grace Jakes, form an outer circle of advisers for the Captain-General, though these individuals are not formal members of the LCCC.

MILITARY DISTRICT COMMANDS

District marshals command the FWLM forces in each of the League's four military districts; Dieudonne, Oriente, Ryerson and Tamarind. The district marshals answer to the LCCC and the Captain-General.

These marshals enjoy considerable influence with the council and often originate plans for the troops under their commands. Additionally, each marshal is authorized to perform defensive operations at their discretion on worlds in their districts. The marshals may not, however, carry out offensive operations without the express permission of the LCCC. By reserving the power to approve all offensive operations and the strategic deployment of troops within the League's districts, the LCCC ensures the availability of ample resources for any FWLM operation.

FWLM District Marshals

Dieudonne Military District:

Marshal Anne-Marie Van Creveld

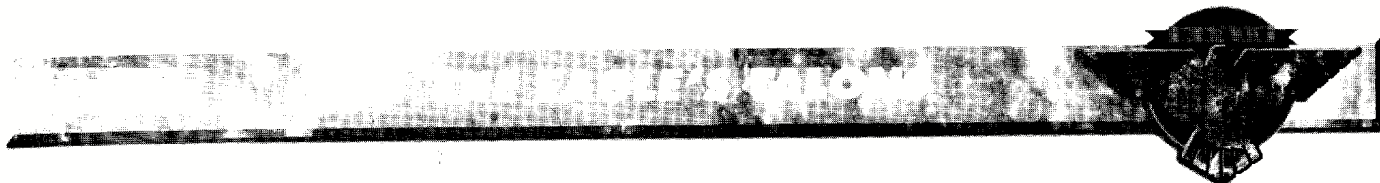
Oriente Military District: Marshal Johannes Wade

Ryerson Military District: Marshal Albrecht Kiel

Tamarind Military District: Marshal Jeremy Brett

Fleet Command: Fleet Admiral Grace Jakes

The FWLM's regimental commanders (colonels), brigade commanders (colonels or generals) and division commanders (generals) report directly to the marshals of the districts in which



their units operate and to the generals in charge of their regimental groups.

Occasionally, the LCCC bypasses a district marshal and relays orders to an individual unit via its commanding general. Because such actions circumvent the normal chain of command and frequently offend the district marshals, the LCCC rarely exercises this option.

A handful of FWLM units, such as the Knights of the Inner Sphere, answer only to the LCCC or the Captain-General, regardless of the unit's area of operations. Such units do not fall under the jurisdiction of the district marshals.

TYPES OF UNITS

The FWLM divides its forces into three main groups: League forces, provincial forces and mercenary troops.

LEAGUE FORCES

League forces are those units that report directly to the Captain-General or the LCCC. Traditionally, League troops comprise the largest portion of the FWLM's forces. Currently, however, the FWLM contains roughly equal numbers of League and provincial units.

League units receive their funding and equipment directly from the LCCC, and most are associated with state-sponsored military academies. As a result, these units enjoy near-constant access to replacement personnel and equipment.

The sixteen regiments of the Marik Militia form the largest single League unit and the largest component of the entire FWLM. Many graduates of the League's state academies spend their first tours of duty in a Marik Militia unit. As a result, nearly 50 percent of Marik Militia units receive a Green classification from the LCCC. Generally, this lack of experience results in sub-par performance and disproportionately high numbers of casualties for these units, and the LCCC is currently looking at ways to mitigate this problem.

The fanatically loyal and well-trained Free Worlds Guards form the core of the Captain-General's forces. Traditionally, such units acquire the best and most loyal troops from elsewhere in the FWLM. The Atrean Dragoons and Atrean Hussars occupy similar niches, though many soldiers consider the Hussars, formed in 2923, to be a new unit and thus lacking in prestige.

If the Atrean Hussars are a new unit of the FWLM, then the remaining League units—the Free Worlds Legionnaires and the Knights of the Inner Sphere—are truly babes in arms. The Legionnaires were formed after the campaign to liberate Andurien, using equipment and personnel of the defunct Defenders of Andurien. All Legionnaire recruits must submit to extensive background checks, and the units rejects those whose loyalty to the Free Worlds League might be considered questionable or who possess a history of "subversive" political activity. Despite this stringent requirement, the units boast impressive fighting capabilities. In fact, only fifteen years after the first Legion entered service, the units serve as the cornerstone of the FWLM. The Fourth Legion currently garrisons the Alfson Chain.

The Knights of the Inner Sphere, formed in 3055 by order of the Captain-General, are the newest military group in the League. Created from the best and most loyal MechWarriors of the FWLM's League and provincial forces, the Knights quickly earned a reputation as solid and dependable fighters. But Thomas Marik expects more than just military prowess from the Knights—he also expects them to serve as role models for the rest of the FWLM and for all inhabitants of the Inner Sphere.

PROVINCIAL FORCES

All troops under the jurisdiction of the individual member states of the League prior to the FWLM reorganization are considered "provincial" forces.

Historically, provincial units have recruited from within their home territories and many of them continue to do so. In recent years, the LCCC has begun to exercise its right to distribute new troops as it sees fit and has posted troops from provincial academies to League units and vice versa. Additionally, the LCCC now rotates troops between provincial units and League units. Both of these integration policies are designed to reduce the specific loyalty of provincial units to their home provinces and encourage a stronger loyalty to the League. To avoid destroying the integrity of provincial units or creating a backlash among provincial military leaders, the LCCC has implemented both programs slowly and involved relatively few troops. As a result, these programs appear to have had little effect so far.

Some units have embraced the integration policies, while others appear to deliberately obstruct any changes. FWLM leaders expected resistance from the Regular Hussars and the Sirian Lancers, but other units traditionally loyal to House Marik also have resisted the integration efforts. For example, the Orloff Grenadiers, among the League's best-trained troops, have complained that the changes in recruitment and assignments will erode their fine military traditions.

The LCCC has adopted a carrot-and-stick approach to encouraging units to accept these changes by offering technological upgrades to cooperative units and denying such resources to resistant units.

MERCENARY TROOPS

Historically, the Free Worlds League has relied on mercenary units to fill out its ranks for military operations. After assuming the position of Captain-General, however, Thomas Marik began to scale back the League's use of mercenaries and seems determined to continue that course.

Though the Captain-General initially hired a considerable number of mercenary units to bolster the League's defenses against the Federated Commonwealth, he seems to have developed strongly anti-mercenary views in past years. The Captain-General apparently believes that the use of mercenaries promotes continuing warfare and that such troops possess "negotiable loyalty," a characteristic that makes such troops unreliable soldiers and unsuitable role models.



Despite the Captain-General's views, the League made extensive use of mercenaries during the recent actions in the Chaos March. Shortly after hostilities there ceased, however, the Captain-General began to terminate his dealings with mercenary units. He transferred some mercenary contracts to Sun-Tzu Liao (most notably the contracts of Lagendorf's Lancers and the Always Faithful) so that his future son-in-law could consolidate his recent gains in the Chaos March. Other mercenary units left under less pleasant circumstances. For example, the Twenty-first Centauri Lancers terminated their contract with the FWL following a dispute stemming from Operation Guerrero, only to find themselves enmeshed in the Word of Blake's scheme to liberate Terra. Smithson's Chinese Bandits, devastated during the fighting of Operation Guerrero, also broke their contract after that campaign and fled the Free Worlds League. Finally, Carson's Renegades, always considered unreliable by SAFE, sided with the rebel forces on Zion and were subsequently destroyed by League forces sent to recapture that province.

It seems likely the Captain-General will continue to phase out the remaining mercenary units in the coming years and replace them with loyal house units. As a result, many mercenary units currently in League employ are considered questionably loyal and are actively seeking employment elsewhere.

The following listings describe all major mercenary units currently under contract to the FWLM.

Bad Dream

(CO: Colonel Harry Bortman)

The mercenaries of Colonel Harry Bortman's Bad Dream unit have spent the past fifteen years performing garrison duty along the League's Periphery border, either on Landfall or their current station, Kendall.

Barrett's Fusiliers

(CO: Colonel Nikita Barrett)

Barrett's Fusiliers bolstered Liao forces during Operation Guerrero. The Fusiliers found that the Capellans treated them considerably better than their League employers, and so the unit was unwilling to return to its duty on the League world of Shuen Wan. The mercenaries' contract compels them to remain in the League's employ until March of 3061, but Colonel Barrett is reportedly negotiating a new contract with the Sian government.

Blackhearts

(CO: Colonel Marcus Johnson)

During Operation Guerrero, the Blackhearts served on Capolla, where they helped Liao supporters defeat the planet's Lyran garrison before returning to the FWL. The unit sustained only light casualties during the campaign and is satisfied with the pay it received for the mission. Like other mercenary units, however, the Blackhearts find the Captain-General's growing anti-mercenary sentiments increasingly disturbing.

Crater Cobras

(CO: Colonel Stephan Prynne)

Initially deployed on Zurich during Operation Guerrero, the Cobra's Black Cobra regiment was destroyed en route to Nanking, apparently the victims of sabotage. The Cobra's 789th Striker unit, stationed on Megrez, deeply mourns the loss of its sister unit. Because the unit's destruction occurred during a non-combat situation, however, the Strikers have no legal grounds to force the FWL to help rebuild the unit.

Dragon's Breath

(CO: Colonel Pete Tate)

Colonel Pete Tate's Dragon's Breath moved to Connaught as part of the reserve force for Operation Guerrero, but the unit was never deployed in any combat role.

The Dragon's Breath is currently stationed in the mercenary cantonment on Rochelle, even though the government of that planet holds non-aggression pacts with nearby Lyran Alliance worlds.

Greenburg's Godzillas

(CO: Colonel Ivo Greenburg)

In October of 3057, the Godzillas staged a deep raid on Acamar. The mercenaries decimated the Acamar militia, but after FedCom victories on Woodstock and Nanking the unit quickly withdrew rather than risk isolation from its League employers.

Hermann's Hermits

(CO: Colonel Hermann Aufkopfen)

The Hermits form part of the League's defenses against raids along its border with the Magistracy of Canopus.

Kristen's Krushers

(CO: Colonel Kristen Marik)

Founded and commanded by the Captain-General's half-sister, Colonel Kristen Marik, the Krushers are one of the few League-based mercenary units that have prospered under the Captain-General's reforms. The Quartermaster Corps, not wishing to offend the Captain-General, has proved extremely prompt and generous when responding to Colonel Kristen Marik's requests.

Redfield Renegades

(CO: Colonel Edward Redfield)

During Operation Guerrero, the Redfield Renegades supported several Liao operations but returned to Haresfield in early 3058.

Romanov's Crusaders

(CO: Colonel Kripsin Romanov)

Captain-General Thomas Marik himself created Romanov's Crusaders to accommodate a large group of foreign MechWarriors who traveled to Atreus in response to the Captain-General's call in 3055 for MechWarriors who believed "that a



warrior should be ... bound only by the ideals of his profession" to join his newly formed Knights of the Inner Sphere. Unwilling to incorporate such a large body of foreign troops into the FWLM, the Captain-General authorized Kripsin Romanov, a respected member of the Knights, to form a single unit for these volunteers. Thus was born the Crusaders, a virtual "foreign legion" of troops dedicated to the chivalric ideals espoused by the Captain-General and the Knights of the Inner Sphere.

Technically, the near-regiment-sized unit serves the FWL as a mercenary force. The LCCC, however, considers the Crusaders fanatically loyal to the Captain-General.

Stealthy Tigers

(CO: Colonel Yuri Rauschenbusch)

During Operation Guerrero, Colonel Yuri Rauschenbusch's Stealthy Tigers impressed LCCC commanders by capturing Rehope and Newann's Pass on the world of Caph. Since those victories, the Tigers have seen near-constant action as they skirmish almost daily against Gustafson's Grenadiers over control of the city of Aswan. Despite the wear and tear of constant low-level combat, the Tigers have managed to remain in peak fighting condition. Their contract ends in March 3059, however, and it seems unlikely the Tigers or the Free Worlds League will choose to renew the contract.

Swann's Cavaliers

(CO: Colonel Edward Repplier)

While performing support operations on Elgin during Operation Guerrero, the Cavaliers destroyed retreating remnants of the Second FedCom RCT that had fled to the planet. More recently, the Captain-General offered the unit's services to Sun-Tzu Liao, but the Capellan Confederation proved unwilling to meet the Cavalier's asking price. The Cavaliers remain in League space, but negotiations between the unit and the Capellans continue.

WORD OF BLAKE MILITIA

The Word of Blake Militia maintains close ties with the League military, though the militia is not formally attached to the FWLM. Blake Militia units receive much of their training and equipment from the FWLM and the League's financial and military assistance enabled the militia to grow from a handful of disorganized units to a multi-regiment combined-arms force capable of seizing Terra from ComStar.

Since the success of Operation Odysseus in early 3058 gave the Word of Blake control over Terra, many of the Blake Militia's largest formations have left their cantonments in the principality of Gibson and taken up positions in the Terran system, though several militia battalions and lances remain attached to FWLM regiments.

Despite the close cooperation between the two militaries, relations between the Blake Militia and the FWLM remain somewhat rocky. In 3055, excesses by the militia forces on Gibson led

to a military clash between the nascent militia and the Knights of the Inner Sphere. More recently, reports indicate that the Word of Blake is transferring the bulk of its military and scientific personnel to Terra. If true, this action could severely reduce the ability of the Word of Blake to support the Captain-General and might seriously weaken his domestic political position.

THE MODERN FWLM

The current organization of the FWLM remains essentially the same as before Thomas Marik's reforms, because those changes took place mainly in the command structure. Though modern-day League military operations make greater use of combined-arms units than in the past, the basic Marik unit structure, ranks, awards and uniforms can be reliably identified as such throughout the Inner Sphere.

UNIT ORGANIZATION AND META UNITS

Generally, FWLM units are deployed in regiment-sized units and grouped into larger task forces under the command of a general. The bulk of the League's front-line forces are organized in a standard grouping called a brigade. Brigades are often formed around a BattleMech regiment and contain two to four armor or infantry regiments. The League also deploys several infantry brigades, usually in conjunction with even larger unit groupings. Armor brigades also occasionally are formed, typically containing four armor battalions and two mechanized-infantry regiments.

Divisional units contain between four and six regiments of troops, or approximately two brigades. The best examples of such units are the Free Worlds Legions, which each contain a single 'Mech regiment supported by two infantry regiments and an armor regiment. Garrison units may deploy infantry divisions.

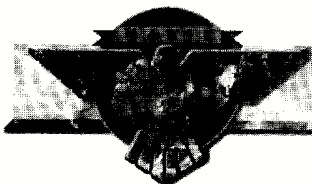
During major offensive operations, the LCCC may group three to four divisions into a single massive battle group called a corps. Such units represent a vast concentration of military might. Common during the Age of War and the early Succession Wars, these enormous units eventually fell out of favor. Thomas Marik revived corps-size deployments during the war to recover Andurien and also used numerous ad-hoc corps to devastating effect during Operation Guerrero.

BATTLEMECH ASSETS

"The keys to modern warfare are maneuverability and firepower. Of all the weapons available today, only the BattleMech has both."

—From *A Primer of Tactics and Strategy*, by Aleksandr Kerensky, SLDF Press, 2742

The BattleMech has been the primary weapon of the Free Worlds League Military since the reign of Captain-General Simone Marik. Despite a recent doctrinal change in favor of combined-arms operations, 'Mech regiments continue to form the backbone of League forces.



The FWLM takes a flexible approach to strategy and tactics and uses all classes of 'Mechs, allowing no single design class to dominate the FWLM's BattleMech units. Generally, League regiments use medium or heavy 'Mechs, though many units also field companies or battalions of light and assault 'Mechs for specialized tactics and duties.

The League military exercises a very liberal 'Mech-acquisition policy and uses a mix of domestic and imported 'Mech designs. Historically, homegrown variants of standard designs dominated League BattleMech forces. Many of these variants remain in service and can be distinguished by their large lasers and uncommon number of heat sinks. (For many years the League experienced a chronic shortage of PPCs and substituted large lasers for the more effective particle weapons. This shortage continued until 3055, when the Thyne weapons plant on Norfolk opened.)

In recent years, particularly since the end of the Andurien War, the League has developed many unique designs which it has used to rebuild and expand its 'Mech forces. Prior to and during the Clan War, the League created a number of upgraded versions of "classic" designs, which it sold to the Draconis Combine and Federated Commonwealth in exchange for cash and valuable technology. The League also created a number of field-modification packages (more commonly known as "upgrade kits") to allow the armies of the Successor States to quickly upgrade their existing 'Mechs. Initially, many of these upgrade kits went to the Draconis Combine; when the Combine military began to use locally produced equipment, the FWLM instituted a radical upgrade of its own forces.

Gearing up to meet the demands of the Federated Commonwealth and Combine militaries during the Clan war, as well as its own domestic needs, has made the League's military-industrial complex the largest and most dynamic in the Inner Sphere. As a result, the FWLM has been able to upgrade an impressive number of its 'Mech units—a force some 8,000 strong—in only seven years. As of 1 January 3059, nearly 70 percent of FWLM BattleMech forces use some advanced construction materials, weapons or other equipment.

Though a number of the FWLM's new 'Mechs, such as the *Wraith*, *Tempest* and *Albatross*, are homegrown designs, the League has also signed deals with foreign manufacturers to produce 'Mechs designed by other Houses. Key among these are the Draconis Combine's new OmniMechs; the BJ2-O *Blackjack* has been produced in the League since 3057, though the full-spec version has only been in production on Irian since September 3058. Negotiations are also currently underway to allow Irian BattleMechs Unlimited to produce the OW-1 *Owens* and SR1-O *Strider*. Additionally, Kali Yama Weapon Industries Inc. of Kalidasa recently fielded prototypes of the P1 *Perseus*, an OmniMech version of the *Orion*. Despite these developments, however, OmniMech designs comprise less than 3 percent of the FWLM's 'Mechs.

League BattleMech units are organized according to the standard scheme employed by most Inner Sphere 'Mech forces.

Nearly all FWLM 'Mech units are closely integrated with armor, infantry and aerospace support units, which reflects the trend toward combined-arms tactics in the FWLM that began after the end of the Andurien War. The Free Worlds Legions, which operate with fully integrated armor, infantry and aerospace support units, are perhaps the best example of this organizational principle. Most other combined-arm groups are ad-hoc units formed by the temporary addition of non-'Mech support units.

At present, the FWLM deploys more than sixty BattleMech groups of approximately regimental size, though battle losses occasionally reduce units below their official roster strength.

Note that SAFE's Dark Shadows Battalion and the Eagle Corps are not listed with the League BattleMech forces in the rosters section of this report, as they fall outside the control of the FWLM. Where security constraints permit, references to these units have been retained.

STANDARD FWLM BATTLEMECH ORGANIZATION

Unit	Component Units	Total Strength
Lance	4 BattleMechs	4
Company	3 lances	12
Battalion	3 companies	36
Reinforced Battalion	4 companies	48
Regiment	3 battalions	108
Reinforced Regiment	4 battalions	144

AEROSPACE AND NAVAL ASSETS

"Deadly yet fragile, aerospace forces are the wild cards in any modern military. Though incapable of holding terrain on their own, they are often the decisive factor in victory or defeat."

—From *A Primer of Tactics and Strategy*, by Aleksandr Kerensky, SLDF Press, 2742

The FWLM was the first Inner Sphere military to use recovered-technology aerospace craft in line units and now leads the way in the use of upgraded aerospace designs. Free Worlds factories are currently producing nearly a dozen such designs, ranging from the F-11 *Cheetah-R* reconnaissance craft to the heavy F-700 *Riever*. League aerospace designers are also testing numerous prototype craft with advanced avionics and weapons systems, including a prototype League OmniFighter undergoing trials at Andurien Aerospace on Lopez. (No OmniFighters had been formally assigned to line units at the time this report was compiled.) In addition to these advanced designs, the League continues to produce a number of older designs and also imports aerospace craft from other Inner Sphere realms.

FWLM aerospace units fall into two categories: attached units and independent units. Attached units are permanently or semi-permanently assigned to ground units, most often

BattleMech forces. Independent aerospace units operate as part of a League fleet. Generally, FWLM aerospace assets are grouped according to the standard organizational scheme used by most Inner Sphere militaries.

Most attached units consist of a wing of eighteen aerospace fighters. Those units with their own transport assets are commanded by commodores; those that rely on external transport assets are led by lieutenant commanders. Typically, attached units are integrated with 'Mech forces at a ratio of one aerospace lance per 'Mech company. Ground commanders may be given tactical control over the deployment of attached aerospace units, but such units remain under a separate aerospace chain of command.

Independent units fall into two organizational categories: independent fighter wings and Free Worlds fleets. Independent fighter wings are eighteen-fighter units with their own transport assets—usually small groups of DropShips and a single JumpShip. Independent fighter wings are commanded by commodores and deployed as needed at the direction of the LCCC.

Each Free Worlds fleet consists of three to six JumpShips and ten to fifteen DropShips. Commanded by admirals or vice admirals, fleets comprise at least one escort fighter wing and represent much of the League's interstellar transport capabilities. Since 3057, several fleets have been formed around League WarShips, though considerable secrecy surrounds the operations of such fleets.

STANDARD FWLM AEROSPACE ORGANIZATION

Unit	Component Units	Total Strength
Lance	2 aerospace fighters	2
Squadron	3 lances	6
Wing	3 squadrons	18
Reinforced Wing	4 squadrons	24
Regiment	3 wings	54

WarShips

The Free Worlds League also possesses an impressive group of WarShips, including several salvaged Star League-era vessels. Currently, the FWLM naval fleet contains ten operational vessels: the *Essex* class destroyers *Raven* and *Schrack*; the *Aegis* class cruiser *Olympic*; the *Impavido* class destroyers *Impavido* and *Janos Marik*; the *Zechetinu* class corvettes *Tirana*, *Karelia* and *Attica*; the *Agamemnon* class cruiser *Menelaus*, and the *Vincent* class corvette *Liberty*.

Three more vessels are currently undergoing trials and are expected to enter service within the next few months. Additionally, eighteen more WarShips are undergoing renovation or production and are expected to be completed by 3063.

For more information on the FWLM WarShip fleet, see **Ships of the Line: The FWLM Fleet**, p. 116.

STANDARD FWLM ARMOR ORGANIZATION

Unit	Component Units	Total Strength
Platoon	4–6 vehicles	4–6
Company	2–3 platoons	10–15
Squadron (Battalion)	2–3 companies	30–45
Regiment	2–3 squadrons	80–120

ARMOR ASSETS

"Cheap and easy to produce, armor units allow even the smallest state to build a respectable military. Though considered obsolete by some misguided leaders, armor units have shattered many a 'Mech commander's dreams of glory."

—From *A Primer of Tactics and Strategy*, by Aleksandr Kerensky, SLDF Press, 2742

The FWLM uses conventional vehicles in a wide range of roles. Nearly all FWLM armor units fall into one of two broad categories: heavy tank regiments and light tank/patrol units. The composition, size and organization of individual armor units may vary considerably depending on the task the unit is assigned.

Heavy tank regiments contain between sixty and eighty combat vehicles and twenty to thirty support and transport units. Such regiments perform both offensive and defensive roles and often are used to provide garrison units with mobile capabilities. The majority of heavy tank regiments use "obsolete" tracked vehicles, but many armor regiments serving with 'Mech regiments have begun to receive upgraded vehicles such as the League-produced Ontos, along with the Capellan-designed Zhukov and Po vehicles.

Light tank/patrol units consist of 100 to 120 wheeled, hover and fast tracked vehicles, such as the Galleon. These units perform reconnaissance and scouting missions.

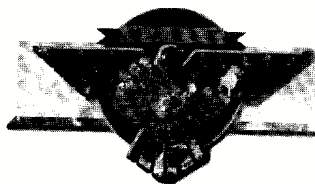
Both types of armor units may be attached to larger combat groups or may operate independently. In either case, armor units are generally deployed in regiment-sized units, though they are deployed as battalions or companies on rare occasions.

The Free Worlds League produces a number of vehicle upgrade kits that enable mechanics to improve armor vehicles during maintenance overhauls. With the exception of the Capellan Confederation and St. Ives Compact, the Inner Sphere powers have shown little interest in these vehicle kits. Consequently, FWLM armor units have received large numbers of these kits and the technology level of FWLM armor is rapidly outstripping those of foreign militaries that prefer to manufacture new vehicles from scratch.

INFANTRY ASSETS

"Mankind has yet to develop a weapon as flexible as the foot soldier. With the proper equipment, training and leadership, infantry troops can face armor and 'Mechs and stand a reasonable chance of victory."

—From *A Primer of Tactics and Strategy*, by Aleksandr Kerensky, SLDF Press, 2742



League infantry forces fall into five distinct groups: line infantry, static-defense units, special forces, the so-called liberation units, and battle-armor troops. Officially, all of these types of infantry units fall under the control of the LCCC, but both special forces and liberation units commonly operate under the direction of SAFE.

Line infantry units form the bulk of the FWLM's infantry assets and are normally deployed as part of larger military groups. Though line infantry units seem weak when compared to armor or 'Mech units, their thorough training, courage and skill amply compensate for their lack of equipment. Typically, FWLM infantry troops are deployed in regiments of just less than 1,800 troops or divisions of 7,000 to 9,000 troops. FWLM infantry groups are substantially larger than those of other Inner Sphere militaries (for example, a Combine infantry regiment contains only 750 troops), which frequently causes inexperienced officers of foreign militaries to grossly underestimate the strength of League infantry units.

Static-defense units (SDUs) are the ubiquitous planetary garrison units of the FWLM. Generally, garrison work is considered unimportant duty that lacks prestige. As a result, SDUs contain more poorly trained troops and poorer equipment than line units. Officially, SDUs fall under the command of any regular unit commander on a planet. But in practice, relations between SDU and regular-unit commanders are often strained—particularly when an SDU commander outranks the regular unit commander on a planet.

Special-forces units are the elite of the FWLM's infantry corps. All FWLM special-forces troops must first serve at least three years in a standard FWLM unit (most special-forces troopers are recruited from the FWLM's line infantry regiments). Special-forces candidates must then undergo a series of stringent physical and mental tests designed to gauge the candidate's abilities and endurance. Only those candidates with the highest scores are accepted. Once accepted, a new special-forces trooper must undergo rigorous programs of physical conditioning and training in a wide range of military skills, including advanced weapons skills, combat and survival, reconnaissance, medicine, demolition, camouflage, and resistance to interrogation.

Only after successfully completing these programs is a trooper "badged" and allowed to take his place in one of the League's six special-forces regiments. These regiments are never deployed whole; special-forces troops are detached in squad- or platoon-sized units. Since the Marik-Liao alliance, large numbers of special-forces units have been deployed in the buffer zone between the two realms, where they operate in con-

STANDARD FWLM INFANTRY ORGANIZATION

Unit	Component Units	Total Strength
Squad		7
Platoon	4 squads	28
Company	4 platoons	112
Battalion	4 companies	448
Regiment	4 battalions	1,792
Division	4-5 regiments	7,000-9,000
Battle-armor squad		4
Battle-armor platoon	5 squads	20

junction with SAFE to provide early warning of any Liao treachery. This deployment has severely stretched the FWLM's special-forces assets and prompted the LCCC to authorize the formation of two additional special-forces regiments.

SAFE also maintains its own elite special forces, General Michael Kallenberg's Eagle Corps battalion. The Eagle Corps receives the best training and equipment (including BattleMechs) of any FWLM

unit and answers to the Captain-General directly. Frequently likened to the Draconis Combine military's DEST troops, the Eagle Corps has staged several exercises with the Word of Blake's ROM and the two units commonly exchange personnel.

The so-called liberation units (LUs) of the FWLM are small irregular units, often numbering no more than one hundred fifty troops. These units are trained to infiltrate enemy worlds and cause general chaos. Most commonly, liberation units organize themselves into cells and use sabotage and terrorist techniques to weaken the military, political and economic infrastructure of a targeted planet in preparation for a larger FWLM invasion. Originally formed from Dispossessed MechWarriors and foreign nationals, over the past two decades increasing numbers of fully qualified special-forces troopers and other League citizens have joined liberation units. All liberation units fall outside the standard chain of command and report directly to the nearest district marshal or the FWLM's Director of Military Intelligence.

The Clan invasion prompted the FWLM to form its first battle-armor units. Using Clan battle-armor suits captured by the Word of Blake, League technicians created the Longinus and Achileus battlesuits. A number of Longinus-equipped troops entered service with the anti-'Mech units attached to each line regiment, but the largest number went to special-forces groups. At this time no unit has more than a platoon (twenty troops) of Longinus-equipped troops. A new plant on Oriente is scheduled to begin producing the battlesuit in mid 3059 and the FWLM plans to deploy companies or even battalions of Longinus troops within the next five years.

Troops equipped with the lighter and faster Achileus suit serve with special-forces units. Achileus suits are expensive and difficult to maintain, however, and so the number of such troops remains low.

All line and battle-armor infantry troops use mechanized transport assets, most often armored personnel carriers such as the Maxim or Taurian-produced Maultier. Many also use infantry fighting vehicles—vehicles designed to transport troops into battle and provide fire support using integral weapons. Artillery, VTOL and waterborne craft may be assigned to infantry units as well, depending on the requirements of specific missions.



SPECIAL SUPPORT UNITS

FWLM special support units include combatant and non-combatant forces. These units operate as semi-independent units within or attached to larger combat formations.

Artillery and air-defense units comprise the FWLM's main combatant support units. Artillery batteries usually consist of four to six Long Tom or eight to twelve Sniper cannons and their crews and are usually attached to regimental command groups. FWLM air-defense units consist of four to eight anti-air platforms and are deployed at battalion level. Wings of *Chameleon* spotter aircraft are also attached to brigade or regimental headquarters as combatant support units.

Non-combatant support units include logistics, medical, communications, structural engineers, military police, catering-corps and other specialized personnel.

UNIFORMS AND INSIGNIA

One of the first reforms instituted by Thomas Marik in 3046 was the standardization of FWLM rank structures. The Marik-style structure provided the basis for the League-wide system and initially met with a mixed response, especially among the larger provincial militaries. Over the past twelve years, the new system has gained widespread acceptance—even among the troops of the staunchly anti-Marik Principality of Regulus.

Concurrent with the rank standardization, the FWLM adopted a single set of rank insignia and uniforms. During the late 3040s the new uniforms gradually gained acceptance, providing the FWLM with a visual as well as organizational unity.

RANKS AND RANK INSIGNIA

Every FWLM member wears insignia that indicates his unit, service branch and rank. Rank insignia are displayed on the cuffs and collars of the dress uniform and the left shoulder of field dress. Branch and unit insignia are worn on the left breast of the dress jacket, and unit insignia may also be engraved on the ceremonial daggers worn by officers.

Both the dress and field uniforms display the eagle of House Marik on the left shoulder, with provincial insignia directly below it. Consistent with their highly independent mind set, many Regular troops "accidentally" place the Regular insignia above the Marik insignia.

Equivalent naval ranks are noted in parentheses in the following descriptions.

Captain-General

Though the office of Captain-General has gained significant non-military powers over time, the essence of the position remains the right of supreme military command of the FWLM.

The rank insignia of the Captain-General is four gold stripes on a purple background, which are worn on both the collar and cuffs of the dress uniform. Five gold braids replace the standard service braids worn on the right shoulder.

Traditionally, the Captain-General wears the rank insignia of genera when in the field.

Marshal (Fleet Admiral)

A FWLM marshal commands all forces within one of the League's four military districts, while the fleet admiral commands naval forces in the League. Each marshal reports directly to the Captain-General and may sit on the LCCC.

Marshals wear a single, broad gold bar, inset with a narrow strip of silver, on a purple background, as well as four gold braids on the right shoulder.

General (Admiral/Vice Admiral)

Generals are the highest ranking field officers in the FWLM. Generals command all permanent multi-unit military groups (such as the Free Worlds Legionnaires or planetary garrisons) as well as any ad-hoc multi-unit formation of divisional size or larger. Though only one official grade of general exists, seniority among generals—based on length of service, performance and other factors—is unofficially recognized. FWLM naval forces use the ranks of admiral and vice admiral to denote seniority.

The rank of general is denoted by a single, broad gold bar, inset with a narrow strip of silver, on a purple background, as well as three purple braids on the right shoulder.

Colonel (Commodore)

Generally, the rank of colonel denotes command of a 'Mech regiment or an ad-hoc brigade. In a few cases, however, infantry and armor units may be headed by full colonels. Occasionally a colonel will act as an aide to a general.

Colonels wear one half-width gold bar set above three full-width gold bars on a purple background and two purple braids on the right shoulder.

Naval commodores and higher ranking officers command the FWLM's fleets.

Lieutenant Colonel (Captain)

The rank of lieutenant colonel denotes command of an armor or infantry regiment, but lieutenant colonels may also serve as senior battalion commanders or temporary 'Mech-regiment commanders.

The rank is denoted by three gold bars on a purple background and a single purple braid worn on the right shoulder.

In the FWLM naval forces, an officer must have at least two years of command experience before being promoted to the equivalent rank of captain. Senior captains often hold the honorary rank of flag captain, which indicates the experience and training required for commanding multi-ship operations. Such officers are responsible for the implementation and execution of the strategies and tactics devised by the commodore or admiral commanding the fleet.

Force Commander (Commander)

Force commanders are the lowest-ranking officers of "field grade" in the FWLM. Force commanders serve as battalion commanders, though some may command infantry and armor regi-



ments when such units are part of a garrison force or subordinated to a larger organization.

The rank is designated by one half-width gold bar set above two full-width gold bars on a purple backing.

Officers with the equivalent naval rank of commander usually serve as executive officers on the FWLM's naval vessels, but they may also command DropShips and JumpShips while gaining the experience needed for promotion to captain.

Captain (Lieutenant Commander)

Highest of the "company grades" (junior officers), the rank of captain indicates command of a company-sized unit.

The rank insignia is two gold bars on a purple background.

Lieutenant (Lieutenant)

The lowest-ranking members of the FWLM's officer corps, lieutenants command lance- or platoon-sized units. In the League's ground forces, senior-grade lieutenants are usually experienced officers, while junior-grade lieutenants are unproved officers or fresh-from-the-academy graduates. (In the FWLM navy, the two grades simply denote seniority.)

Senior-grade lieutenants wear a half-width gold bar set above a single gold bar. Junior-grade lieutenants wear single gold bars.

Ensign

Ensigns are recent graduates or untested officers newly inducted into the FWLM navy. An ensign wears a single red bar.

Sergeant Major (Master Chief Petty Officer)

Sergeant major is the highest non-commissioned rank in the FWLM. Sergeant majors are responsible for the conduct and discipline of enlisted men and non-commissioned officers. Every regiment contains a single sergeant major, and the position often marks the pinnacle of an enlisted officer's career.

The rank of sergeant major is denoted with three gold stripes on a rectangular purple background. A semi-circular tab at the top distinguishes the insignia from that of a master sergeant.

Master Sergeant (Senior Chief Petty Officer)

Master sergeants usually serve at battalion level and act as a force commander's link to his troops. Many master sergeants also command support services such as engineering or logistics.

The rank of master sergeant is denoted with three gold stripes on a rectangular purple background.

Staff Sergeant (Chief Petty Officer)

Non-commissioned officers of staff-sergeant rank often support company-, lance- or platoon-level commanders. Many MechWarriors within the FWLM hold the rank of staff sergeant.

Staff sergeants wear three gold stripes set on a V-shaped purple patch. To distinguish the staff sergeant from the sergeant,

the purple patch fills the upper V-shaped section of the rank insignia.

Sergeant (Petty Officer First Class)

FWLM sergeants often command infantry and vehicle platoons.

The rank is designated by three gold stripes on a V-shaped purple patch. The upper V-shaped section of the insignia is half filled by the purple patch.

Corporal (Petty Officer Second Class)

FWLM corporals command infantry squads and also serve as combat vehicle gunners or drivers. Corporals may also pilot BattleMechs, though in such cases they are designated MechWarriors.

The rank is signified by three gold stripes on a purple patch, with the upper V open and showing the uniform beneath the insignia.

Private, First Class (Able Spaceman)

Troops qualify for the rank of private, first class (PFC) by performing at least one year of satisfactory service in the FWLM. The rank of PFC grants no additional authority or responsibility, though it is accompanied by a minor pay rise.

The rank is designated by two gold stripes on a purple patch.

Private (Spaceman)

The rank of private indicates a qualified soldier with less than one year of service.

The insignia of a private is a single gold stripe on a purple patch.

Recruit (Spaceman Recruit)

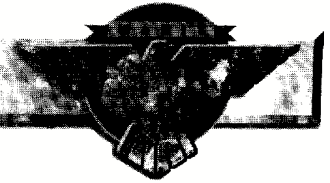
Recruits do not hold an official position in the FWLM but are enrolled at one of the League's numerous military academies. Such trainees use the standard FWLM-issue field kit and wear the dress uniforms issued by their academies, but wear no rank insignia.

UNIFORMS

Prior to Thomas Marik assuming leadership of the League, each of the League's major provincial powers had evolved its own uniforms, and individual units and warriors commonly further customized both their dress and field uniforms. As his final step in reorganizing the FWLM, the Captain-General ordered that a standard set of uniforms be designed and issued to all FWLM personnel.

Dress Uniform

The standard FWLM dress uniform, closely modeled on the practical design favored by the Duchy of Oriente military, has been worn by all FWLM members since 3047.



FWLM RANKS

Commissioned Officers	Admiralty Equivalent
Flag Ranks	
Captain-General	
Marshal	Fleet Admiral
General	Admiral
	Vice Admiral
Field Ranks	
Colonel	Commodore
Lieutenant Colonel	Captain
Force Commander	Commander
Company Ranks	
Captain	Lieutenant Commander
Lieutenant, Senior Grade	Lieutenant, Senior Grade
Lieutenant, Junior Grade	Lieutenant, Junior Grade
	Ensign
Non-Commissioned Officers	
Sergeant Major	Master Chief Petty Officer
Master Sergeant	Senior Chief Petty Officer
Staff Sergeant	Chief Petty Officer
Sergeant	Petty Officer, First Class
Corporal	Petty Officer, Second Class
Private, First Class	Able Spaceman
Private	Spaceman
Recruit	Spaceman Recruit

The uniform consists of a white twill jacket with purple stripes across both shoulders and purple piping along the front and back seams. Officers wear jackets with gold collars trimmed with purple edging and their rank insignia. The insignia of House Marik and the League are placed uppermost on the right arm, with badges of provincial affiliations directly below.

Enlisted troops display their rank insignia on the left shoulder. If desired, officers may wear service braids across the right arm of their dress whites. Each officer is entitled to one purple braid per five years of service, though certain senior officers may replace the purple braid with gold. The jacket cuffs are trimmed in black, where officers display a second set of rank insignia.

Medals and decorations are worn on the left breast under a strict set of governing rules. For example, many are worn only during the most important occasions. Many are placed directly on the tunic, while others, according to protocol, must be placed on a purple sash worn over the jacket.

Male FWLM personnel wear white stirrup pants, with gold over-trousers and black boots. Purple piping accents both the front and back of these pants. Many female service personnel wear the standard-issue trousers, but others choose the approved full-length buff skirt and low-heeled shoes.

The remainder of the dress uniform consists of a black belt with a silver buckle in the form of the Marik Eagle. Some provincial forces, most notably those from Regulus, replace the Marik buckle with their provincial crest as a way to retain individuality while technically adhering to the required uniform code. In addition, many officers carry ceremonial daggers, but only members of the Order of the Saber are entitled to wear swords. Firearms are not worn as part of the FWLM dress uniform.

Senior Officers

In the field, senior officers (lieutenant colonels and above) traditionally wear distinctive uniforms that set them apart from the rank and file. This field uniform consists of a dark blue cotton jersey worn over a white shirt or blouse. This jersey contains front and back kevlar armor inserts that provide limited protection against enemy snipers.

Braids worn over the right shoulder indicate rank as described in **Ranks and Rank Insignia**, p. 21. Officers may also wear their decorations in the field, but the LCCC has long discouraged this practice and it is slowly falling out of favor.

Both female and male officers traditionally choose to wear purple-edged gold trousers in the field. The trousers include integral boots, which normally extend to mid-calf beneath the trousers. Senior officers may also wear a sidearm with their field uniform, along with the ceremonial dagger of rank. A few officers choose to wear a sword with the field uniform, but the LCCC discourages this somewhat vain practice.

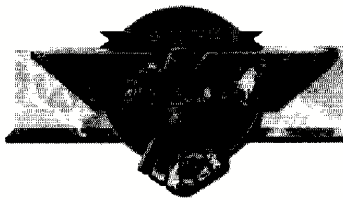
Officers of lower ranks wear the standard field uniform of their service branch, and a number of senior officers have begun to follow suit when in hostile or potentially hostile territory. The LCCC actively encourages its senior officers to "dress down," because it reduces the risk of enemy snipers targeting officers.

MechWarriors

FWLM MechWarriors wear two field uniforms. The first is worn inside a 'Mech, while the second uniform is reserved for other occasions when the dress uniform is inappropriate.

The basic elements of the in-'Mech uniform are common across the League, though individual warriors may customize their kit as desired. The basic uniform consists of buff shorts or briefs and a vest or halter top, a cooling vest and a neurohelmet. Most MechWarriors also wear belts containing portable power supplies, cooling-vest circulation pumps and transmitter units for the various bio-medical sensors attached to the pilot's body. MechWarriors also commonly wear sidearms, though sidearms are not part of the official uniform.

Outside of their 'Mechs, pilots wear olive-green jumpsuits, often over their in-'Mech kits. Usually, the pilot's name is stenciled on the jumpsuit's left breast, with rank insignia on the left shoulder and unit patches on the right arm. Many MechWarriors also choose to wear purple wind-breaker jackets, with rank insignia on the left shoulder, the FWLM patch on the right, and unit insignia on the back.



Aerospace Personnel

FWLM aerospace pilots also wear two field uniforms. When flying, pilots wear light pressure suits underneath constrictive G-suits designed to aid blood circulation and prevent black-outs and red-outs during high-G maneuvers. The torso sections of these suits also contain environmental-regulation devices designed to heat or cool the pilot's body as required. A light-weight backpack, integral with the aerospace craft's seat unless ejection occurs, contains a zero-G maneuvering unit and parachute.

The pilot's helmet provides oxygen and contains sensors and control systems similar to those in a BattleMech neurohelmet. These allow the pilot to make precise maneuvers and visualize the space immediately around the craft via a heads-up-display system. The FWLM is currently developing a helmet based on the Star League V-12 design, which will provide pilots with a full virtual-reality piloting interface. Design engineers project that the new helmet will not be available until 3060.

When outside their craft, aerospace pilots wear gray-green coveralls.

Naval Personnel

FWLM naval personnel wear two different uniforms as well. The most common uniform consists of utilitarian green overalls and an open-front gray jacket, worn by all DropShip, JumpShip and WarShip personnel during normal operations. The coveralls contain large hip pockets for equipment such as personal computers or comm gear, while numerous other pockets and connection points allow naval personnel to temporarily secure small pieces of equipment to their clothes. The jacket also contains numerous smaller pockets. Additionally, enlisted ranks wear purple woolen caps, while officers wear green berets. Rank insignia are worn on the wrists of both jacket and overalls.

The second uniform consists of a light pressure suit, which features a 30-minute independent oxygen supply, power supply and a hand-held maneuvering unit. A light-weight helmet clips to the belt when not in use. This uniform is worn during combat or other situations when a high probability of hull breach exists. When not in use, the fitted pressure suit rolls into a readily portable 1-kilogram pack usually carried in the belt pouch of the standard uniform. Power packs, helmets and life support units are stored near all work stations and in quarters, with spares available at key points onboard ship. Rank insignia are worn on the left shoulder of the spacesuit and the front of the helmet.

Support Personnel

Most FWLM support personnel wear lightweight, acid- and flame-resistant green coveralls that feature numerous pockets for tools and other equipment. Personnel may also wear heavy duty workman's aprons for additional protection. Rank insignia is displayed on the left shoulder of the coveralls. The uniform is completed by heavy duty black boots reinforced with plates for protection against dropped tools.

Infantry, Armor and Conventional Troops

Soldiers in infantry, armor and other conventional regiments of the FWLM wear full-length olive-green coveralls and armored combat vests. The vest, constructed of layers of titanium and kevlar, provides considerable protection against enemy fire. The coverall arms and legs also contain kevlar inserts that provide additional protection. Rank insignia appears on the left shoulder of the coverall, with the Marik Eagle on the right.

Tough, flame-retardant leather boots and gauntlets protect the wearer's feet and hands. For head protection, personnel wear well-padded kevlar helmets fitted with communications gear and infrared sights. The helmet also contains mounting points for rebreathers and other environmental support systems.

A rugged belt with numerous pouches for spare ammunition, survival equipment and other essential items completes the uniform.

AWARDS AND DECORATIONS

The medals and decorations awarded by the LCCC and the League's various provincial governments illustrate the FWLM's tradition of honoring its soldiers. The following awards represent a selection of the most common medals and decorations.

CREST OF THE EAGLE

The Crest of the Eagle is awarded to MechWarriors who play key roles in successful campaigns. This decoration is commonly given to entire battalions and larger-sized units, and veteran FWLM MechWarriors often possess several Crests. Award recipients must be nominated by the Captain-General and approved by Parliament. The Crest of the Eagle is displayed on a scarlet or purple sash.

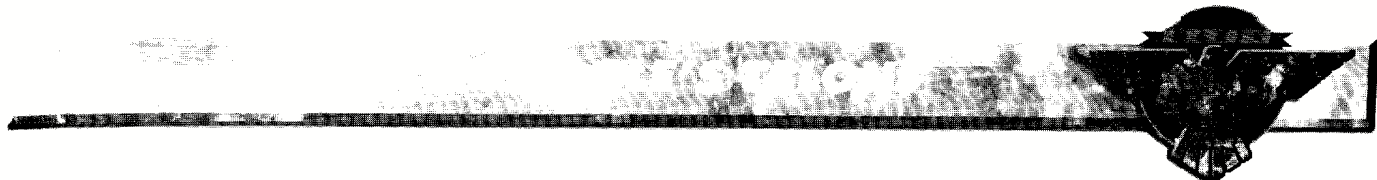
THE SILVER CROSS

The Silver Cross is the League's premier decoration for aerospace pilots. This medal is awarded for "acts of valor above and beyond the call of duty"—often posthumously. The medal confers knighthood on the recipient, and thus the bearer has the right to use the title "sir" or "lady." The cross itself follows the pattern of the ancient Terran Maltese cross, with a diamond set in its center.

In the past few years a group of Cross recipients calling themselves "The Order of the Silver Cross" has been active in the League. Though generally dissatisfied with the Captain-General's blatantly pro-MechWarrior bias, Order members often operate with the Knights of the Inner Sphere.

DISTINGUISHED SERVICE AWARDS

The series of medals known as the Distinguished Service Awards represent the number of documented kills recorded by a soldier. Warriors who destroy or disable 500 tons of enemy BattleMechs or aerospace craft receive a leaf-shaped bronze lapel pin, set with a ruby. For 1,000 tons of kills, the soldier



receives a leaf-shaped lapel pin containing an emerald. For 2,500 tons, the soldier receives the pin set with a sapphire. For every 5,000 tons, the soldier receives a pin set with a diamond.

RAIDING RIBBONS

Raiding ribbons indicate involvement in any operation that succeeds at its intended mission or recovers significant spoils of war. Ribbons are awarded to all troops that participate in such an operation and are color-coded to indicate the targeted realm. A blue ribbon indicates an operation against the Lyran Alliance or Lyran Commonwealth, while a gold ribbon indicates an operation against the Capellan Confederation. Red ribbons denote operations against the Federated Commonwealth, and green ribbons operations against minor powers, such as the Periphery states. Some MechWarriors and pilots advertise their exploits by painting slashes of the same color on their 'Mechs or aerospace fighters.

CONQUEST RIBBONS

Conquest ribbons are awarded for participation in the capture or liberation of a planet. Conquest ribbons use the same color-coding as raiding ribbons, with purple borders and the names of targeted worlds embroidered in black.

DEFENSIVE-OPERATIONS RIBBONS

Defensive-operations ribbons indicate participation in the successful defense of a League world against outside aggression. Instituted by Thomas Marik when he became Captain-General, such ribbons are purple with green borders. Each ribbon is embroidered with the name of the defended world, and the color of the lettering indicates the nationality of the aggressor; blue for Lyran forces, gold for the Capellan, red for the Federated Commonwealth, and green for minor powers.

LIFE SERVICE MEDAL

The Captain-General awards the Life Service Medal to recognize "illustrious career service to the cause of the Free Worlds League." Any soldier who completes twenty years of service in the FWLM automatically receives the decoration, which consists of an etched silver eagle's head mounted on a black ribbon. For each additional decade of service, an additional bar is added to the ribbon. Younger officers often deride the medal as the "Old Buzzard's Crest."

ORIENTE LEGION OF MERIT

The Oriente Legion of Merit is one of only three decorations still awarded by provincial governments. The medal is awarded by the Duke of Oriente and the commanders of the Fusiliers of Oriente and the Oriente Hussars, and it confers membership in an honorary society of "warriors who have demonstrated outstanding bravery and wisdom." The decoration is awarded to members of the Fusiliers or Hussars almost exclusively, but on exceptional occasions members of other units stationed in the Duchy have received the award.

The decoration consists of a pin that depicts crossed swords over a palm branch, worn on the right lapel of the recipient's dress uniform. Tassels that hang beneath the pin denote the length of time in the legion; a red tassel indicates one year of membership, and a blue tassel represents five or more years.

ORDER OF THE SABER

The Order of the Saber is the highest decoration awarded in the FWLM. The medal is awarded by the Captain-General for "heroism in pursuit of the cause of the Free Worlds League" and confers membership in the Order of the Saber. The order maintains chapter houses on many major worlds in the League, where members may receive free meals and lodging. For many years, it was rumored that the oldest chapter houses—those on Atreus, Harmony, New Olympia and Orloff City on Vanra—sheltered technologies from before the Succession Wars. The truth of these stories has never been confirmed or denied, as the Vanra and Harmony chapter houses remain inaccessible to non-members.

REGULAN ANKH

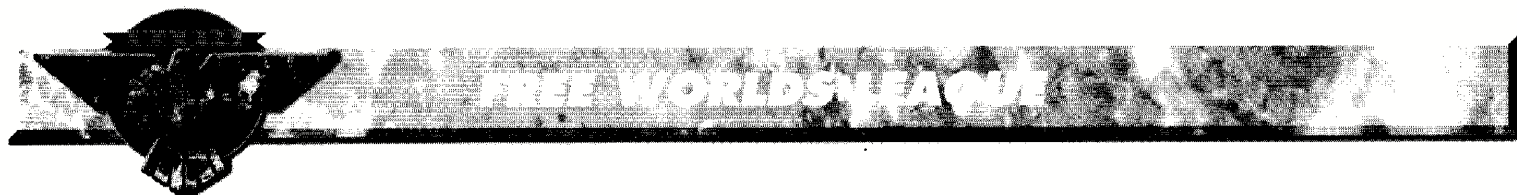
The Regular Ankh is the official medal of honor for members of the Regular Hussars and subsidiary units who serve with distinction in the Principality of Regulus. Forged from white gold and set with a turquoise, the Regular Ankh is alleged to provide its bearer with a reserve of strength in times of need. Traditionally, a land grant often accompanied the decoration, but in recent years Prince Kirc Cameron-Jones has allowed that custom to lapse.

ALLISON'S CHAIN

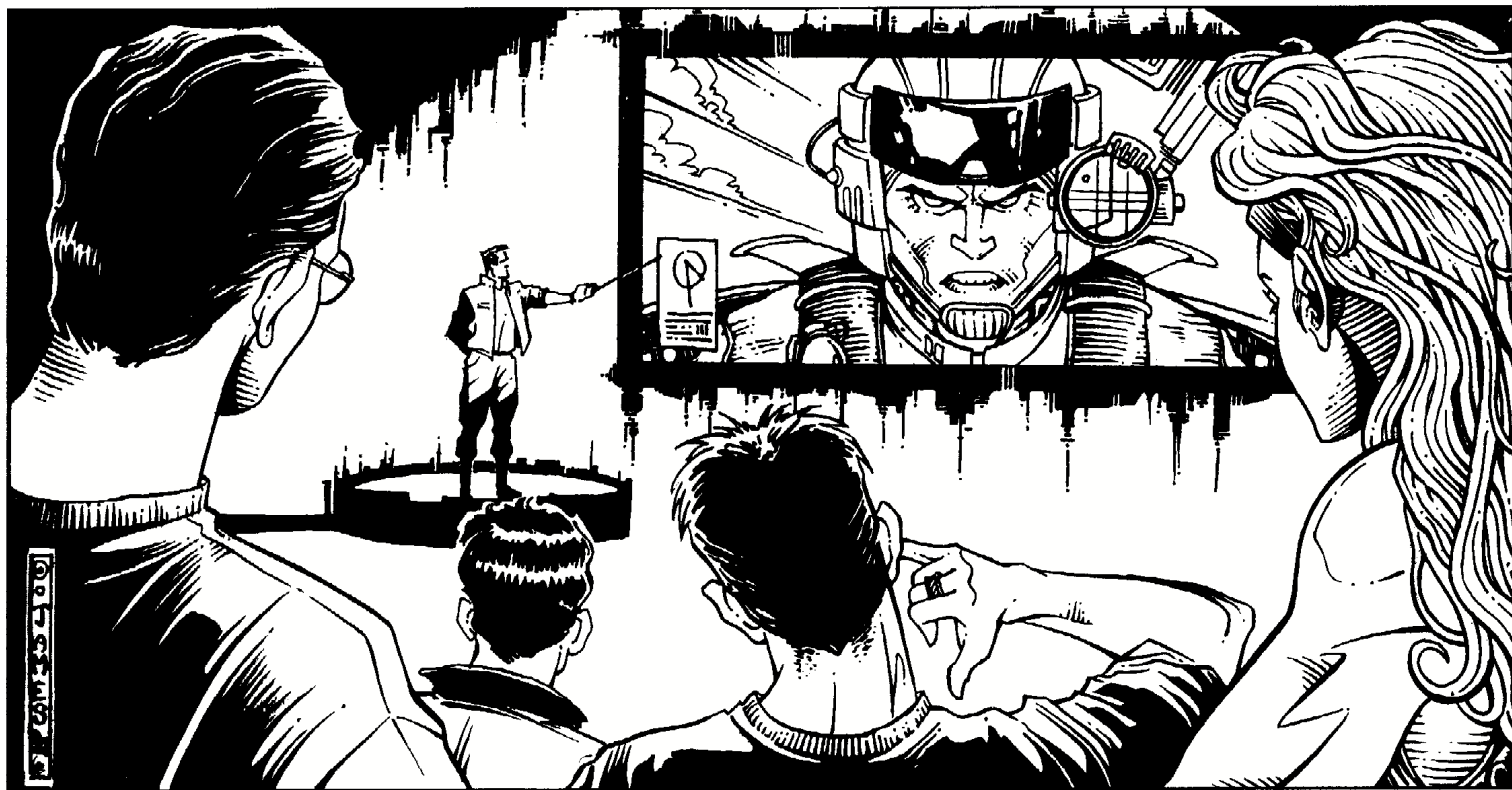
Each year, the Captain-General awards the Allison's Chain to the FWLM unit that has demonstrated the greatest "valor under fire." Traditionally, the unit displays the Chain by wrapping it around its command lance's regimental standard. The three-strand chain (gold, silver and platinum) is named for the former Duke of Oriente, Harlan Allison. Tradition holds that no pennant adorned with the Chain has ever fallen to the enemy. The current holders of the Chain are the Fourth Free Worlds Legionnaires.

THE HALLS OF HEROES

Induction into one of the Free Worlds League's Hall of Heroes is the greatest military honor in the League. Seven halls exist throughout the League, but the most famous and prestigious are those of Marik (on Atreus) and Orloff (on Vanra). No standard admission criteria exists—individual hall-masters simply issue invitations to inductees to join their halls. Invariably, inductees are great leaders, have performed some great feat of heroism or have otherwise made a significant contribution to the FWLM. In many cases, individuals may be inducted for a series of events or a particularly illustrious career, rather than a single action. Many individuals are inducted posthumously; in these situations, dedication ceremonies replace the elaborate induction ceremonies staged for living recipients. Any living member of a hall may use the title "Hero of the League."



THE HATCHLINGS



Historically, the Free Worlds League has always provided exceptional training for its officers and enlisted troops. Unlike the Draconis Combine, Federated Commonwealth and Lyran Alliance, all of whom desperately need battle-ready troops to replenish losses suffered against the Clans, the Free Worlds League Military has the luxury of sufficient troop strength and time to make real soldiers out of new recruits.

Though Captain-General Thomas Marik prefers peace to war, he knows he cannot afford to be complacent. The Clans may renew their invasion before the Truce of Tukayyid expires, and the Inner Sphere's politics are as unstable as ever. In the face of these threats, the Marik has authorized an ongoing program to rebuild the League's forces to their pre-Succession War strength. Already the FWLM is larger, stronger and better equipped than it was during his father Janos Marik's reign, in part because Thomas ordered his military commanders and instructors to take the time necessary to hone the skills of the new generation of warriors emerging from League academies. Gone are the days of throwing raw recruits onto the battlefield and hoping they survive long enough to learn their trade; in the new Free Worlds military, even infantry troops undergo extensive training. Training for MechWarriors, pilots and spacecraft crews is even more rigorous. The Captain-General's watchword is quality, not quantity. If the current peace holds until 3067—the fifteen years agreed to by the Clans—Thomas Marik may have both.

ACADEMIES AND UNIVERSITIES

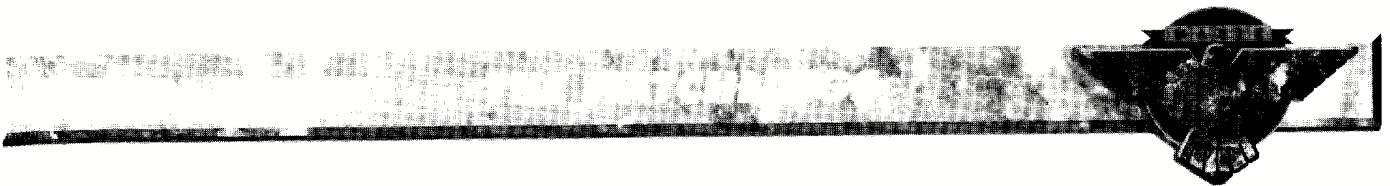
As with all armed forces, the Free Worlds League Military requires a constant supply of fresh troops. Military academies provide most of the new recruits, establishing the routine, discipline and respect for the chain of command essential for the smooth operation of a military unit.

Scattered across the League, such schools fall into three broad categories: state-run, provincial and private. Following the reforms instituted by Captain-General Thomas Marik, all military academies associated with the League military must follow a standardized set of procedures.

Enrollment

Though each academy has its own admissions policy, all policies share certain aspects and procedures. All the academies require applicants to undergo a battery of physical, psychological and academic examinations that allow the academy to eliminate those least likely to complete a course of study or those who might pose a political risk following graduation. This winnowing process saves the academies and the military both time and money.

Applicants must also meet certain other criteria determined by each individual school, though the details vary depending on the type of career the applicant wants and his or her perceived



potential for advancement. Despite the Captain-General's reforms, a number of academies still consider an applicant's social background and financial status when choosing which candidates to accept. This practice often deprives the League of valuable troops by excluding poorer and less well-connected candidates who show potential in favor of less talented applicants from politically powerful or wealthy families. Bribery, often in the form of "gifts to the academy," plays a key role in the admissions policies of several prominent institutions. Though such greasing of the wheels is not endemic in the League as it is in the Lyran Alliance and Federated Commonwealth, it is widespread enough to noticeably affect the League military, and the Captain-General has stated his intention to curb such practices.

Two other factors may adversely affect recruits—one a result of the League's democratic origins, the other of Thomas Marik's reforms. Each applicant may choose from any of the military schools and, within the limits of the chosen institution, the course of study. Provided that the student passes the basic psychological, intellectual and physical tests and is accepted by his chosen academy, the League government does not interfere with the recruit's chosen career path. The degree of freedom given to recruits sometimes results in a candidate wasting his or her potential by choosing a career for which they are not best suited. To improve the percentage of candidates who are actually trained to the fullest of their abilities, many institutions offer their applicants in-depth career counseling.

Curriculum

Thomas Marik's military reforms require all military academies within League borders to offer a standardized course of study during the initial induction period to ensure that all academy graduates receive a consistent minimum standard training. A special Quartermaster Corps team, the Office for Standards in Education (OFSTED) monitors the academies for adherence to the standard curriculum. This basic training, the same in all service branches, teaches minimum levels of field craft, weapons use and military procedure designed to aid the integration of recruits into the FWLM.

Following basic training, each student selects a military occupation specialty (MOS), known colloquially as a cap-badge. The curriculum for each MOS teaches a minimum level of proficiency as dictated by the FWLM. Failure to complete the curriculum may result in expulsion from the academy, though most academies allow students to repeat the course or transfer to another MOS (at their own expense).

Some academies offer training courses for FWLM officer candidates, teaching them leadership and command skills as additional fields of study. The number of candidates accepted into such courses and the number of sites offering them are strictly controlled. Most such courses require potential officer-candidates to first complete basic training and MOS studies, as well as pass an additional series of tests and entrance examinations. A few schools offer complete officer training packages that

take a candidate from basic training through the completion of a field of study. These academies are among the most selective in the League and only accept the most promising or well-connected candidates.

Graduation

A student graduates upon attaining a predetermined level of proficiency in practical and theoretical skills, demonstrated in written, oral and hands-on tests. Many academies stage exercises throughout the course that allow them to continuously assess the students' capabilities and to offer additional training as required. Graduates usually enter a unit in the League military assigned by the League Central Coordination and Command. Exceptional students may apply for further training in the form of an additional MOS or may apply for officer training.

AITUTAKI ACADEMY

The most independent-minded of the League's military schools, the Aitutaki Academy has provided the Principality of Regulus with officers and troops for the past 650 years. Founded by order of Hered Selaj in 2414, the academy has been inextricably entwined with the fortunes of the principality ever since.

Despite the best efforts of the LCCC, this academy remains a bastion of anti-Marik sentiment. Rumors suggest that a large number of each year's new cadets are actually SAFE operatives assigned to keep an eye on instructors and pupils.

Enrollment

Since Thomas Marik assumed the Captain-Generalcy, the Quartermaster General has managed to consistently thwart the academy's attempts to maintain a Regular-only admissions policy. In the past three years the academy has apparently accepted the LCCC's admissions guidelines, choosing to control who graduates by other measures.

Basic Training

Aitutaki imposes a strict physical-fitness regime on its students, with calisthenics and various sports a part of daily life. Field craft—particularly navigation, hunting and survival—is an important element of the standard first year of training.

Advanced Individual Training

The academy covers all aspects of ground warfare, but specializes in training MechWarriors and armor crews. For much of the Succession Wars the academy maintained an aerospace training program, but this branch of the school disbanded following a series of fatal training accidents in 2996.

Aitutaki also maintains a strong technical tradition, particularly in field maintenance techniques, and it consistently produces some of the best technicians in the League. The LCCC has attempted to force the academy's technical training staff to relocate to remove this vital part of the military education system from Regular control, but thus far has met with little success.

Atmosphere

Aitutaki retains the ancient military tradition of hazing—inflicting pseudo-torture on new entrants—and has used sanctioned abuse to persuade “undesirables” to leave the academy within the first semester. The Captain-General and the LCCC have ordered the school’s administration to end this practice and punish those who continue to implement hazing, but the Academy’s commandant has denied responsibility for any such incidents.

Clear and definite social stratification exists within the academy, with senior cadets acting as prefects and taking responsibility for underclassmen. These senior cadets rule with an iron hand, strictly enforcing the school rules (and their own whims), but are not beyond retribution. Like the Regular Hussar regiments to which so many of its graduates aspire, the academy maintains a tradition of “Juicio por Combate” (trial by combat) that allows juniors to challenge a senior prefect’s right to command. At the academy, such trials are carried out with swords, which usually gives the older and more experienced upperclassmen a major advantage.

Graduation

Sixty MechWarriors a year graduate from the Aitutaki Academy, along with almost ten times that number in other military specialties. The LCCC deliberately assigns most of these graduates away from the Regular Hussar regiments, but this practice does little to moderate academy graduates’ pro-Regulus, anti-Marik views.

ALLISON MECHWARRIOR INSTITUTE (AMI)

Situated outside the city of Darienbad on New Olympia in the Marik Commonwealth, barely two hundred miles from the Lloyd Marik-Stanley Aerospace School, the Allison MechWarrior Institute is the League’s premier MechWarrior academy. The academy graduates 375 MechWarriors each year, roughly 75 percent of its annual enrollment. As a top producer of MechWarriors, AMI fosters a strong rivalry with the nearby Lloyd Marik-Stanley Aerospace School; cadets from both institutions buy into the stereotypical rivalry commonly encouraged between MechWarriors and aerospace pilots.

Enrollment

For more than sixty years the Allison MechWarrior Institute has accepted five hundred new recruits per year. As the academy is one of the few MechWarrior-only schools in the League open to all applicants, competition for places is fierce. The Captain-General himself makes the final selection of all candidates. Thomas Marik shows less political bias than his father in this process, but he continues to use his right of control over these desirable positions as political leverage. Since the late 2890s, 10 percent of the berths at Allison have been reserved for the families of Dispossessed MechWarriors. In 3054, Thomas Marik increased this proportion to 15 percent of the annual enrollment, thereby further solidifying the League’s MechWarriors’ loyalty to House Marik.

Basic Training

The Allison MechWarrior Institute has a three-year curriculum that covers a wide range of subjects. The first year concentrates on basic soldiering, instilling a sense of discipline and improving the cadets’ physical and mental toughness. Classroom sessions teach the basics of ‘Mech operation, while field exercises establish the rudiments of personal weapon use, survival and combat tactics.

Advanced Individual Training

The second and third year of the AMI course puts the theory of the first year into practice, teaching BattleMech operations, gunnery and applied combat strategy and tactics. Much of this work occurs in simulators, with only the best and brightest seeing the inside of the Institute’s *Chameleon* training ‘Mechs before their third year.

Atmosphere

The Allison MechWarrior Institute fosters a competitive atmosphere, both within the academy and with other schools. Knowing that only the best graduates are likely to be assigned to ‘Mech units within a year of graduation, students compete fiercely to finish in the top 5 percent of each class. Despite this competitive atmosphere, however, cadets at the Institute show strong esprit de corps. They know how difficult it is to receive a place at the Institute and tend to regard each other as the best of the best.

The Institute’s instructors covertly encourage the Institute’s ongoing rivalry with the LMS Aerospace School and have occasionally been known to subtly reward cadets who cause particular embarrassment to the “junior flyboys.”

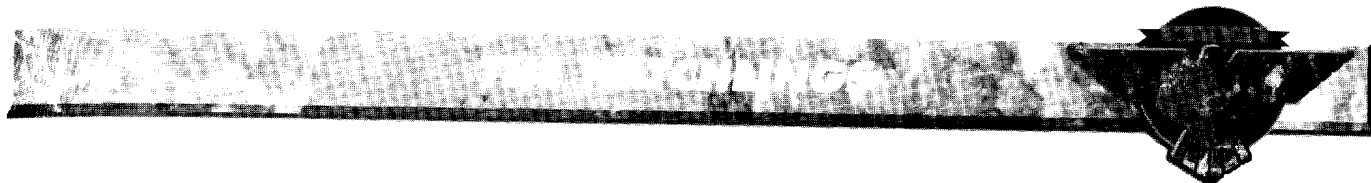
Graduation

The majority of the cadets who survive the grueling first year at AMI will graduate from the Institute with honors. In the past, many such graduates entered service with the Free Worlds Guards or Marik Militia, but Thomas Marik’s reforms mean that the newly promoted lieutenants may be assigned to almost any BattleMech unit in the League.

ATHENE COMBAT SCHOOL (ACS)

The only school in the Free Worlds League dedicated to training infantry, the Athene Combat School offers a wide range of courses, from a standard six-month program for infantry troops to eighteen-month combat engineering and officer training courses, to the two-year battlesuit-operations course first offered in 3055.

Situated on Atreus less than a kilometer from the House of Government, the school has access to sophisticated simulator systems and uses the planet’s large wilderness areas for training. Almost unknown outside the Free Worlds League military, the Athene Combat School struggles to fill its annual recruitment quotas, with many infantry receiving boot-camp instruction at planetary or regional centers.



Enrollment

The Athene Combat School recruits most of its entrants from the Marik Commonwealth, though a number of the best candidates outside that region are recommended to the school by regional recruitment officers. The proximity of the school to the government complexes in the capital city means that all entrants and staff must undergo in-depth security checks, with political orthodoxy a major litmus test. In addition, recruits must pass stringent medical exams and written tests, the results of which determine a candidate's suitability for his or her chosen specialty.

Basic Training

The first three months of training concentrate on military discipline and etiquette, focusing especially on appropriate kit maintenance. Drill and physical fitness exercises ensure that students can cope with the many field exercises and public parades each class is expected to carry out.

By the end of the three-month induction period each cadet must have attained pre-determined levels in a number of skills, including marksmanship, first aid and navigation. Many cadets use their own time to hone these skills to the appropriate levels.

Advanced Individual Training

The school offers a wide range of infantry-related MOS, enrolling each cadet in the course for which the school deems him or her most suitable. Cadets who disagree with their assignment may take their case before the school's ruling body, but few appeals succeed.

Atmosphere

The ACS maintains rigid discipline at all times, attempting to ensure that no disgrace befalls the academy. Each cadet receives detailed instructions in a wide range of social protocols, and any cadet who brings the name of the school into disrepute risks severe punishment or even dismissal. The Captain-General frequently visits the school and often dines with Commandant Jess Anistone. Occasionally, top-scoring cadets receive invitations to these dinners, but popular opinion within the student body is divided as to whether this is a reward or a punishment.

Even on R&R cadets are expected to be immaculately dressed, and any deviation from the standard dress code results in demerits. Many of the specialist courses held at facilities outside the capital provide ACS pupils with their only respite from public attention.

Graduation

The ACS graduates a thousand infantry troopers every six months, together with approximately ninety officers and two hundred fifty specialists every year. The school's battle armor program graduates approximately two dozen specialist troopers every quarter, following a two-year rolling training program. The Captain-General attends the school's officer and battle-armor graduation ceremonies, while an aide oversees the other events.

ATREUS OFFICER TRAINING COLLEGE

The only school of its kind in the League, the Atreus OTC puts graduates from other academies or from field regiments through a year-long course to develop their leadership and command abilities.

Enrollment

Any member of the FWLM who has not already undergone officer training may apply for admission to the OTC. However, competition is fierce and less than 5 percent of applicants succeed on their first attempt. Most entrants to the college have already spent a number of years on active duty with the FWLM, but recent years have seen a number of graduates fresh from other academies applying for entry.

Advanced Individual Training

Considerable attention is given to preparing students for the immense bureaucracy that surrounds each command, teaching the importance of delegation and time management as well as purely military skills such as strategy and tactics. Unlike integrated courses, such as the one taught at Princefield, the Atreus OTC concentrates solely on practical matters as opposed to theory.

Atmosphere

The intensive OTC course compresses a wide range of subjects into twelve months of study. Officer-cadets have little time for recreation, which places considerable strain on relationships outside the school precincts. A series of team-building exercises encourages interaction between the cadets.

Graduation

Through continuous assessment, practical exercises and examinations, the OTC sets extremely high standards for its graduates. Only those who meet the FWLM's strict performance targets will receive command positions. The remainder, though they learn a number of beneficial skills, may find themselves prevented from ever gaining a substantial command.

LEGIONARY TRAINING ACADEMY (LTA)

Formerly the Humphreys Training Academy run by the Defenders of Andurien, the Legionary Training Academy came under the control of the Free Worlds Legions in 3048 by order of the Captain-General. This Andurien facility had been idle for almost a decade; the Legions spent the next three years revitalizing the academy and recruiting instructors, finally reopening the school in 3051.

Unlike most other League military academies, the Legionary Training Academy has special permission from the LCCC to enact stringent political screening and to supply troops solely to the Legions. The academy teaches a wide range of military occupations, making the Legions almost self-reliant in terms of replacement personnel.

Enrollment

In addition to the mental and physical tests all potential entrants must pass, SAFE carries out stringent background checks on each applicant. Formal interviews cover political views as well as educational and career goals. Only those deemed low-risk by SAFE may enter the Academy (and ultimately the Free Worlds Legions).

Basic Training

All LTA cadets undergo a rigorous six-month induction course that teaches the basics of survival, small arms use and physical fitness. Less emphasis is placed on rigid discipline here than in other academies; instead, the instructors foster camaraderie between cadets by putting each class through a series of field exercises, described by some graduates as "shared hell."

Advanced Individual Training

The Legionary Academy offers a wide range of MOS and fields of study, ranging from medical corps and light infantry through specializations in BattleMech and aerospace operations. Many of the Legionary troops cross-train, undertaking a subsidiary MOS in addition to their primary one. While some have argued that this practice dilutes the skills of individual troopers, the Academy's commanders insist it fosters a better understanding between different types of troops that enhances battlefield performance.

Atmosphere

Campus life at the Academy is unusually relaxed in comparison to other League military schools, but field exercises push cadets and instructors to the limit. The exercises serve to break down many of the regional and cultural prejudices of entrants, fostering a sense of loyalty to the Legions and the Free Worlds League above all else.

The strenuous nature of the exercises, however, also leads to a high attrition rate; nearly 40 percent of all entrants in a given year fail to complete the course. Many of these are MechWarriors who cannot accept the combined-arms doctrine that represents the core of the Legions' success. Many of these drop-outs leave the FWLM entirely, but their instructors usually encourage them to transfer to other, less specialized academies.

Graduation

All graduates of the Academy enter service with the Free Worlds Legions, either replacing losses in existing units or forming the core of a new unit. At present, elements of an Eighth Legion are undergoing training on Andurien, and the unit is expected to attain operational strength before the end of the year.

LLOYD MARIK-STANLEY AEROSPACE SCHOOL (LMS)

Situated in the New Greenland Mountains of New Olympia (nicknamed the "Garden of the Gods"), the Lloyd Marik-Stanley Aerospace School trains the bulk of the League's aerospace and

naval personnel. For nearly five hundred years the institute has trained fighter pilots as well as DropShip and JumpShip crews. The school's WarShip program was suspended following the loss of the League's last two WarShips, the FWLS *Pleiades* and *Arcturus*, in the early days of the Second Succession War, but the academy retained its sophisticated naval training simulators. When rumors of WarShips in the fleets of the Clan invaders began to circulate in 3050, the school dusted off its manuals and revived its WarShip training course.

Beginning in 3054, the school resumed its full naval training program, at first cross-training JumpShip and DropShip crews and later providing specialist courses. LMS graduates have gone on to command the League's nascent fleet of WarShips, and the school is looking for ways to increase the number of graduates from this program.

Enrollment

The Lloyd Marik-Stanley Aerospace School currently takes in almost a thousand cadets per year, each of whom must have completed a three-year basic training program. As with the AMI, the Captain-General approves entrants to the school, but the military value of aerospace craft and the specialized skills needed to operate them mean that few LMS cadets appointees represent political expedience.

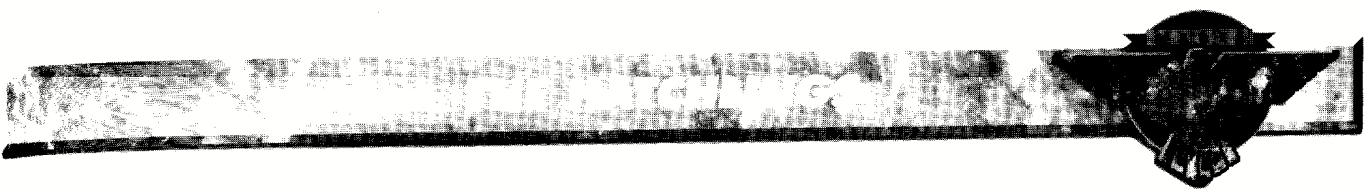
The school uses a wide range of aptitude tests to ensure that all cadets have the appropriate reflexes, coordination and aptitudes for aerospace operations. In the words of the school's commandant, Admiral Eugene Schlöndorff, "Any donkey can drive a tin can, but only someone with real skill can pilot a trans-atmospheric fighter."

Basic Training

The LMS teaches a wide range of skills in the first year, following a standardized course across all fields of study. Discipline and fitness form the core of these programs, along with practical classes in small arms, hand-to-hand combat and first aid. All cadets also receive training in null-G conditions, learning the basics of functioning in micro-gravity. These training sessions, held above the orbiting Parnassus Station or the FWLS *Janos Marik*, also serve to weed out cadets who suffer from space sickness.

Advanced Individual Training

In the second and third years, LMS cadets learn small-craft operations. Fighter-pilot cadets come to grips with aerospace combat, and those training for larger commands learn to work in teams to handle small craft. DropShip and JumpShip trainees undergo a further two years of advanced training in specialties appropriate to their intended vessels, while WarShip crew trainees undergo an additional three years of training on the FWLS *Janos Marik*. The full WarShip training course lasts six years, but the LMS Aerospace School also offers a two-year version for trained DropShip and JumpShip crews.



Atmosphere

Life in the LMS Aerospace School is extremely regimented, with strict rules governing the activities and expected academic standing of cadets. Anyone who fails to live up to the school's tough standards, whether instructor or pupil, is summarily dismissed.

The commandants at LMS are aware that without some form of release, the students would not hold up under the stress, and so have actively encouraged competition with the Allison MechWarrior Institute. Though officially this approval only covers sanctioned contests between the academies, Colonel Inge of AML and Admiral Schlöndorff have been known to wager bottles of Salur vodka on the outcome of "unofficial" encounters.

Graduation

Almost all fighter-pilot graduates from LMS are posted to active duty within a few weeks of graduation. The majority enter service with the Marik Militias, Free Worlds Guards or an independent aerospace wing at the rank of ensign. DropShip and JumpShip crews may be assigned to specific line units, but most spend their first tour of duty with the League's Transport Command.

At present, a combination of new graduates and those attending conversion courses are managing to keep the League's WarShip program fully staffed. As such vessels are manufactured in larger numbers, however, the demand for personnel may soon outstrip the supply.

PRINCEFIELD MILITARY ACADEMY

Perhaps the most prestigious military academy in the Free Worlds League, the Princefield Military Academy served as the Grand Duchy of Oriente's principal military school for more than seven hundred fifty years. Many of the League's most famous commanders began their careers at the academy, including *Captains-General Janos and Anton Marik*, and to this day many consider Princefield to be a finishing school for young nobles.

Enrollment

Entry to Princefield is theoretically open to all citizens of the Free Worlds League, but only those with the right political connections or funding are likely to gain admittance. Political orthodoxy takes second place to bloodlines and connections, and several times in the past Princefield has been at the core of troubles within the League. The LCCC ensures that a certain number of common-born but able candidates gain entry to the academy each year, but such students are often abused by their noble-born fellow students.

Basic Training

The academy's eighteen-month basic training program provides a general grounding in physical training and personal weapon skills, and also teaches basic strategy, tactics and military history.

Advanced Individual Training

Competition during basic training is intense, with only the top 20 percent of each class eligible for BattleMech or aerospace advanced training. These programs last two years and cover all aspects of modern warfare. Every cadet spends time in the command role during simulator or field exercises, allowing the instructors to separate those cadets with the most leadership potential. Recommendations by the academy carry considerable weight; they may put an officer on the fast track to regimental command or deny him or her any such opportunity.

Because the bulk of the cadets must enter a field of study other than the BattleMech or aerospace programs, these students undergo a further year and a half of training in other military fields, most notably armor, infantry and artillery. The school also has excellent programs for technical, medical and reconnaissance personnel.

Officer trainees undergo extensive training in leadership and communication skills. As "gentlemen and ladies," the officers are also expected to learn horsemanship, allowing them to take part in the ancient traditions of polo, show jumping and dressage.

Atmosphere

The intense rivalries within the academy make for a tense atmosphere, with duels an accepted part of daily life. The school's Provost Marshall oversees such events and only allows duels if the would-be combatants can first demonstrate what the Provost judges to be just cause. The simple divisions between "blue-bloods" and "proles" (nobles and commoners) cause many problems, and the school's elitist tendency to favor noble-born members of the student body only exacerbates the tensions. Despite in-school rivalries, however, Princefield's alumni tend to keep in touch with each other regardless of birth.

Graduation

The top 5 percent of Princefield graduates are allowed to choose the unit with which they will serve their first tour of duty. The remaining troops usually enter service with the Fusiliers of Oriente or the Marik Guards. Any Princefield graduate with at least five years of field experience in a combat regiment and who has received the Silver Cross, Oriente Legion of Merit or Order of the Saber may return to the academy as an instructor.

ORLOFF MILITARY ACADEMY (OMA)

A small but prestigious school, this military academy on Vanra provides some of the best-trained MechWarriors in the League, if not the entire Inner Sphere. Students enter the academy at the age of twelve and receive extensive conventional schooling prior to beginning military training at age sixteen. Most cadets graduate at age twenty after four years of study.

Enrollment

Entrance to the Orloff Military Academy (OMA) is by invitation only, except for members of the Orloff family. Few refuse a place; the most notable exception in recent years was Salvatore "Misha" Orloff, who chose to attend the Allison MechWarrior Institute. The academy's exclusive admissions procedure ensures that only the most promising youngsters attend the school.

Basic Training

The four years of conventional schooling instill a sense of family in Orloff cadets, as well as providing a solid grounding in military history with an emphasis on the history of the League. Physical training and drill are a part of daily life, with all students following a strictly regimented lifestyle. As they mature mentally and physically, cadets receive instruction in additional aspects of military life; they undergo extensive training in hand-to-hand combat and wilderness survival techniques and learn to use firearms and bladed weapons prior to beginning BattleMech training.

Advanced Individual Training

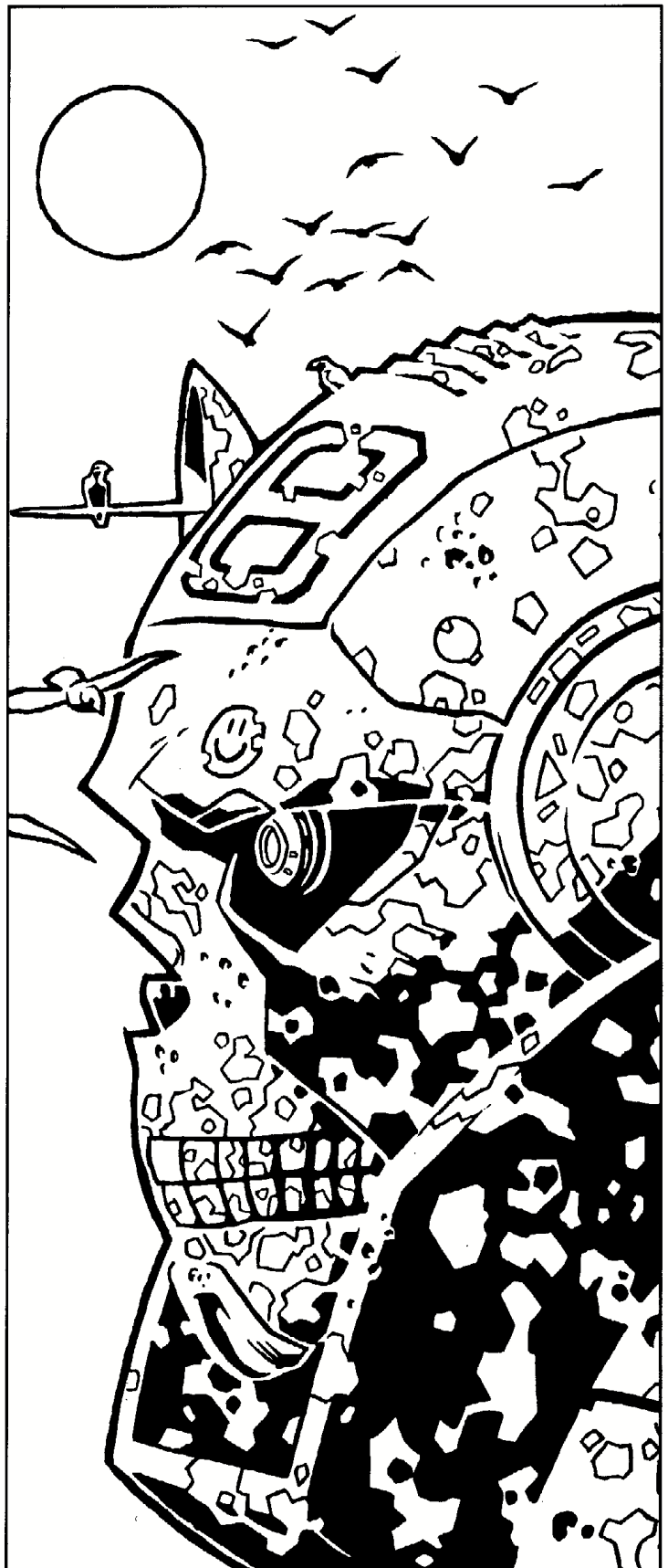
The Orloff Academy offers only the MechWarrior MOS but also provides advanced courses in leadership and strategy applicable to combined-arms operations. Using advanced simulators installed in 3047, the cadets' final exam throws them into a chaotic multi-regiment engagement in which they must take command following the "death" of senior officers. This scenario, known as "El Diablo," is acknowledged as one of the most challenging command simulations in the League, with a 25 percent score (saving a quarter of the League units) being the pass mark. A score of 50 percent or higher earns an honors score.

Atmosphere

The small size of the academy allows for an excellent teacher-pupil ratio, though much of the intensive schooling occurs in early years. The final years of training are dedicated to putting skills into practice. As a result, staff and students build up an excellent rapport that often survives well into the cadets' careers.

Graduation

Upon graduating from OMA, cadets receive the rank of lieutenant and often spend their first tour of duty with the First Orloff Grenadiers. Each graduate receives a ceremonial dirk bearing the insignia of the League and House Orloff. This blade, often worn with the dress uniform, marks the bearer as an Orloff graduate and helps maintain an esprit de corps between graduates. Many graduates of OMA rise to senior positions throughout the FWLM, a circumstance earning them the nickname the "Orloff Mafia."



FWLM ROSTERS



This section describes the history, command structure and available forces and composition of every regiment in the Free Worlds League military and highlights outstanding officers and common tactics where appropriate. All regiments use the standard Forward-ARC scheme unless otherwise noted. A unique symbol indicates each type of unit, as shown below.



MECH



AEROSPACE



ARMOR



INFANTRY

Unit descriptions include size, quality and loyalty ratings. A unit's size can range from a single squad or lance to one or more companies, battalions or regiments.

The quality rating is an estimate of a unit's overall skill and combat experience. Units with high ratings perform consistently better than those with lower ratings, regardless of other factors. Quality ratings are assigned by the LCCC, which updates them regularly. The standard LCCC ratings are Green, Regular,

Veteran and Elite. Green denotes units predominately composed of new recruits or inexperienced soldiers. Regular units comprise troops of average abilities—competent soldiers with some combat experience. Veteran units comprise troops with greater battle experience and skill and are generally reserved for vital or dangerous missions. Elite units comprise the most highly trained, experienced and knowledgeable troops. Elite troops are rare, and so commanders reserve them for the most important duties such as vital offensives and defending key positions and persons.

SAFE assigns loyalty ratings to every unit based on many factors, especially the unit's state of origin and the backgrounds and known politics of the unit's key officers. Traditionally, loyalty ratings are not revealed to anyone outside SAFE or the LCCC. The standard loyalty ratings are Questionable, Reliable and Fanatical. Questionable units comprise potentially disloyal or seditious troops, particularly those who oppose Thomas Marik's reforms. Reliable units comprise troops who display consistent loyalty and appropriate military conduct. Fanatical units are forces whose loyalty to the League and/or the Captain-General knows no bounds.



TROOP DISTINCTIONS

When the Free Worlds League was founded in 2271, its leaders established several militias to guard the nascent state. Some were designated to protect their native provinces; others were assigned to work in conjunction with militias from all provinces, training together to be fielded on behalf of the entire League. Over the centuries, the militias expanded to include a wide range of infantry, armor, aerospace and support units in addition to the BattleMech forces that represent the most visible and respected part of the army. Under Thomas Marik's reforms, the definition of League troops, those militias responsible for protecting the state, has come to include soldiers of the Marik Commonwealth and other units that owe their allegiance to the Free Worlds League or the Captain-General. These troops include such units as the Knights of the Inner Sphere, the Atrean Hussars and the Free Worlds Guard. In contrast, the League distinguished those militias established to serve each member-state by classifying them as "provincial troops."

The diversity of the Free Worlds League's member states has been a source of both strength and weakness for the League since its formation, and the same is true of its provincial troops. On one hand, the spirit of rivalry and competition between provincial units often motivates these troops to perform at a level far beyond what might reasonably be expected from their field experience. On several occasions, the variety of fighting styles and tactics employed by provincial forces has proved to be an advantage on the battlefield, confusing enemy forces and hampering their commanders' abilities to accurately predict the actions of FWLM troops.

On the other hand, these same factors have sometimes proved to be liabilities. Indeed, the same spirit of rivalry has often led to destructive levels of tension, poor cooperation, and even violence between provincial units. Further, the same diversity of fighting styles, tactics and organizational schemes that can rattle an enemy force frequently hampers the ability of FWLM commanders to coordinate the actions of different provincial forces.

FWLM leaders have attempted to effectively address such problems using several approaches. Most important, the elimination of regional sovereignty and the Addendum to the Incorporation and Military Reorganization acts officially ended the authority of provincial governments over their militaries and placed provincial forces under the direct control of the Captain-General and Parliament. More recently, the Captain-General instituted a number of reforms designed to integrate the FWLM's various provincial forces into the larger military.

These reforms have already yielded benefits. For example, the widespread adoption of the combined-arms tactics pioneered by the former Defenders of Andurien has fostered a growing sense of cooperation among different provincial forces, as even the most recalcitrant battle-group commanders have begun to appreciate the strength inherent in working in tandem with other units.

The Captain-General's reforms have also triggered resistance and renewed inter-unit hostility in some quarters, however. Predictably, the drive to standardize the FWLM has stirred up hostility among certain provincial units determined to maintain their individual identities, traditions and age-old rivalries. In fact, even many units steadfastly loyal to House Marik and the Captain-General have resisted the integration efforts.

While the Captain-General's integration efforts seem to be succeeding overall, the traditional suspicions and rivalries between the various provincial troops cannot be erased overnight, and so will continue to threaten the unity of the FWLM and the League itself for centuries to come. Because these troop distinctions continue to influence the effectiveness of the FWLM, this report divides all current regiments into League troops (those units that report directly to the Captain-General or LCCC), beginning with the Free Worlds Legionnaires; and provincial forces, beginning with the Fusiliers of Oriente on p. 73. See **Types of Units**, p. 15 of **The Eagle's Talons** and **Free Worlds League Military**, p. 111, for specific notes describing the category to which each regiment belongs.

FREE WORLDS LEGIONNAIRES: THE BOLD EXPERIMENT

Among the newest forces of the League, the Free Worlds Legionnaires came into existence following the war against Andurien in the 3030s. The long struggle almost destroyed the Defenders of Andurien; the few units that survived the conflict were disbanded. The ten-year war, however, did show Thomas Marik the advantages of integrated combined-arms forces, and he immediately put that lesson to good use.

Using materiel salvaged from the Defenders and other destroyed units, the First Legionnaires entered service in 3042, followed in 3043 by the Second and Third Legionnaires. Personnel assigned to these new brigades underwent intensive political screening for loyalty to the Captain-General. Surprisingly, a number of officers and men from the defeated Defenders of Andurien found a home in the Legions. Having been pardoned by Thomas following the cessation of hostilities, they have rewarded Thomas's generosity with unswerving loyalty.

The Fourth Legionnaires was formed in 3044, serving as a cadre unit and providing a source of reinforcements during the Westover campaign of 3046. In late 3048, the Fifth Legionnaires took over cadre duties, allowing the Fourth to enter active service. The Clan invasion temporarily halted the expansion of the Legions, but the Sixth Legionnaires joined the roster in 3055, followed by the Seventh in 3057. Preparations for the deployment of the Eighth Legionnaires are well under way and the unit is expected to enter service later this year.

As recent events have shown, the Legionnaires have amply rewarded Thomas's investment. A combination of exhaustive training, good leadership and cutting-edge equipment allows the disparate units that make up each Legionnaire unit to smoothly coordinate their operations.

Thomas repaid the Legionnaires by allowing them to use the former Andurien War College as their private military academy, renaming it the Legionary Training Academy. The first classes from the reopened academy graduated in 3056, forming part of the Seventh Legionnaires. Many graduates from the classes of 3057 and 3058 already have received assignments to various units in the Legionnaires to replace those troops lost in recent engagements; in addition, increasing numbers of graduates have been assigned to the nascent Eighth Legionnaires.

COMMANDING OFFICER

The Captain-General named General Calderon Benge as overall commander of the Free Worlds Legionnaires in 3049. The 66-year-old Benge exemplifies the League's new military structure; he began his career as a scout in the Second Oriente Hussars, then rose to command of that provincial unit and subsequently of the entire Oriente Hussars.



A supreme tactician and gifted leader, General Benge is a consummate soldier, using his skills and those of his troops to carry out the orders of his commanding officer. The general genuinely and strenuously objects to the League's alliance with House Liao, however, and so consistently refuses to allow joint exercises between his troops and those of the Capellan Confederation.

FORCES

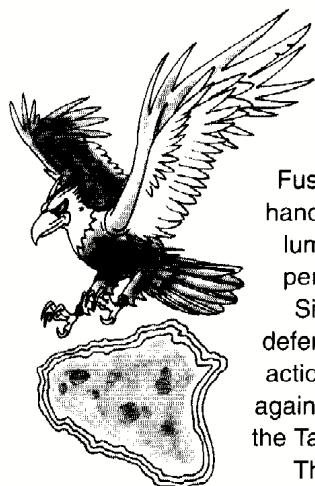
The Legionnaires have benefited from the League's strong industrial base; 75 percent of their BattleMechs are new or upgraded machines. As the cornerstone of the League military, the Legionnaires want for nothing. The First and Third brigades field Inner Sphere OmniMechs; the Fourth Battalion of the Fourth Legionnaires, affiliated with the ComStar splinter group Word of Blake, contains OmniMechs of Clan origin.

As a whole, the Legionnaires are loyal to House Marik and the Captain-General, but the structure of the force fosters loyalty to the Legionnaires first and the League second in the longer-established units. Consequently, the LCCC rates the body of the Legionnaires as reliable, though soldiers assigned to the Legionnaires in the past four years clearly rate as fanatically loyal.

COLORS AND INSIGNIA

The Free Worlds Legionnaires use a white paint scheme, with purple and green highlights on panels of the legs and arms of 'Mechs, the control surfaces of aerospace fighters, and the glasis of armored vehicles. In the field, the Legionnaires use camouflage suited to the terrain.

1ST FREE WORLDS LEGIONNAIRES: THE EAGLES OF ATREUS



Created in 3042, this unit was built around a core of surviving veterans from the Defenders of Andurien and the Marik Guard. Barely six months after its formation, the unit was called on to defend the world of Suzano from a sizable *Federated Commonwealth* raiding force made up of the Fifth Syrtis Fusiliers. The two combined-arms units faced off outside the city of Mikko. Even though the enemy troops handily outnumbered the Legionnaires, the Free Worlds troops went on the attack, seizing the initiative from the lumbering FedCom unit. Using a series of hit-and-fade maneuvers and taking minimal casualties, they soon persuaded the Fifth Syrtis to abandon its goal.

Since then the unit has fought in numerous campaigns, most notably the Westover crisis in 3046 and the defense of Huntingdon in 3049. Stationed on Andurien since the coming of the Clans, the unit has seen no major action in that time. Along with other elements of the Legionnaires, the First forms the bulwark of defenses against the potential threat of the recent alliance between the Periphery states of the Magistracy of Canopus and the Taurian Concordat.

The unit undergoes regular training to maintain its combat edge, using various sites on Andurien and in neighboring systems to drill in alternate terrain and conditions.

The First Legionnaires employ the standard Legionnaire colors: white with purple and green highlights. A single gold band around the wrists and across the left torso of each BattleMech signifies the First Regiment. The unit's insignia is a golden eagle flying over a stylized map of the Free Worlds League.

OFFICERS

General Tracy Fenton took command of the unit in 3051. Formerly the commander of the unit's 'Mech regiment, General Fenton is an able leader and tactician, but her anti-Liao views have caused considerable friction with her superior officers.

Force commander Steven Humphreys is the grandson of the famous Dame Catherine Humphreys. Though he is an excellent commander, both Colonel Honnifer and General Fenton regard Humphreys as the weak link in the unit. He is extremely ambitious, and because his older sister Dalma is the current Duchess of Andurien, he has definite prospects of realizing his ambition. Honnifer and Fenton regard both of these factors as liabilities for the unit.

TACTICS

The First Legionnaires favor fast, mobile tactics, often surprising opponents with lightning raids and flanking maneuvers. The unit performs best in gently rolling terrain, but also practices engagements in urban areas and mountains.



1st Free Worlds Legionnaires Regiment/Veteran/Reliable

CO/1st Batt: Colonel Martin Honnifer

XO: Lieutenant Colonel Roger Allenburg

2nd Batt: Force Commander Steven Humphreys

3rd Batt: Force Commander Bronson Lebeaux

The First Legionnaires make extensive use of light 'Mechs, particularly in the Third Battalion. Of the 108 'Mechs in the unit, 10 are Inner Sphere OmniMechs and only 6 do not use new technology.



1st Legionnaires Aerospace Wing Wing/Veteran/Reliable

Wing Cmdr: Commodore Wilerby Rosslyn

Like the 'Mech elements of the Legionnaires, the First Legionnaires' aerospace wing makes extensive use of new models and technologies, in particular the locally produced F-92 *Stingray* and the F-700 *Riever*.



1st Legionnaires Armor Regiment Regiment/Regular/Reliable

Armor Cmdr: Force Commander Alison Dainty

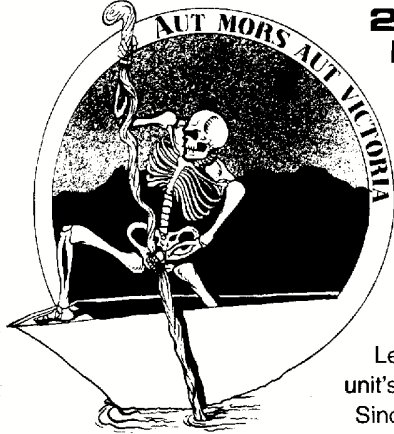
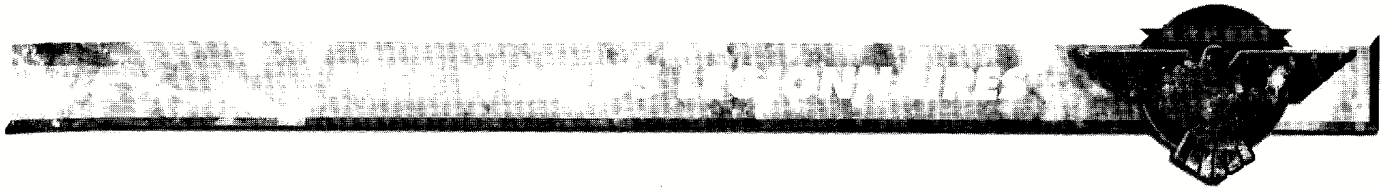
Configured as a light tank unit, the First's armor regiment has recently begun to receive upgraded vehicles, in particular the Galleon produced on Irian. Force Commander Dainty is currently attempting to convince General Fenton to authorize the purchase of a company of Regulator hover tanks, but has so far had no success.



1st Legionnaires Airmobile Brigade 2 Regiments/Regular/Reliable

Troop Cmdr: Colonel Mitchell Bradley

Both Alpha and Beta regiments of the air mobile brigade make extensive use of the Karnov UR VTOL to transport their troops. Armed escort is provided by the Legionnaires' aerospace wing and the brigade's own attack VTOLs.



2ND FREE WORLDS LEGIONNAIRES: THE STYGIANS

When Thomas Marik created the Free Worlds Legionnaires, he could not have foreseen the appeal of the new units within the League Military and the Marik Commonwealth as a whole. The First Legionnaires' victory on Suzano prompted a flood of applications, and by the middle of 3043 the numbers warranted formation of a second unit (followed by a third in December of the same year). Once again, Andurien veterans formed the core of the unit.

After its initial exercises, the Second Legionnaires deployed to Al Jubylah, where the unit helped restore order following the assassination of a leading mullah. This first campaign was not a true test of the unit's abilities, as they faced only a company of mercenary BattleMechs and two infantry regiments under the command of rebel General Acha. However, the Legionnaires' lack of serious casualties despite storming two fortified enclaves testified to the new unit's skill and professionalism.

Since the Al Jubylah campaign, the unit has been stationed on Sadurni in Andurien, safeguarding the border against Capellan and Canopian incursions. The unit has seen action only once since being deployed in the Duchy, when the Second 'Mech battalion and the aerospace wing pursued and destroyed the Magnates, a pirate band operating from an uncharted world between the planets Pilpala and Calseraigne.

The unit uses standard Legionnaire parade colors, with two gold bands signifying the Second Regiment. The unit's insignia is a skeleton poling a skiff across a wide river, surrounded by the inscription *Aut mors aut victoria* (Death or victory).

OFFICERS

General Alice Denichuk, formerly a colonel of the Marik Militia, has commanded the Second Legionnaires since its creation in 3043. Appointed partly as a reward for her loyalty and support of Thomas's reforms, she swiftly disarmed fears that she was merely a political appointment by creating a first-rate unit and leading it to several major victories.

After the general, Corinne Marik, executive officer of the unit's 'Mech regiment, is the most prominent officer in the unit. Next in line of succession to the Captain-Generalcy after Thomas's daughter Isis, she has become the focus of several anti-Liao factions within the League who hope she might lead them in taking over the Captain-Generalcy.

TACTICS

The Second specializes in assault operations and is at home on most types of terrain. The unit regularly practices storming fortifications, using its oversized engineering and artillery brigades to create a breach for exploitation by 'Mech and infantry forces.



2nd Free Worlds Legionnaires Regiment/Veteran/Reliable

CO/1st Batt: Colonel Chapman Rogers

XO: Force Commander Corinne Marik

2nd Batt: Force Commander Annerie Sunnesson

3rd Batt: Force Commander Robert "Tabby" Allenbury

All three battalions of the Second are classified as heavy by the LCCC and make extensive use of upgraded technology. One lance of the Third battalion contains a MR-V2 *Cerebus* assault 'Mech, along with two ALB-3U *Albatrosses*. These are the only *Albatrosses* deployed outside the Knights of the Inner Sphere, a gift from Thomas Marik following the Legion's exercises with the Knights in 3056.



2nd Legionnaires Aerospace Wing (Lacey's Angels) Wing/Veteran/Reliable

Wing Cmdr: Commodore Oliver Lacey

"Lacey's Angels" serve a dual role in the Legion. One squadron consists of light reconnaissance fighters like the F-11 *Cheetah*, while the other two deploy heavier craft as fighter-bombers.



2nd Legionnaires Armor

2 Battalions/Regular/Reliable

Armor Cmdr: Force Commander William Childs



2nd Legionnaires, Alpha Infantry Regiment Regiment/Veteran/Fanatical

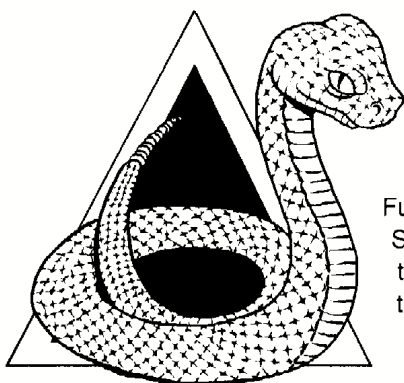
Troop Cmdr: Lieutenant Colonel Kenn Parr

The soldiers of Alpha regiment receive extensive training in heavy weapons and explosives. Most are also trained to use laser designation equipment, painting targets for the unit's two artillery companies and the Second's aerospace wing.

2nd Legionnaires, Beta Infantry Regiment Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Alois Kataya

Beta regiment is a conventional mechanized infantry regiment, equipped with powerful tracked APCs.



3RD FREE WORLDS LEGIONNAIRES: THE RATTLERS

Created in 3043, the Third Legionnaires quickly earned a reputation for fast and precise deployments under fire, excelling at planetary assaults and raids.

The Third Legionnaires participated in numerous actions against the Federated Commonwealth, including the raid on Gienah in September of 3048. While elements of the Second Brigade of the Fusiliers of Oriente targeted the Gienah Combat Vehicles factory, the Third engaged the defending Second Battalion of the Fourteenth Lyran Guard. In a two-day running battle, the Legionnaires shattered the FedCom unit; when Lyran reinforcements arrived, the Legionnaires acted as a rearguard for the Marik forces, inflicting further damage on the Fourteenth before withdrawing.

Over the next nine years the unit served as mobile troubleshooters, serving on the Canopian border, Gibson and Ling. Though disappointed to be left out of Operation Guerrero, the Third soon landed in the thick of fighting during the Zion Rebellion on the planet of Asuncion.

When Zion Province declared independence from its planetary government in 3057, the Third Legionnaires were the loyalist unit closest to the trouble spot. They arrived on Asuncion within two weeks of the declaration, the 'Mech battalion dropping onto the planet from orbit and securing a landing zone for the unit's infantry and armor. With the planetary bridgehead secured by Force Commander Hagiwara's Fire Demons, General Mondou ordered Colonel McNulty to commence hunter-killer operations against the mercenaries employed by the secessionists. Having spent very little time training for such operations, the Third experienced great difficulty pinning down the numerous small mercenary groups. Attrition steadily wore down both sides, but the rebels finally were crushed when the Third Free Worlds Guards arrived in December of 3057.

The Third uses a variant of the standard Legionnaires paint scheme, with green highlights but no gold stripes on the wrists. Numerals on the shoulders of the unit's BattleMechs, placed directly below the Legion's insignia of a Terran rattlesnake, identify the regiment.

OFFICERS

General Pierre Mondou is the Third Legionnaires' commander. He has made the LCCC aware of his displeasure regarding the Zion affair; he feels that the use of his unit in a role for which it was not suited was, at the very least, a waste of valuable resources. Colonels McNulty of the First 'Mech Battalion and McGruer of the infantry regiment have been charged with restoring the unit's morale.

TACTICS

The Third specializes in raids and planetary assaults but lacks the skills for conducting successful prolonged warfare against opposition using nonstandard tactics. To rectify this failing, the unit is currently staging training operations in which a raiding force attempts to elude pursuit by any means necessary. Should they face guerrilla-style opposition again, the Third is determined to defeat such an enemy swiftly and without help.



3rd Free Worlds Legionnaires Regiment/Veteran/Reliable

CO/1st Batt: Colonel Simone McNulty

XO: Force Commander Arthur Hodgekinson

2nd Batt: Force Commander Leslie Burrows

3rd Batt: Force Commander Janvid Maedray

Many of the 'Mechs in the unit belong to the medium weight class and rely on energy weapons. The TR1 *Wraith* sees extensive use, with nearly a dozen of the 'Mechs spread across the three battalions.



3rd Legionnaires Aerospace Wing Expanded Wing/Veteran/Reliable

Wing Cmdr: Commodore Morton Morris

Commodore Morris commands an aerospace unit almost twice the standard size with a mixture of weights and classes, ranging from the F14-S *Cheetah* light interceptor to the heavy F700a *Riever*.



3rd Legionnaires Armor (Fire Demons) 2 Battalions/Regular/Reliable

Armor Cmdr: Force Commander Michiko Hagiwara

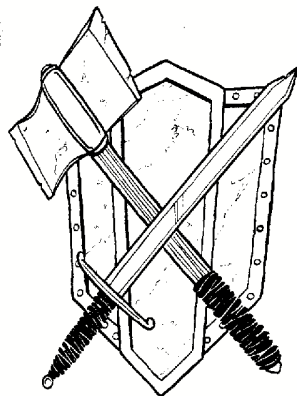
Attempting to make up for losses on Zion, Force Commander Hagiwara has commandeered several mobile artillery batteries formerly belonging to the Kyrkbacken Militia.



3rd Legionnaires Infantry Regiment (Provisional) Reinforced Regiment/Veteran/Reliable

Troop Cmdr: Lieutenant Colonel Col McGruer

Following the fighting on Asuncion, the shattered remnants of the Third's infantry regiments were combined into a single force in early 3058.



4TH FREE WORLDS LEGIIONNAIRES: THE BRAVEHEARTS

The Fourth Free Worlds Legionnaires first appeared on the League's rosters in 3044 as a training cadre. It saw no active duty until 3057, when it took part in the successful Operation Guerrero, during which League units recaptured several League worlds taken by Lyran and Davion forces during the Fourth Succession War. The Fourth helped retake the world of Callison from its Lyran occupiers. Though the Eleventh Lyran Guards withdrew in the face of the overwhelming Marik force, the planetary militia held out for several days, giving the Fourth Legionnaires an opportunity to gain valuable combat experience.

Before the Clan invasion, the unit served as little more than glorified garrison troops. Following the Battle of Tukayyid and the ComStar schism, the Fourth became home to numerous ComStar refugees and evolved into a cadre unit for the newly formed Word of Blake Militia. The ties between the Word of Blake and the Fourth Legionnaires remain strong; in fact, a Blakist level III unit serves

as the Fourth Legionnaires' Fourth 'Mech Battalion. Consequently, the Fourth is a tempting target for ComStar ROM agents.

The Fourth uses the standard Legionnaires paint scheme. Its insignia depicts a sword and axe crossed over an iron shield.

OFFICERS

General Adiss Sullivan nominally commands the Fourth Legionnaires, but a chronic and degenerative illness contracted early in his career means that most of the day-to-day operations fall to the 'Mech regiment's commander, Colonel Rebecca Kendall-Ward. She will succeed Sullivan as the unit's overall commander when he steps down, which he is expected to do within the next few months.

As a Davion-born officer serving in a League unit, Kendall-Ward poses something of an anomaly. However, she has proven her loyalty and her skill in battle, receiving the Order of the Saber for her actions during the Battle of Calgary in the Sirian Holds campaign.

Precentor Alex Nash of the Blakist Fourth 'Mech Battalion is a veteran of the Blakist conquest of Terra, where he served as a battalion commander in the Shadow Lancers. An alumnus of the Fourth Legionnaires, Nash joined the Word of Blake in 3055. After suffering a serious injury in North America during the Terra campaign, he was assigned as a liaison officer to his old unit.

TACTICS

Like all the Legionnaires, the Fourth specializes in combined-arms operations, though it has yet to develop a specialty in specific tactics.

5TH FREE WORLDS



4th Free Worlds Legionnaires

Reinforced Regiment/Regular/Reliable

CO/1st Batt: Colonel Rebecca Kendall-Ward

XO: Force Commander Jenny Chisholm

2nd Batt: Force Commander Kelley Tew

3rd Batt: Force Commander Panyothis Zannelou

4th Batt: Precentor Alex Nash

The Fourth Legionnaires' 'Mech battalions contain a wide range of machines, ranging from several old-tech WSP-1A Wasp light 'Mechs to two prototype P1 *Perseus* OmniMechs. Unit cohesion suffers somewhat from the continual turnover of personnel, but the core troops consistently perform well.



4th Legionnaires Armor

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Chris Twelvetees

Configured as a heavy tank unit, the Fourth's armor force uses Ontos and Zhukov tanks.



4th Legionnaires Alpha Infantry Regiment

Regiment/Veteran/Reliable

Troop Cmdr: Colonel Paul Silby

Colonel Silby, a twenty-five-year veteran who joined the FWLM as an enlisted soldier, received his rank as a field commission. Consequently, Silby feels little respect for his counterpart in Beta Regiment, whom he regards as "a jumped-up political appointee."

4th Legionnaires Beta Infantry Regiment

Regiment/Green/Reliable

Troop Cmdr: Lt. Colonel Victor Haghoubian

Beta's competent young Lieutenant-Colonel Haghoubian graduated from the Princefield Military Academy in 3052.

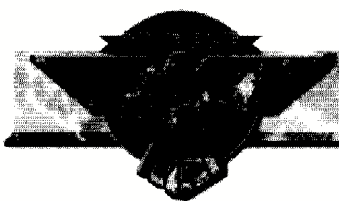


11th Aerospace Wing

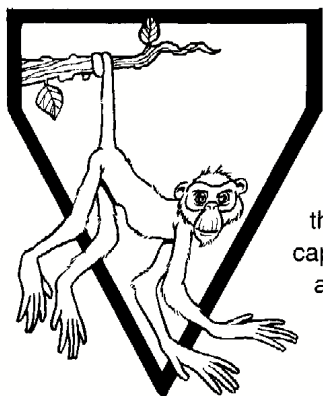
Wing/Regular/Reliable

Wing Cmdr: Commodore Ian Young

After the Fourth's air wing was decimated during the Sirian Holds campaign, the LCCC assigned the independent Eleventh Aerospace to support the unit. Commodore Young regards the assignment as temporary, and is resisting efforts by Colonel Kendall-Ward to fully integrate the wing with the rest of the Fourth Legionnaires.



FREE WORLDS LEGIONNAIRES



LEGIONNAIRES: THE MONKEYS

Because it lacked the core of veteran troops common to the earliest Legionnaire regiments, the Fifth was long considered the Legionnaires' "poor relation."

The unit's defining test came in 3049, when a battalion of the Capellan Confederation's Warrior House Kamata raided the world of Lopez, intent on destroying the planet's Magna PPC factory. The Liao battalion staged a series of lightning raids against the Legionnaires, each time fading back into the planet's dense jungle before the Fifth could mount an effective response. Though the Fifth failed to capture the raiders, it did manage to prevent them from inflicting appreciable damage on the valuable armaments plant.

Since House Marik's alliance of convenience with House Liao in the early 3050s, the Fifth has found itself performing drills and simulated battles on Lopez—despite its repeated requests for transfer to a more active theater.

The insignia of the Fifth Legionnaires is a Lopez monkey hanging from a tree branch.

OFFICERS

The youngest brother of Alfonso Orloff (the current Earl of Orloff), General Salvatore Michaelades "Misha" Orloff served as a company commander in the Sixth Orloff Grenadiers during the Fourth Succession War. His well-known foul temper has lately been directed at the LCCC, whom he blames for his unit's forced inactivity. He has repeatedly petitioned for his unit to be withdrawn from what he refers to as "this festering hole," with no success.

Colonel Choudrey is another graduate of the Orloff Grenadiers and a long-time acquaintance of the general. When the general was promoted from the Sixth Orloff Grenadiers to the green Fifth Legionnaires, he requested that then-Force Commander Choudrey be transferred with him to help guide the fledgling unit. The two have made considerable progress in improving the unit's performance.

TACTICS

Geared toward defensive operations using heavy armor and static infantry, the 'Mech battalions' extensive drilling enables them to perform intricate maneuvers with a high likelihood of success. In training exercises, this combination repeatedly allows the unit to pin opposing forces with infantry and armor while the 'Mech element strikes the enemy's flank or rear to devastating effect. It remains to be seen if these tactics will work as well in real combat as on the practice field.



5th Free Worlds Legionnaires Regiment/Regular/Fanatical

CO/1st Batt: Colonel Mazhar Choudrey

XO: Force Commander Yelena Lukaszczuk

2nd Batt: Force Commander Pearce Rick

3rd Batt: Force Commander Jason Lyaght

The Fifth Legionnaires' 'Mech battalions are spread across the planet guarding key sites. The Third Battalion guards the Andurien Aerotech plant at Lima, regularly exercising with the Free Worlds Defense Industry's Sentinels unit also stationed at the site. The Second Battalion is stationed at the Magna weapons plant. Two lances of this battalion have been equipped with the BJ2-O *Blackjack* OmniMech and serve as a weapons testing platform for Magna. The First Battalion, which serves as a mobile reserve, is stationed at Quito with the Fifth's aerospace and conventional forces.



5th Legionnaires Aerospace Wing Wing/Regular/Fanatical

Wing Cmdr: Commodore Norman Tams

Both Commodore Tams and his unit spend many hours with the Andurien Aerotech design teams and have made valu-

able contributions to the design of the F700B *Riever* and the experimental X-F3 tactical fighter.



5th Legionnaires Armor Regiment/Regular/Reliable

Armor Cmdr: Force Commander Philip Lovett



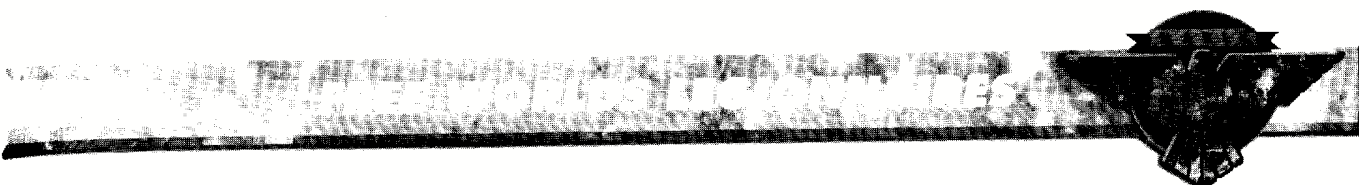
5th Legion, Alpha Regiment Regiment/Regular/Fanatical

Troop Cmdr: Lieutenant Colonel Elaine Hudson

5th Legion, Beta Regiment Regiment/Green/Fanatical

Troop Cmdr: Lieutenant Colonel Antonio DeLucca

After nearly a decade-long stay on Lopez, the Fifth Legionnaires began to recruit new warriors from the Duchy of Andurien. Such recruits undergo screening considered severe even by the Legionnaires' typically stringent standards. Those who pass undergo three months of basic training before graduating to Beta Regiment.



6TH FREE WORLDS LEGIONNAIRES: THE TORNADOES

The Captain-General authorized the creation of the Sixth Legionnaires in 3054. Designated an assault regiment, the unit has two battalions of heavy 'Mechs and one of heavy and assault 'Mechs. With the unit intended to serve a ceremonial as well as a practical role, most of the Sixth's 'Mechs and vehicles are new, having been produced during the League's recent economic boom.

When Thomas Marik launched Operation Guerrero against the Federated Commonwealth in 3057, the Sixth was assigned to liberate the planet Denebola. SAFE's intelligence indicated that the world's only defenders aside from a small planetary militia were the Denebola Skye March Militia. Unknown to SAFE, the SMM was actually away on Caph for a series of training exercises, and so the Sixth Legionnaires arrived on-planet with the Atrean Hussars and the Fourth Marik Militia—far greater troop strength than they needed to take the world. Faced with this overwhelming force, the planetary militia had little choice but to surrender.

The Sixth Legionnaires use the standard Legionnaires' paint scheme. The unit's insignia shows a funnel cloud devastating a BattleMech unit.

OFFICERS

General Kerry-Jayne Anderson has generally been pleased with her untested troops' progress, even though she has twice intervened in arguments between Colonel Peck and Commodore O'Brien. These two officers consistently disagree on numerous points, most importantly command jurisdiction over the aerospace wing. Peck insists that the wing should fall under his command; O'Brien disagrees, rightly pointing out that the wing is an asset available to the entire unit and not just to the BattleMech regiment.

TACTICS

The Sixth has yet to develop any trademark tactics, though individual lances and companies have begun to develop signature combat styles.



6th Free Worlds Legionnaires Regiment/Regular/Reliable

CO/1st Batt: Colonel Garton Peck

XO: Force Commander Zahar Qayyum

2nd Batt: Force Commander Austin Clegg

3rd Batt: Force Commander Che Doyle

The gleaming 'Mechs of the Sixth look more at home on the parade ground than the battlefield. The number of medals and decorations worn by its troops—most of whom came to the unit from other regiments—eloquently testifies to the experience level of the unit. It remains to be seen if Colonel Peck can meld the impressive capabilities of the individual MechWarriors into an equally impressive, cohesive fighting force.



6th Legionnaires Aerospace Wing Wing/Veteran/Reliable

Wing Cmdr: Commodore Jill O'Brien

The air wing is perhaps the only cohesive force in the entire Sixth Legionnaires. Formerly the Ninety-second Independent Air Wing, the wing was deemed ideal as support for the newly forming Sixth because of its heavy fighters and specialization in ground-support operations. Despite being re-designated the Sixth Legionnaires air wing, all the fighters in the unit retain their Ninety-second markings.



6th Legionnaires Armor Reinforced Regiment/Regular/Reliable

Armor Cmdr: Force Commander Alid Sood

The Sixth Legionnaires' armor force contains a full artillery detachment and an air defense company. Included in the latter is a company of new Partisan air-defense tanks, though the Federated Commonwealth's technology-sharing agreement with the Draconis Combine prohibits them from including the C³ system in the version exported to the League. Diplomatic negotiations are currently underway for the League to license the technology, but a decision is not expected before March of 3059.

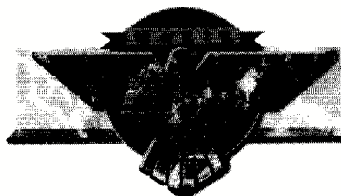


6th Legionnaires Alpha and Beta Infantry Regiments 2 Regiments/Green/Reliable

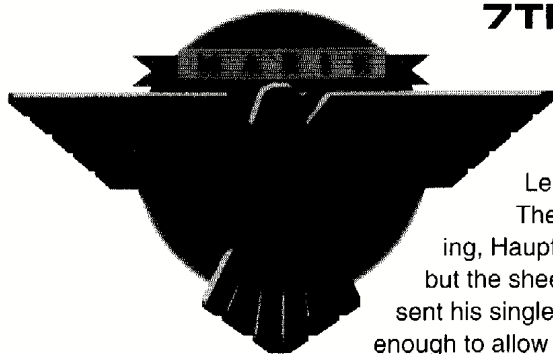
Alpha Troop Cmdr: Lieutenant Colonel Joe Farrier

Beta Troop Cmdr: Lieutenant Colonel Gabrielle Pain

Though well equipped, both infantry regiments attached to the Sixth Legionnaires consist of green troops. Consequently, Colonels Farrier and Pain have imposed a tough regimen of discipline and training on their troops, hoping to close the gap between them and the rest of the Sixth.



FREE WORLDS LEGIONNAIRES



7TH FREE WORLDS LEGIONNAIRES: THE STEADFAST

Together with the Fifth Marik Militia and the Twelfth Atrean Dragoons, the Seventh Free Worlds Legionnaires attacked the Federated Commonwealth world of Marcus in September of 3057. The conflict proved a baptism of fire for the Seventh Legionnaires, who were the least experienced element of the League forces.

Their opponents were the Twelfth FedCom RCT, also green troops. After six days of fighting, Hauptmann General Carl Bert-Gregg of the Twelfth realized that his situation was untenable, but the sheer numbers of League troops made it impossible for him to withdraw. In desperation, he sent his single 'Mech regiment on a near-suicidal charge, hoping to disrupt the League offensive long enough to allow his auxiliary armor and infantry to retreat and evacuate important members of the planetary government.

The Seventh Legionnaires bore the brunt of the charge, later known as the Battle of Cabot's Stand. Despite serious losses, they held long enough for the Atrean Dragoons and the Marik Militia to circle behind the enemy 'Mechs and cut off any hope of retreat. With the rest of the unit evacuated and their mission complete, the 'Mech regiment of the Twelfth FedCom surrendered. Almost a third of the Legionnaires were dead or badly injured, with most of the casualties taken in the bitter fighting of the last day. Among the losses was the unit's commander, but the Legionnaires lived up to the heritage of their name and stood their ground.

The Seventh has yet to earn its own insignia; troops and fighting machines currently wear the Marik eagle.

OFFICERS

General Lucy Mountash has been in command of the Seventh Legionnaires for slightly more than four months and is still coming to terms with her new position. She is somewhat overawed by the responsibility of replacing General James Cabot, the former commander, who received a posthumous induction into the Order of the Saber.

Colonel Constantine has proven adept at manipulating the LCCC's supply system, and so the Seventh wants for nothing. Officers in other units claim that Constantine is too good at his job—in fact, more than one has accused him of “stealing every shiny toy he can get his hands on.”

TACTICS

The Seventh Legionnaires has yet to develop any tactical specialties, though SAFE officers attached to the unit have suggested “hoarding supplies” as one.



7th Free Worlds Legionnaires Regiment/Regular/Reliable

CO/1st Batt: Colonel Adam “Gizzit” Constantine

XO: Force Commander Jackson Peveril

2nd Batt: Force Commander Kelly Penzek

3rd Batt: Force Commander Phil Lievers

Though officially listed as regimental strength, each battalion of the Seventh Legionnaires fields fewer than the official complement of 'Mechs. The First Battalion, short by a lance, expects to be at full strength within six weeks. Force Commander Penzek of the Second Battalion expects his unit, missing seven 'Mechs, to be at full strength within four months. The Third Battalion does not expect to receive the additional company it requires before the end of the year.



7th Legionnaires Aerospace Wing (The Black Hole) Wing/Veteran/Fanatical

Wing Cmdr: Commodore Manfred Teauchborg

The Seventh Legionnaires air wing took few casualties on Marcus, despite flying near-constant missions. During two days of repeated attacks against FedCom aircraft and ground tar-

gets, the unit consumed its entire supply of bombs, earning it the nickname “The Black Hole.”



7th Legionnaires Armor Battalion/Regular/Reliable

Armor Cmdr: Force Commander Melvyn Lacey

The Seventh Legionnaires Armor consists of a wide range of vehicles, both refitted and standard.



7th Legion, Alpha Infantry Regiment Regiment/Regular/Reliable

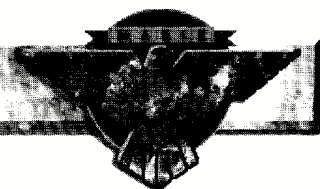
Troop Cmdr: Lieutenant Colonel Gareth Lineaker

Following the fighting on Marcus, General Mountash consolidated the Legion's surviving infantry into Alpha Regiment.

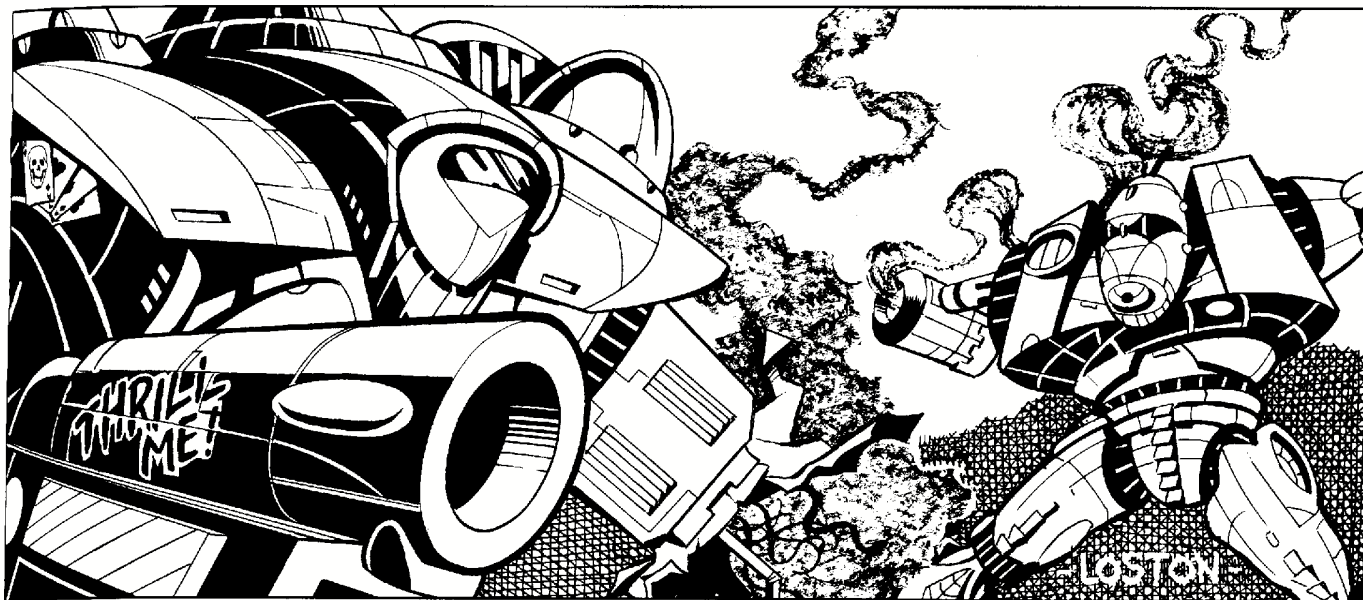
7th Legion, Beta Infantry Regiment Battalion/Green/Reliable

Troop Cmdr: Lieutenant Colonel Peter Aldhus

Since the campaign on Marcus, Beta Regiment has consisted entirely of new recruits, a situation Lieutenant Colonel Aldhus fully intends to remedy.



FREE WORLDS GUARDS: OLD GLORY



The first session of the Free Worlds League Parliament authorized the formation of ten regiments of infantry and armor to safeguard the League. These units represent the direct ancestors of the Free Worlds Guards. The first Guards unit began life as an armor regiment in 2426, a scant few years before the League deployed its first BattleMechs.

Answering to only Parliament and the Captain-General, the Guards form a key part of the League's defenses. Officially, the three Guards regiments fall under the command of the Minister of Defense in peacetime and the Captain-General in times of war, but in practice the provisions of Resolution 288 mean that the units have answered solely to the Captain-General since the start of the Succession Wars. Indeed, since 2804 the Guards have sworn a personal oath of loyalty to each new Captain-General.

Immediately prior to the Succession Wars there were six Guards regiments. Centuries of warfare reduced their numbers, and only three remain on active duty. Unlike some League troops, the Guards actively rebuild their units rather than creating new ones in order to maintain a strong sense of tradition.

The most recent attempt to reconstitute the Guards' missing regiments occurred in 3030, when veterans of the campaign against the Tikonov Free Republic re-formed the Fourth Free Worlds Guards. In early 3032, after a short series of exercises, unit commander Colonel Veena Ligacescu led the new Fourth against the world of Tsingtao, which had recently been absorbed into the Federated Commonwealth. Expecting minimal resistance, the Fourth was shocked to meet the Black Widow Company of Wolf's Dragoons. The resulting engagement shat-

tered the Fourth Guards and the survivors defected to the Federated Commonwealth. For this act of treachery, the Fourth Guards were struck from the League's rolls, permanently disgraced and disbanded.

COMMANDING OFFICER

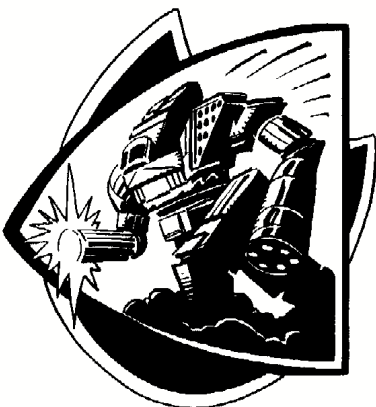
General Tamara Findlay recently assumed command of the Free Worlds Guards, following General Kiel's promotion to Marshal of Ryerson. She wholeheartedly supports the Captain-General's reforms and has taken an active role in reorganizing the units under her command.

FORCES

Though the Guards as a whole receive top-notch treatment from the LCCC, the technical sophistication, quality and cohesion of the units varies. Substantial amounts of recovered technology finds its way to the First and Second Guards, along with the most experienced warriors and officers. Conversely, the Third suffers from high turnover of troops, particularly officers; it serves in part as a cadre unit for its fellow Guards regiments. Consequently, the Third lacks the cohesion and experience of the First and Second.

COLORS AND INSIGNIA

The insignia of the Free Worlds Guards is a yellow, red and black shield held aloft by silver wings. All Guards units carry this marking, on the right leg of 'Mechs, the tail plane of aerospace craft or the forward glacis of vehicles. The parade colors of the Free Worlds Guards are a mix of white and purple paneling, with black accents.



1ST FREE WORLDS GUARDS: THE AMAZONS

Formed in 2426, the First Free Worlds Guards are arguably the most proficient line unit in the Free Worlds League Military. Armed with the best equipment, the most experienced officers and the best-trained soldiers available in the League, the First Guards have triumphed in a number of pivotal engagements.

In recent years, however, fortune has been less than kind to the Guards. The unit's string of bad luck began during in 3028, when the Guard's Second Battalion invaded the Capellan-held planet of Menkalinan—at precisely the same time the planet came under attack from a Davion-employed mercenary group called the First Screaming Eagles. Faced with a common enemy, the Guards battalion aided the Capellan force, disrupting the Davion invaders' supply lines and wrecking their command and control systems. But the mercenaries outnumbered the Guards and so Force Commander Bavara had little choice but to withdraw.

The First's next instance of bad luck occurred in 3036, when the First joined the Twenty-fifth Marik Militia in an attack on the Andurien world of Cursa. After a short series of battles against the defending militia units, the attack force appeared to have won. But the tide turned when a hidden bomb exploded in the Guards' command center, killing the unit's commanding officer and many senior officers, and a hidden reserve battalion of defenders struck. The First eventually secured Cursa, but not before taking severe casualties.

The Guards went on to redeem themselves in battles on Lopez and Andurien, but the stigma of Menkalinan and the near-defeat on Cursa remained. The Liberation of Menkalinan by a unit of the Marik Militia during the Federated Commonwealth's invasion of the Draconis Combine in 3039–40 further lowered morale in the First Guards by denying them an opportunity to redeem their defeat of a decade earlier. The Guards' 3054 raid on the world of Saiph and the unit's actions on the planet Callison during Operation Guerrero clearly showed their return to top form, though the withdrawal of the Eleventh Lyran Guards under terms of an agreement with Archon Katrina Steiner denied them an opportunity to show their prowess in battle.

The insignia of the First Free Worlds Guards shows a charging *Orion* BattleMech, its weapons raised and firing.

OFFICERS

Colonel Dana Briggs took control of the regiment in 3053. Briggs' promotion makes the entire senior staff of the First Guards and its supporting units female, a somewhat unusual concentration of talented female officers in a League unit.

TACTICS

The First Guards have no particular tactical specialty. They operate equally well in a wide range of terrain and situations, adapting tactics as appropriate. Their flexibility is their strongest asset, allowing them to work effectively against any opposition.



1st Free Worlds Guards Regiment/Elite/Fanatical

CO/1st Batt: Colonel Dana Briggs

XO: Lieutenant Colonel Janey Alley

2nd Batt: Force Commander Nisa Geller

3rd Batt: Force Commander Karin Orff

The First Free Worlds Guards' two heavy battalions and one medium battalion use some of the most advanced equipment available in the League, including several prototype OmniMechs such as the P1 *Perseus*.



1st Guards Aerospace Wing Reinforced Wing/Elite/Fanatical

Wing Cmdr: Commodore Elizabeth Ryan

Containing mainly light aerospace craft, the First Guards' aerospace wing lacks the flexibility of the ground forces. To increase the range of missions the unit can perform, Commodore Ryan has recently acquired a squadron of F-94 *Stingray* medium fighters.



11th Berenson Heavy Tank Regiment 2 Battalions/Regular/Reliable

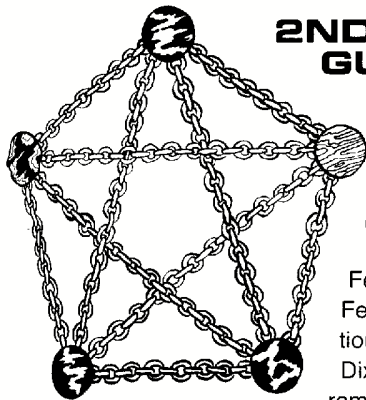
Armor Cmdr: Force Commander Hiroe Murakami



29th Berenson Infantry Division Division/Regular/Reliable

Troop Cmdr: Colonel Wendy Gibbs

Like the Eleventh Berenson Tank regiment, the Twenty-ninth Infantry Division has been assigned to support the First Guards in the event of an attack on their homeworld.



2ND FREE WORLDS GUARDS: EVER FAITHFUL

As the first BattleMech unit of the Free Worlds League, the Second Free Worlds Guards has a long and distinguished history. Created in 2464, the unit served with distinction during the unsuccessful League attempt to capture Terra after the fall of the Star League. During the Succession Wars and the Andurien War, the Second served in victorious campaigns on Shiro III and Conquesta.

The Second Guards' most recent major operation occurred in 3050, when it raided the Federated Commonwealth world of Dixie. Rumors had been circulating for some time that the Federated Commonwealth was planning a series of raids into the Duchy of Tamarind, always a fractious area of the League. SAFE agents verified the rumors and located a series of supply depots on Dixie. The Guards attacked the depots, carrying off what supplies they could and destroying what remained. They sustained only minor casualties while inflicting severe damage on the Dixie Tamarind March Militia.

The insignia of the Second Guards is a cluster of planets connected with golden chains.

OFFICERS

Colonel Kamps Stattun spent several years in the Stewart Dragoons before his service with the Guards. Fully conversant with combined-arms operations, he is currently pressing for the permanent assignment of armor and infantry forces to his unit.

The son of Therese Marik and Marshal Jeremy Brett, Lieutenant Colonel Photon Brett-Marik is the Captain-General's nephew. To avoid potential charges of nepotism, Brett-Marik used the pseudonym Urien Domei when he enlisted in the FWLM in 3033 and maintained the deception even after the ascension of Thomas Marik to the Captain-Generalcy. He became executive officer of the Second Guards in 3048 and took part in the raid on Dixie. When "Domei" was awarded the Order of the Saber for his part in the operation—at a ceremony presided over by his uncle—Thomas conferred the award to Photon under his true name.

TACTICS

The Second Guards prefer fast, mobile actions, particularly in open or rolling terrain. A company of the unit's Fourth 'Mech Battalion specializes in reconnaissance operations, allowing the unit to maneuver into the best positions for its lightning-quick strikes on enemy units.



2nd Free Worlds Guards

Reinforced Regiment/Veteran/Fanatical

CO/1st Batt: Colonel Kamps Stattun

XO: Lieutenant-Colonel Photon Brett-Marik

2nd Batt: Force Commander Lester Callwell

3rd Batt: Force Commander Kez Clarke

4th Batt: Force Commander Peter Nue

The Second Guards field four 'Mech battalions. The first three consist of standard medium-weight units; the Fourth is a short battalion comprising two specialized companies. The First Company is a light reconnaissance unit, while the Second Company deploys heavy and assault 'Mechs as fire support. All the 'Mechs in the Second Guards receive top-notch maintenance, and most use recovered technology.



11th Bella Armor Regiment

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Henri McQuay

The Eleventh Bella is a light tank unit that acts as the "eyes and ears" of the garrison force. When the Guards were first stationed on Bella, their commanding officer requested that the Eleventh be assigned to support them. Over the past forty years the armor unit has effectively become part of the Second Guards.



3rd Bella Garrison Regiment

Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Rachel Virren

The Third received its assignment to the Guards only a little over two years ago. The garrison regiment is the latest in a long series of units assigned to support duty.



2nd Guards Aerospace Wing

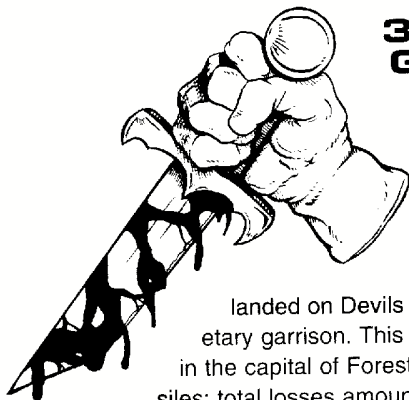
Reinforced Wing/Veteran/Fanatical

Wing Cmdr: Commodore Pierre Beland

The Second Guards' oversized aerospace wing consists almost entirely of light fighters. One squadron remains on semi-permanent detachment to the Fourth 'Mech Battalion, acting as reconnaissance and spotter craft.



3RD FREE WORLDS GUARDS: THE LEAGUE'S BLADE



The Third ranks as the least prestigious regiment in the Free Worlds Guards, plagued by a history of poor supply and a high turnover of officers and troops. The Captain-General's reforms have brought some stability to the Third, allowing it to begin building the trust and cohesion necessary to establish a first-rate military unit. Despite considerable improvement, however, the LCCC still classifies the unit as regular due to the Third Guards' lack of recent combat experience.

Despite its ongoing troubles, the Third performed well in Operation Guerrero. The Third Guards landed on Devils Rock in the early days of the operation, expecting to encounter minimal resistance from the planetary garrison. This assumption proved false; the Third quickly found itself embroiled in bitter street-to-street fighting in the capital of Forest City. In just four hours, the Guards lost two lances of 'Mechs to Federated Commonwealth missiles; total losses amounted to nineteen 'Mechs before the Marik troops finally crushed the resistance.

When the Twenty-fifth Marik Militia relieved them in December of 3057, the Third Guards expected time to rest and refit. Instead, they were ordered to Asuncion to pacify the rebellious population of Zion Province. The Third Free Worlds Legionnaires were already fighting the secessionists but were having difficulty pinning down the small mercenary force under contract to Zion. The Third Guards proved the deciding factor in numbers but lost another six 'Mechs before hostilities ended.

The unit remains stationed in Zion Province, where it faces increasingly bitter popular protests. To date, local security forces have managed to maintain order, but contingency plans exist to deploy the Third Guards as riot-control troops if necessary.

The insignia of the Third Guards shows a gloved hand holding a long, narrow dagger with blood flowing down the blade.

OFFICERS

Colonel Duane Hanson is a seasoned tactician, but the LCCC is closely monitoring the performance of his executive officer, Force Commander Ricardo Catere-Jones. Catere-Jones graduated at the top of his class from Princefield Military Academy and rose to his current position in only five years. What makes him worthy of scrutiny is his opposition to the alliance with the Capellan Confederation and his belief that the Guards should have helped the people of Zion rather than suppressing their bid for freedom.

TACTICS

In the past few years the Third Guards has honed its skills at so-called knife-fighting, the tactic of close combat in restrictive terrain. The unit is also adept at conducting various small-scale operations.



3rd Free Worlds Guards Regiment/Regular/Fanatical

CO/1st Batt: Colonel Duane Hanson

XO: Force Commander Ricardo Catere-Jones

2nd Batt: Force Commander Leigh Mallet

3rd Batt: Force Commander Don Cardy

Though nominally consisting of three 'Mech battalions, the combat losses suffered on Devils Rock and Zion left each battalion of the Third short by anywhere from three to a dozen BattleMechs. The Third Battalion, under Force Commander Cardy, possesses only two companies of functional BattleMechs.



3rd Guards Aerospace Wing Wing/Regular/Fanatical

Wing Cmdr: Commodore Lorna Lawrence

Commodore Lawrence's unit provided superb aerial intelligence during operations in Zion but could not assist in the fighting on Devils Rock. The commodore feels that Colonel Hanson

made a serious mistake by choosing to engage the Federated Commonwealth troops in the cities, giving the advantage of range to the defending vehicles and depriving the Guards of aerospace support.



23rd Atrous Heavy Armor Regiment Regiment/Regular/Reliable

Armor Cmdr: Force Commander Jared Klima

Unwilling to trust local troops to support the Third Guards on Asuncion, the LCCC chose to ship one of the many units stationed on Atrous to the troubled province of Zion. Force Commander Klima continually protests his unit's deployment, and the LCCC continues to ignore his complaints.



92nd Oriente Infantry Regiment Regiment/Regular/Fanatical

Troop Cmdr: Lieutenant Colonel Wilhelm Wussler

ATREAN HUSSARS: PHOENIX FROM THE ASHES

A single regiment, the Atrean Hussars began life as an experiment by Captain-General Samuel Marik to bolster the League's forces and create a unit personally loyal to him. In 2923, facing a rebellious parliament that was attempting to limit his power by enforcing the Home Defense Act, Captain-General Marik formed the Hussars from captured Capellan 'Mechs.

Despite their loyalty, the Atrean Hussars sometimes failed to bring the Captain-General the power Samuel expected. Janos Marik commanded the unit just prior to his ascension to the League's highest office, but the origins of the Hussars and their lack of a distinguished pedigree robbed them of credibility with the rest of the FWLM. Only since the 3040s, when Thomas Marik began to expand the League's forces, have the Hussars begun to shed their "newcomer" image.

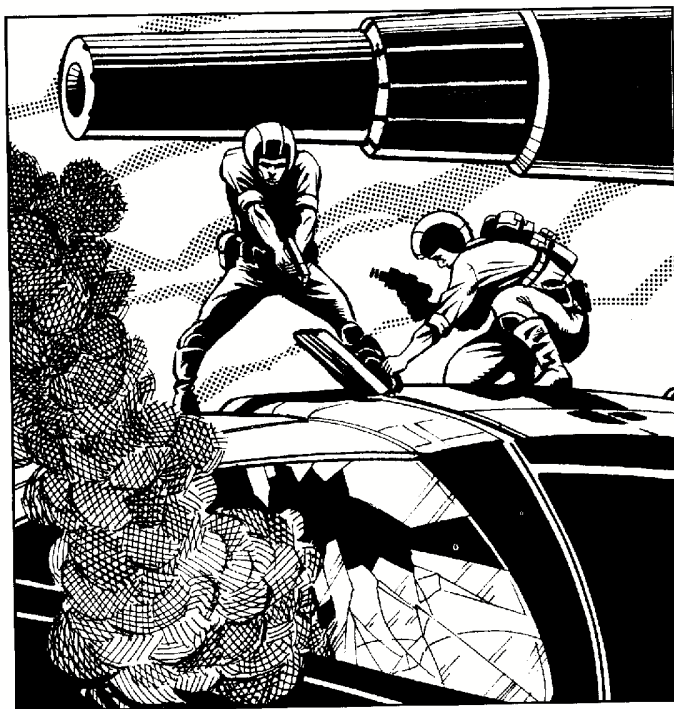
Throughout the 3030s and 3040s the unit continued to suffer from a high turnover rate, particularly of officers who saw little future in the unit. The LCCC, which did not wish to waste resources on a dying regiment, responded to this turnover by giving the Hussars lackluster support. Following a disastrous raid on Solaris in 3043, the regiment's fortunes took an even worse turn.

During the Forger '45 exercises on the planet Abadan, a stray round killed the unit's commander, Colonel Eleanor Wansi. Already demoralized by heavy losses in the war games, the unit's morale hit rock bottom. The LCCC considered disbanding the regiment and had set the paperwork in motion when the Hussars' executive officer, Force Commander Annya Baker, argued for one last chance to reverse the unit's fortunes. The LCCC agreed, promoting her to colonel with threats of severe repercussions if the unit's performance failed to improve within twelve months.

Described with grudging respect as "a cast-iron bitch of the highest order" by her troops, Colonel Baker dismissed a third of the unit within a month of taking command—expelling officers and enlisted men who persisted in causing trouble or refused to pull their weight. Barely two battalions survived the purge. Those who remained were set difficult performance targets and threatened with cashiering if they failed to measure up.

Two more companies' worth of troops left over the next six months—some voluntarily, some expelled. Those who remained stayed for a variety of reasons—stubbornness, pride or simple unwillingness to let Colonel Baker beat them—and they gave their all to the regiment.

When the Foresight '46 exercises began, the Hussars found themselves the designated target of several elite League units. The Hussars fought like demons; though they were eventually defeated, they destroyed almost twice their number in Marik Militia and Free Worlds Guards regiments. Impressed by these results, the LCCC chose to make supplying the unit a priority and rebuilt it to regimental strength. When asked how she had revitalized the demoralized Hussars, Colonel Baker was quoted as saying that "anger can be a useful motivator."



COMMANDING OFFICER

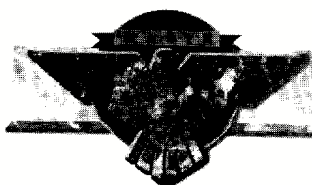
The current commander of the Atrean Hussars is Colonel Reber Bennundo, who succeeded Colonel Baker when the aging leader suffered a stroke in 3048. Though less authoritarian than his predecessor, Colonel Bennundo maintains strict discipline within the Hussars, enforcing FWLM regulations to the letter. Many of his troops would have it no other way; they find clarity of purpose in their highly regimented lives.

FORCES

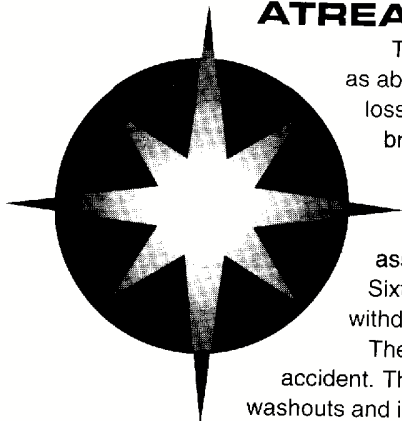
Though its supplies receive a higher priority than in the years immediately following the Andurien War, the unit still lacks many of the resources available to other League regiments. Following the "Harrowing," as Colonel Baker's purge is known within the unit, the Hussars became largely a medium-'Mech unit, though compared to many other medium-weight League regiments the Atrean Hussars retain a high proportion of light 'Mechs. In 3047 the Fifty-second Armored Regiment received a permanent assignment to the Hussars and has since seen action on the planets Hsien and Talitha.

COLORS AND INSIGNIA

Atrean Hussar war machines use blue and white parade colors—the upper section of each 'Mech, vehicle or fighter is white, the lower blue. The unit's insignia is a stylized eight-pointed starburst over a black disc.



ATREAN HUSSARS



The Hussars' performance on Shiro III and Conquesta during the Andurien War must be described as abysmal. On Shiro III, the Hussars encountered the Fifth Defenders of Andurien and sustained major losses. The Fifth Defenders, battle-hardened by five years of war against the Capellan Confederation, brushed the disorganized Hussars to one side like so many toy soldiers and completed their withdrawal offworld before the First Marik Militia and First Fusiliers of Oriente could surround them.

After a brief period of rest and refit, the Hussars were assigned to the Conquesta task force, where once again they faced the Fifth Defenders. This time a command blunder delayed the unit's assault on Andurien positions, allowing the entrenched defenders to inflict grievous damage on the Sixth Marik Militia. Having been involved in two disasters in as many years, the dispirited Hussars withdrew from the Andurien theater of operations by order of the LCCC.

The regiment's bad luck continued into the 3040s when their commanding officer died in a training accident. The new commander beat the unit back into shape, largely by eliminating political appointees and washouts and instilling a sense of purpose in the remaining troops. While the revived unit still fell well short of the standards of other units such as the Free Worlds Guards, they no longer represented the League's dustbin.

The real test for the new Hussars came in 3049 when the unit raided Hsien, pinning down the Second FedCom RCT long enough for SAFE operatives to raid a research base. The unit succeeded in its mission and withdrew with only minor casualties. The Hussars' next assignment, the liberation of Talitha in September of 3057, counted as a military success but failed to garner the unit any commendations from its fellow units, the Iron Guards and the Sixth Marik Militia. In particular, the Hussars faced considerable enmity from the Militia, which still blamed them for the Militia's appalling losses on Conquesta in November of 3038.

This time the Militia acted as the screening force, while the Guards and Hussars moved to reduce the FedComs' First Republican. The operation was largely successful, though a company of Republicans reached the Hussars' rear area and caused considerable damage before it was destroyed. Several vocal troopers within the Hussars claimed that the Sixth Marik Militia allowed the Republican unit to attack them: the Sixth vehemently denied the accusation.

OFFICERS

Force Commander Kadan Hayton, formerly a member of the First Orloff Grenadiers, was expelled from that unit for killing a fellow officer in a 'Mech duel. Despite this blot on his record, he has proved an able commander and competent tactician.

TACTICS

The Atrean Hussars favor offensive operations, using their speed and maneuverability to good advantage. The number of light 'Mechs in the unit, however, renders it unable to withstand the same punishment as other, similarly sized units.



Atrean Hussars

Regiment/Regular/Reliable

CO/1st Batt: Colonel Reber Bennundo

XO: Force Commander Harvey Eaton

2nd Batt: Force Commander Sam Caughey

3rd Batt: Force Commander Kadan Hayton

The Atrean Hussars 'Mech regiment consists of one medium and two light battalions. The unit has a rolling upgrade program, though only 30 percent of the unit's 'Mechs currently use upgraded technology. The remainder are scheduled to undergo field modifications in 3059 and 3060.



Atrean Hussars Air Wing (Shen's Dragons)

2 Squadrons/Regular/Reliable

Wing Cmdr: Commodore Ts'ung Shen

The Hussars' air wing suffered major casualties on Talitha and is still awaiting replacement pilots and aerospace craft.



52nd Armored Regiment

Regiment/Regular/Reliable

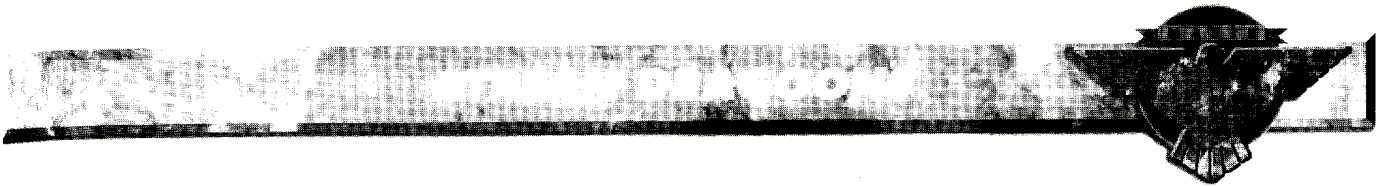
Armor Cmdr: Force Commander Honet Lee



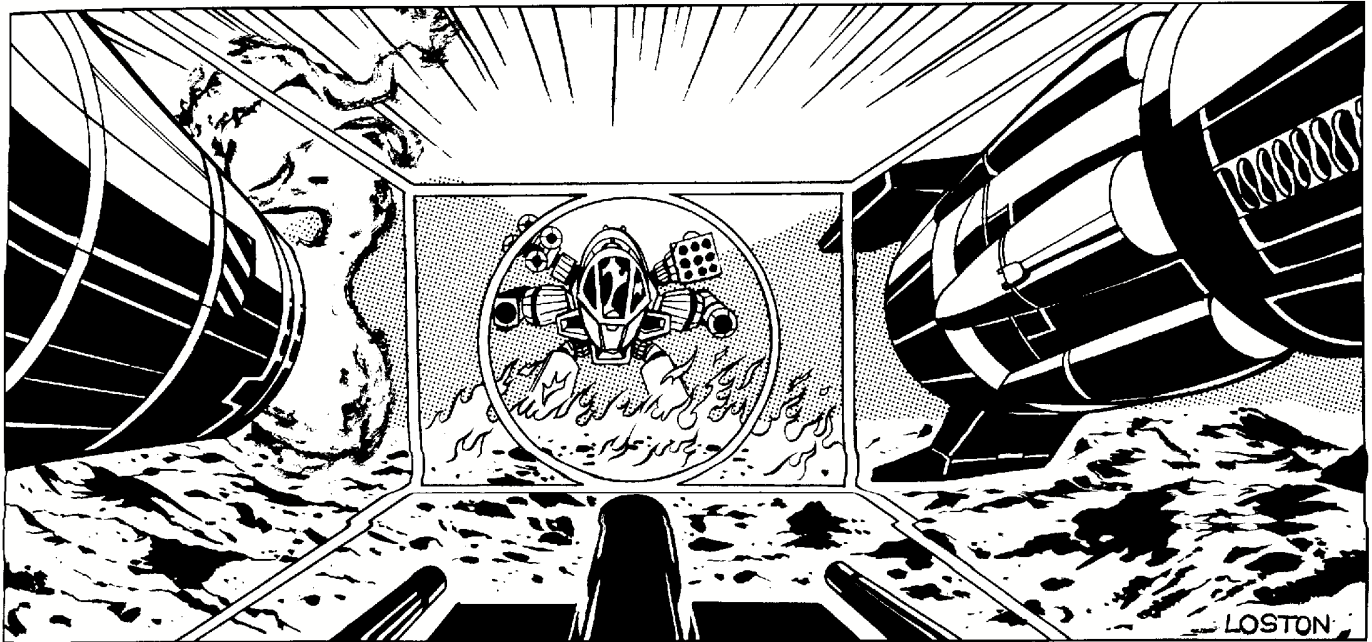
23rd Marik Regulars

Brigade/Green/Reliable

Troop Cmdr: Lieutenant Colonel Helen Walker



ATREAN DRAGOONS



Among the oldest and most respected regiments in the League, the Atrean Dragoons repeatedly have been destroyed and rebuilt. At their strongest, immediately prior to the Succession Wars, the Dragoons were fourteen regiments strong; only three remain in active service.

The LCCC allows the Atrean Dragoons to take some of the best graduates from the League's military academies, maintaining a tradition that dates back nearly six hundred years. Because the unit's tradition-bound internal structure does not favor newcomers, however, many officers and troops serve in the unit for less than five years. This turnover of troops prevents the Dragoons from realizing their full potential; the LCCC allows the Dragoons to continue the practice because it results in a steady flow of young, well-trained and loyal MechWarriors to other League units.

Despite their fanatical loyalty to the Captain-General and the Free Worlds League, numerous members of the Dragoons have begun to question the wisdom of the League's alliance with House Liao and its notoriously unstable leader. Several officers cite the numerous ongoing feuds between League and Capellan units, together with hundreds of years of acrimonious warfare between the League and the Capellan Confederation, as proof that the two powers are unlikely to maintain good relations for any substantial period of time.

The clearest example of the potential problems came in early 3058, when a delegation of Dragoons officers attended a military technology seminar held on the League capital world of Atreus. Also in attendance were several officers from Stapleton's Grenadiers, a Capellan unit that had held a grudge against the

Dragoons since the unit nearly destroyed the Grenadiers on the planet Sorunda fifty years earlier. Relations between the two delegations at the seminar started off poorly and steadily deteriorated over the ensuing two weeks, leading to several violent incidents before the end of the conference.

COMMANDING OFFICER

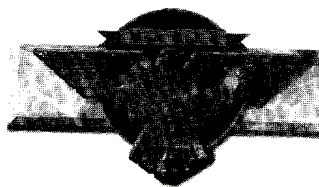
General Julian Langsdorf commands the Atrean Dragoons and is regarded by many as one of the best field tacticians in the League. In his youth, the general was unwittingly drawn into a plot against Janos Marik, but survived the ensuing political fallout to receive command of the Atrean Dragoons in 3041. Langsdorf is a staunch supporter of Thomas Marik.

FORCES

The Atrean Dragoons have repeatedly demonstrated their loyalty to the Captain-General and have been rewarded with some of the most advanced military technology in the League. The patchy distribution of that equipment across the three Dragoon regiments results in disparate capabilities from regiment to regiment.

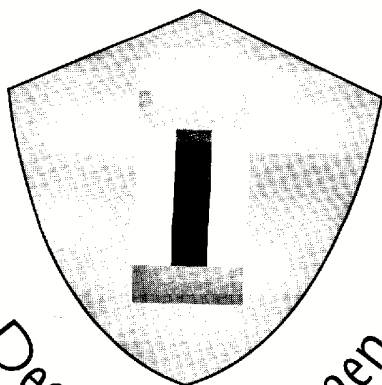
COLORS AND INSIGNIA

All three Dragoon regiments share the same parade colors, a light gray base with green accents. Individual panels may be highlighted in solid green. The unit's insignia is a shield, fading from gold to red, emblazoned with a blue, white and black rectangle. Red numerals above the insignia denote individual regiments.



1ST ATREAN DRAGOONS

1st



1ST ATREAN DRAGOONS: THE EAGLE'S HONOR

The First Atrean Dragoons first gained renowned during the Andurien War. One of several FWLM regiments deployed to interdict the flow of supplies into the rebel duchy, the made numerous successful raids against Shiro III and Conquesta. However, the unit remained in reserve during the liberation operations between 3036 and 3040.

Recent events on the world of Asuncion have thrown a pall over the First Dragoons' reputation, however. Called in to help restore order to the secessionist Zion Province, the unit met considerable local resistance, culminating in the cold-blooded murder of an infantry squad assigned to patrol the capital. Tensions escalated rapidly, and the Dragoon 'Mechs were deployed to deter further attacks. On 2 March 3058, a mob stormed the Dragoon compound just outside the city of Herat and swiftly overran the unit's small infantry force. The commander of the 'Mech detachment guarding the base fired numerous warning shots, to little avail. When the mob began pouring into the compound, two MechWarriors panicked and opened fire on them. More than two hundred civilians were killed in what became known as the Herat Massacre. Following a public outcry, the Dragoons were swiftly rotated off-world.

The unit's motto is "Decus et tutamen" (honor and defense), which is inscribed beneath the Atrean Dragoon insignia.

OFFICERS

The regiment's commanding officer is Colonel John Orzechoskie, a 25-year FWLM veteran. Unfortunately, Orzechoskie's suspected ties to the extremist 5th of November Compact—a loyalist organization advocating the dissolution of Parliament—has stalled the career of this brilliant MechWarrior and tactician.

Despite his youth, Force Commander Artur Jorge, the regiment's executive officer, is Colonel Orzechoskie's hand-picked successor. The two officers share many of the same passions, including a love of the Terran sport of golf.

TACTICS

The First Dragoons specializes in long-range bombardments, using BattleMechs equipped with long-range missiles and Arrow IV systems. The 'Mechs, in combination with the unit's artillery battalion, have proved devastating, shattering enemy formations with minimal risk to the unit. The bureaucratic LGAO, dismayed by what it considers to be an excessive amount of ammunition requested by the First, has threatened to restrict supply unless the unit can justify its rate of consumption.



1st Atrean Dragoons

Regiment/Regular/Fanatical

CO/1st Batt: Colonel John Orzechoskie

XO: Force Commander Artur Jorge

2nd Batt: Force Commander Morna de Sica

3rd Batt: Force Commander Philip Raoux

Though predominantly a heavy 'Mech regiment, the First Dragoons contains numerous light lances that serve as scouts and spotters. The unit has two lances of sophisticated RVN-3L *Raven* 'Mechs, purchased from the Capellan Confederation.



1st Atrean Dragoons Air Wing (Ogonodov's Defenders)

Wing/Veteran/Fanatical

Wing Cmdr: Commodore Vivienne Ogonodov

This unit makes extensive use of *Rievers* and also fields several *Chippewa* heavy fighters captured from the Lyrn Commonwealth during the Succession Wars.



Pfeister's Furies

Regiment/Veteran/Reliable

Armor Cmdr: Colonel Kathryn Pfeister

Formerly a mercenary combined-arms regiment, the Furies were nearly decimated by Lyrn Commonwealth forces on Zdice in 3027. Following the Fourth Succession War, the unit entered service with the Free Worlds League and later became a FWLM regular unit. The Furies comprise a full armor regiment, supported by a battalion of mechanized infantry and two lances of BattleMechs. The presence of 'Mechs in the unit causes friction with the commander of the First Dragoons, but the Furies' charter allows them to retain their pre-FWLM composition.

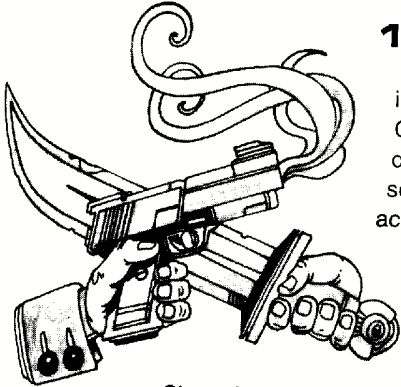
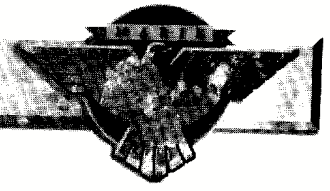


92nd League Security Battalion

Battalion/Veteran/Fanatical

Troop Cmdr: Lieutenant Colonel Kurt Ondrusky

The primary role of the Ninety-second is to guard the First's base and facilities, though many of its members receive specialist training and also serve as forward observers.



11TH ATREAN DRAGOONS: ERIN'S HOPE

The Eleventh Dragoons were effectively destroyed during heavy fighting on the world of Bolan in 2541, but remained on the FWLM rosters for political reasons. During the reign of Captain-General Ewan Marik, the unit's banner was passed to Erin Chu, a former mercenary commander serving as an FWLM advisor. Chu used her impressive service record and charisma to recruit several veterans as the core of the new Eleventh Dragoons, and the re-formed Eleventh entered active service shortly before the outbreak of the First Succession War.

The unit fought well in the Succession Wars, receiving numerous awards and decorations, but the unit really earned its reputation during the Andurien Campaign. Though the Eleventh suffered several casualties on the planet Sadurni in 3038, a year later the unit joined the assault on Andurien and played a pivotal role in the capture of Andurien's rebel duchess, Dame Catherine Humphreys.

Since that time the Eleventh has been stationed on various worlds in the Duchy of Oriente, forming a vital part of the League's defenses against the Federated Commonwealth and Capellan Confederation. The Eleventh regards the current détente between the Lyran Alliance and the League with a jaundiced eye—hardly surprising, given the unit's long history of operations against House Steiner.

The Eleventh's insignia shows two hands, a smoking pistol in the left and a sword in the right.

OFFICERS

Colonel Evelyn Panfili began her career in the Second Marik Militia before transferring to the Dragoons in 3044. Her relaxed command style does not sit well with the LCCC, but she achieves the desired results so her superiors have taken no action against her.

Force Commander Barry Knight commands the Dragoon detachment on Calloway VI. In contrast to his colonel, he takes a hands-on approach to command.

Each company has its own logistics officer authorized to deal directly with the Quartermaster-General's office. Ever since the Sandusky Scandal, the logistics officer's actions must be approved by a senior officer.

TACTICS

The Eleventh favors small-unit actions, performing best as a screening force for a larger unit or as raiders. The unit's 'Mechs and vehicles are configured for extended operations away from supply sources, though the inherent limitations of the internal-combustion engines still used by most of its vehicles preclude the unit's conventional forces from participating in long-range operations.



11th Atrean Dragoons

Regiment/Regular/Fanatical

CO/1st Batt: Colonel Evelyn Panfili

XO: Lieutenant Colonel Anders O'Hagen

2nd Batt: Force Commander Nicola Vachek

3rd Batt: Force Commander Barry "Hyper" Knight

Like the other Atrean Dragoons, the Eleventh is fanatically loyal to the Captain-General. Because several members of the unit have questioned the wisdom of Thomas's links with Katrina Steiner-Davion, SAFE is reportedly considering downgrading the unit's loyalty status to reliable.



802nd Independent Aerospace Wing

Wing/Veteran/Fanatical

Wing Cmdr: Commodore Sunny Devalis

The 802nd was an SLDF unit that defected to the Free Worlds League shortly before the Kerensky Exodus of 2784. Commodore Devalis is extremely curious about the Clans; an ancestor of his led the 802nd to the League, but at least two other relatives left the Inner Sphere with Kerensky's fleet.



3rd Calloway Armored Brigade

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Didier Major

Though nominally a brigade, the Third contains just over a hundred heavy tanks. The unit primarily supports Force Commander Knight's Third Battalion on Calloway VI.

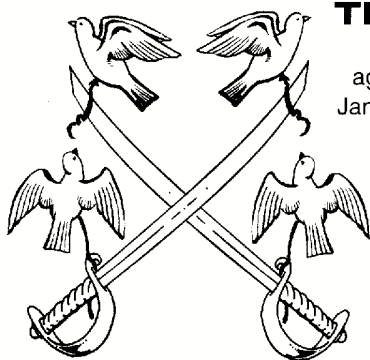
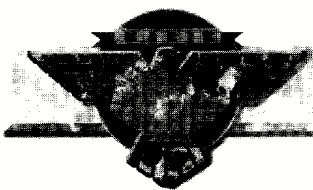


94th Oriente Garrison Division

Division/Green/Reliable

Troop Cmdr: Lieutenant Colonel Shu Zugang

The Ninth Garrison Division consists of four regiments. Two are mechanized units, deployed on Calloway VI with the Third 'Mech Battalion. The remaining units are foot regiments stationed at key sites on Matheran.



THE WHITE SABERS

During the civil war of 3014–3015, the Twelfth Atrean Dragoons sided with Anton Marik. Fighting against Loyalist troops eventually decimated the unit, and most people expected Captain-General Janos Marik to disband what remained of the regiment.

Instead, Marik sparked a storm of controversy by rebuilding the “disloyal” Twelfth Dragoons, filling its ranks with a core of loyalist MechWarriors and placing it under the command of Julian Langsdorf, Jr., the son of one of his political allies. The unit later repaid the Commander-General’s faith with exemplary service during the Fourth Succession War and the abortive Andurien secession.

At the end of the Andurien War in 3040, the unit returned to its traditional heavy-raiding role, striking numerous targets in the Federated Commonwealth’s Sarna March. A deep raid on Sarna in 3046 almost turned into a disaster when the Twelfth Dragoons encountered the mercenary unit Grim Determination. The Twelfth fought several battles across the Jacaros continent before being extracted. In the twenty-two days of fighting, the unit lost a third of its ‘Mechs and its entire comple-

ment of conventional support forces.

By 3049 the unit had rebuilt but soon found itself back on Sarna helping to rescue the bogged-down Second Marik Militia from FedCom troops. Both units took extensive casualties but inflicted equally severe losses on the Sarna Training Battalion and the Third FedCom RCT.

The Twelfth Dragoons’ insignia shows a pair of cavalry sabers, each held aloft by two white doves.

OFFICERS

The son of the earl of Autumn Wind, Colonel Kelian Brackey followed the family tradition and enrolled in the FWLM. Unlike his father, Kelian chose to make a career of the military, allowing his younger sister to act as regent.

Recently promoted Force Commander Christian Hampton is the best tactician and strategist in the unit, but he has shown an alarming tendency to second-guess himself and so is likely to be sidelined by the colonel.

TACTICS

The Twelfth Atrean Dragoons specialize in raiding operations, dropping directly onto their targets from orbit and completing their mission while their DropShips land. Their “combat drop” technique, while devastating to the enemy when correctly executed, can also prove disastrous.



12th Atrean Dragoons Regiment/Regular/Fanatical

CO/1st Batt: Colonel Kelian Brackey

XO: Force Commander Mikhail Queloz

2nd Batt: Force Commander Joe Nisbet

3rd Batt: Force Commander Christian Hampton

In 3057 this heavy ‘Mech unit became involved in the bloody fighting for the planet Marcus. The green Twelfth FedCom RCT chose to fight for the world, resulting in a protracted campaign that nearly shattered the Seventh Free Worlds Legionnaires. The Dragoons also took heavy losses, but completed the encirclement of the FedCom troops and forced them to surrender.



12th Dragoon Air Wing Wing/Regular/Fanatical

Wing Cmdr: Commodore Paal Lui

The *Stingrays* and *Lightnings* of the Dragoon air wing proved devastating on Marcus. The Twelfth gained aerospace supremacy with astonishing speed and soon bombed and strafed the inexperienced defenders into submission.



2nd Marcus Heavy Armor Regiment/Green/Reliable

Armor Cmdr: Force Commander Urie Va’e Iko

Formed since the liberation of Marcus, this unit has minimal training and little combat experience.



392nd Free Worlds League Infantry Brigade 2 Regiments/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Eric Wertheim



MARIK MILITIA: MAILED FIST IN A VELVET GLOVE

Though not the best-trained or best-equipped troops in the Free Worlds League, the Marik Militia has been the backbone of the FWLM since its formation. Its size has grown steadily ever since the founding of the Star League, from six regiments at the time of the Reunification War to nineteen regiments during the civil war that wracked the League between 2729 and 2734. Eight more regiments were added to the ranks of the Marik Militia following the Star League Council's resolution of 2755 that authorized the expansion of House forces, a move that proved beneficial to House Marik after the Star League's collapse.

Many Marik Militia units took a fearful battering in the civil war of the 2730s. Two regiments, the Third and Eighth, supported Oliver Marik the Usurper over the rightful Captain-General, Elise Marik. Though these units returned to active duty following the Treaty of Verona that ended the conflict, their fellow militias and the LCCC no longer fully trusted them. The LCCC assigned them many difficult and dangerous missions in the early days of the Succession Wars, partly in hopes of eliminating potential troublemakers through attrition.

The Succession Wars decimated the Marik Militia, reducing it to fifteen regiments by 3025 despite the creation of two additional Militia regiments in 2980. Most of the units lost were destroyed in military engagements against the League's foes, granting them a place in the League's Hall of Heroes. The exception was the Third Marik Militia, which supported its former commander Anton Marik in his disastrous rebellion against his brother the Captain-General. Janos Marik ordered the unit's officers executed or imprisoned, the regiment's equipment sent to Wolf's Dragoons to offset the mercenary unit's fees, and the Third Marik Militia permanently and dishonorably disbanded.

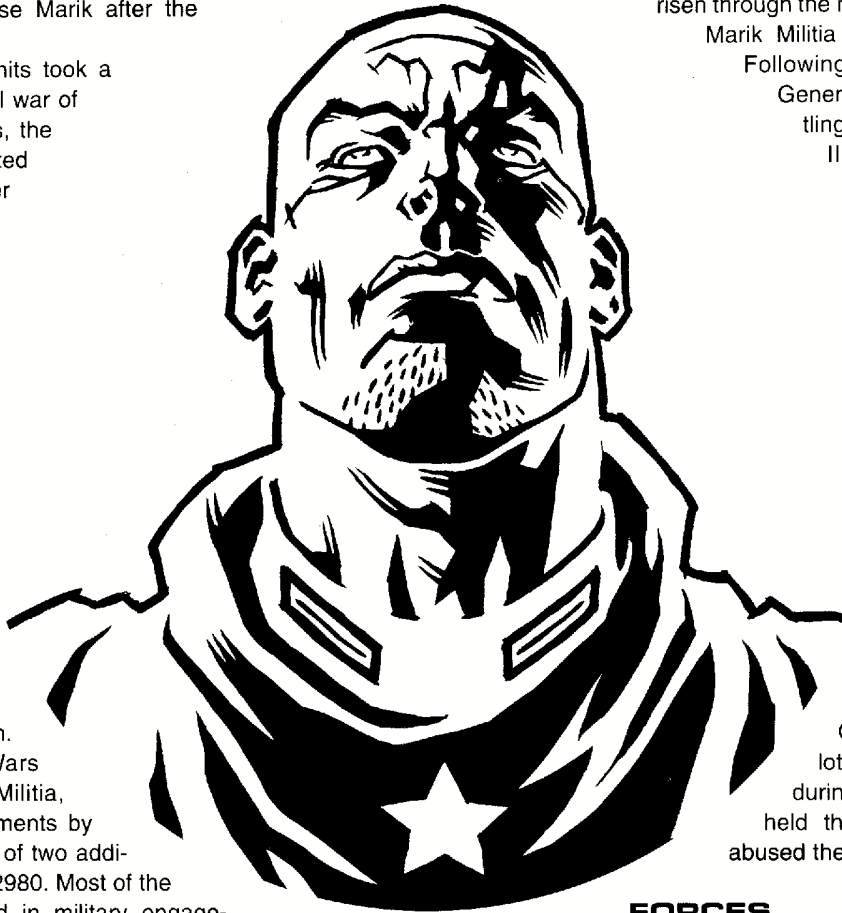
Today the Marik Militias are the training grounds for new League troops, with most graduates of the state's military academies undertaking their first tour of duty in a Militia unit. Many of

the best officers and troops are later transferred to other units, but several Militia regiments have convinced the LCCC to leave well enough alone and allow them to build resources and expertise. Most, however, remain little more than cadre units for the rest of the FWLM.

COMMANDING OFFICER

General Samuel Garibaldi is one of the rare officers who chose to make a career in the Marik Militia, having risen through the ranks to command the Tenth Marik Militia between 3024 and 3037.

Following the death of Captain-General Duncan Marik while battling Andurien troops on Xanthe III in 3037, then-Colonel Garibaldi took control of the crumbling League forces, extricating them from an Andurien trap and rallying them long enough for reinforcements to arrive. After the Xanthe campaign, the new Captain-General Thomas Marik made Garibaldi a general and placed him in charge of the entire Marik Militia. Because he commands the largest single element of the FWLM, General Garibaldi's opinion carries a lot of weight with the LCCC; during the twenty years he has held the position, he has never abused the power it affords.

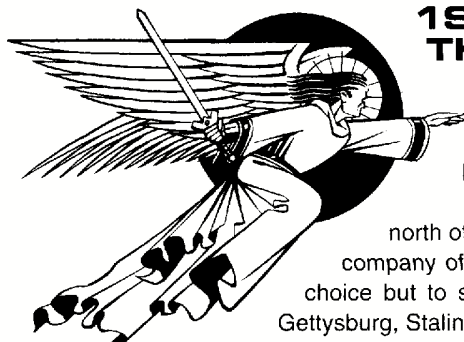
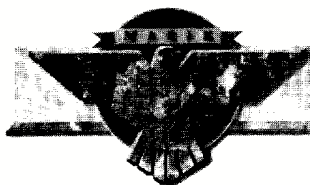


FORCES

The Marik Militias encompass a wide range of skills, equipment and tactics, though their distribution throughout the regiments is far from consistent. Use of recovered technology is patchy, though General Garibaldi is attempting to expedite the flow of upgraded equipment to Militia units.

COLORS AND INSIGNIA

The Marik Militias use a color scheme first seen in 2620—purple with red accents on the right side and blue on the left. Each 'Mech displays the Marik Militia crest—a stylized Marik Eagle on a red and blue background—on its left arm or weapons pod.



1ST MARIK MILITIA: THE AVENGING ANGELS

The First Militia is best-known for two battles. At the Battle of Skada Ravine on Megrez in 3018, the actions of the Militia's Perth River Strike Battalion enabled the rest of the unit to escape a major Lyran assault. For this act of bravery, the battalion and its commander became heroes of the League.

The First Militia faced a similar situation in late 3039 during a reconnaissance operation north of the Andurien capital of Jojoken. Elements of the Sixth Defenders of Andurien had trapped a company of the Militia's Second Battalion in the city of Baroda, and Colonel Shanna del Rey had little choice but to stage a series of raids to extricate her troops. As with many famous battles in history—Gettysburg, Stalingrad and Coventry, for example—this minor clash escalated until it became the pivotal battle of the campaign. The raids shattered the First and Sixth Defenders of Andurien and led to the Andurien surrender in January of 3040.

The First Militia spent the next three years recovering but soon became involved in a major raid against the Capellan Confederation. During a lecture at the university of Oriente, an agent of the Liaoist House of the Setting Sun assassinated Colonel del Rey. The unit's new commander, Colonel Howe Wilmarth, petitioned the LCCC to allow a reprisal strike against a Confederation unit. The LCCC agreed; the First Battalion of Warrior House Ijori, stationed on the planet Jasmine, was the chosen target. The First Militia descended on the inexperienced Liao unit like Furies, rendering every Capellan 'Mech and vehicle inoperable and destroying the Liao base.

The insignia of the First Marik Militia is a blue disc emblazoned with an angel who holds aloft a gleaming sword.

OFFICERS

Regulus-born Colonel Siva Rashpurtey, who took command of the unit in 3055, has proved a competent and popular commander who works hard to maintain his unit's reputation.

Force Commander Judith de Hereford leads the heaviest element of the unit: the Third 'Mech Battalion, more commonly known as the Perth River Strike Battalion.

TACTICS

The First Militia has proved adept at reconnaissance operations and hit-and-run tactics. The unit's First and Second battalions consist of fast, agile light 'Mechs that seek targets of opportunity for the heavier Third battalion. The unit also has considerable experience at close-support work, but its BattleMechs are not heavy enough to survive long in such engagements.



1st Marik Militia Regiment/Veteran/Fanatical

CO/1st Batt: Colonel Siva Rashpurtey

XO: Force Commander Ciriaco Sforza

2nd Batt: Force Commander Maggie Bahn

3rd Batt: Force Commander Judith de Hereford

Despite (or perhaps because of) its blatant anti-Liao attitude, the First Marik Militia is held in high regard by the LCCC and receives all the funding and equipment it desires. The First Battalion recently deployed a lance of Combine-produced OW-1 *Owens* OmniMechs, versatile machines that have proved particularly popular and effective. Following Colonel Rashpurtey's recommendations, Irian BattleMechs Unlimited is attempting to license the design from Luthien Armor Works.



San Anshelm Air Wing Wing/Veteran/Fanatical

Wing Cmdr: Commodore Euan Flowers

Over the past twenty years the San Anshelm air wing has grown from a demi-wing to a full aerospace wing, comprising a wide range of fighter types and classes.



53rd Fletcher Armored Brigade 2 Regiments/Regular/Reliable

Armor Cmdr: Lieutenant Colonel Alix Bains

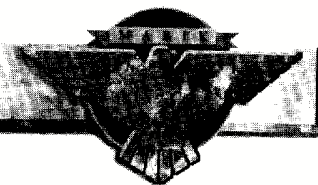
The Fifty-third comprises two light recon regiments and has been attached to the First Militia for more than thirty years. Colonel Bains has recently applied for the official integration of his unit into the Marik Militia as the First Marik Militia Reconnaissance Brigade.



381st Garrison Division Division/Green/Reliable

Troop Cmdr: General Austin Fox

General Fox nominally commands the garrison forces on the world of Fletcher, but the command precedence of the First Militia as a line unit makes Fox little more than a figurehead.



2ND MARIK MILITIA: THE FATES

The Second Militia has yet to recover from its disastrous raid on the Lyran world of Algorab in 3020. In that action, the unit lost four of its nine companies; only the famed Ridge Riders battalion remained intact. The unit was rebuilt with raw recruits and regained some of its former glory following its transfer to the Capellan front in 3024.

The Second Militia's new deployment allowed the unit to undertake more offensive missions than before, though it also sustained a greater number of casualties. The Second has ended up with a steady influx of new recruits, prompting the LCCC to classify it as green.

In 3038 the Second and Fourth Marik Militias staged raids against a string of worlds from Granera to Ryerson, overwhelming the planets' defenders within days. The successful operation gave valuable combat experience to the inexperienced elements of the two Marik units. Over the next decade the Second launched several raids against the Federated Commonwealth and the Capellan Confederation, simultaneously improving its overall efficiency and cohesion.

In 3049 a deep raid on the FedCom world of Sarna went disastrously wrong for the Second Militia, resulting in major casualties. Poor intelligence had led the unit's command staff to grossly underestimate the strength of Sarna's defenders, and the LCCC had to dispatch the Twelfth Atrean Dragoons to rescue the Second Militia. With the Dragoons' help, the Second's survivors extricated themselves while inflicting severe casualties on the Sarna Training Battalion and the Third FedCom RCT.

Ever since then the unit has been slowly rebuilding, taking advantage of the détente between the League and both of its neighbors. The lack of combat poses a problem for Colonel Gierke, who has had no opportunity so far to test her rebuilt regiment in battle. However, the unit has been honing its skills through a long-running range of exercises and is expected to perform well in its next actual engagement.

The insignia of the Second Militia shows a hand of five cards, four of which are aces. The central and most prominent card is a joker.

OFFICERS

Colonel Alva Gierke is an experienced field commander and tactician. Formerly brash and overconfident, she learned humility and a healthy skepticism of SAFE and DMI intelligence during the disaster on Sarna.

Her executive officer, David Wijkman, is a recent addition to the unit; he transferred from the First Fusiliers of Oriente in 3056. An excellent pilot and tactician, Wijkman is in command of the unit's military exercise program.

TACTICS

Unlike many Marik Militia units, the Second places strong emphasis on the use of support troops. VTOLs and drone-launchers serve as the unit's primary eyes and ears on the battlefield, allowing the Second's BattleMechs and armor forces to respond swiftly to any changes in enemy deployment.



2nd Marik Militia

Regiment/Green/Reliable

CO/1st Batt: Colonel Alva Gierke

XO: Force Commander David Wijkman

2nd Batt: Force Commander Kate de Michaelis

3rd Batt: Force Commander Vittorio Kleinen

The Second Militia's 'Mechs are divided into three specialized battalions. Appleton's Fire Battalion contains most of the unit's heavy 'Mechs, largely piloted by green MechWarriors. The medium-weight Ridge Riders, who excel at mobile warfare, contain the regiment's most proficient troops. The remaining 'Mech battalion is a mix of light and medium 'Mechs.



2nd Marik Aerospace Wing

Wing/Regular/Reliable

Wing Cmdr: Commodore Guillane Goghlan



9th Orloff Armored Brigade (The Green Machine)

Regiment/Green/Reliable

Armor Cmdr: Force Commander Oleg Green

Though it looks good on the parade ground, the Ninth Orloff's performance in field exercises has fallen well short of expected standards. Force Commander Green is on notice to improve things or face severe penalties.

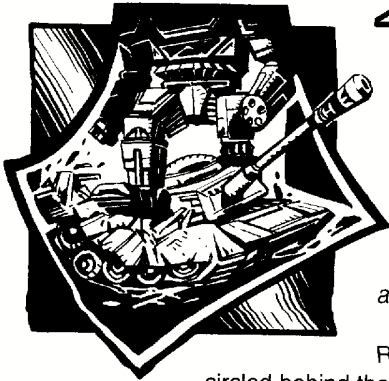
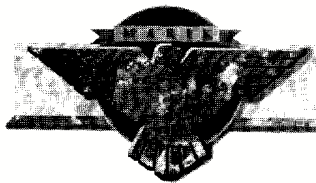


161st Atrean Rifles

Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Marcosi Cohen

The only off-world infantry regiment stationed on the planet Hassad, the 161st Atreans receive poor treatment from other members of the garrison force.



4TH MARIK MILITIA: THE FIGHTING FOURTH

The original Fourth Marik Militia, slaughtered by invading Liao forces on Berenson in 2840, is regarded by many as heroes of the League. However, the current Fourth Militia is much less highly regarded. Created from the remnant of forces loyal to the rebel Anton Marik, the unit sparked controversy when it announced its decision to call itself the Fourth Marik Militia. But rather than squander a much-needed new unit, Duncan Marik—who held overall command of the Marik Militia at the time—punished the upstart Fourth by assigning it to garrison the backwater world of Park Place.

Over the next ten years the Fourth Militia launched a few unremarkable reconnaissance raids against nearby Capellan worlds, most notably Second Try and Tsitsang.

In 3038, however, the Fourth Militia earned notice by helping recapture the rebellious world of Ryerson from Andurien secessionist forces. Using its superior speed and maneuverability, the Fourth circled behind the defending planetary militia regiments and struck their flanks and rear while the Second Marik Militia staged a conventional assault against the defenders. In just over four days, the two Marik Militia units had destroyed all resistance on the world.

The Fourth spent much of the next twenty years on garrison duty and conducting light raids into the Federated Commonwealth. Consequently, the unit lost its edge, and the call-up for Operation Guerrero in 3057 threw the unit's command staff into a panic. Fortunately for the Fourth, the unit never saw action during the offensive.

The Fourth does not use the standard Marik Militia paint scheme. Instead, the 'Mechs of the Fourth use a blue-and-white pattern for parade colors with their insignia, a 'Mech stepping on a tank, displayed prominently on the chest.

OFFICERS

Like most of the Fourth Militia's officers, Colonel Gunderson has a laid-back attitude toward command. On his watch, discipline and standards have slipped considerably. General Garibaldi has yet to take action against Gunderson but is known to keep a close eye on the unit.

Though Commodore Sorhagtani of the Fourth Aerospace Wing generally supports the Captain-General's reforms, she questions his decision to favor 'Mech forces over other branches of the FWLM. She is an experienced, well-respected commander and her opinions have taken hold in the Militia's aerospace and conventional units; but SAFE does not anticipate the commodore acting on her concerns.

TACTICS

The regiment's specialty is reconnaissance raids, though it has demonstrated considerable flair as a flanking force in multi-unit operations as well. With current unit discipline so slack, however, the LCCC has little faith in the Fourth's capacity to coordinate effectively with other units.



4th Marik Militia Regiment/Green/Reliable

CO/1st Batt: Colonel Kenneth Gunderson

XO: Force Commander Corvette Garret

2nd Batt: Force Commander Shigenori Tsujishima

3rd Batt: Force Commander Stephane Chipuisat

Almost all of the Fourth Militia's BattleMechs weigh less than 45 tons, with most light 'Mechs under 40 tons. Currently, less than a company of 'Mechs use new technology; all of these are refits rather than new machines.



4th Militia Aerospace 2 Squadrons/Regular/Questionable

Wing Cmdr: Commodore Becky Sorhagtani

Skilled at ground-support operations, the Fourth Militia aerospace prefers fighting in conjunction with the unit's disciplined conventional forces rather than—as the commodore puts it—"the rabble that calls itself a 'Mech regiment."



9th Park Light Armor Regiment/Green/Questionable

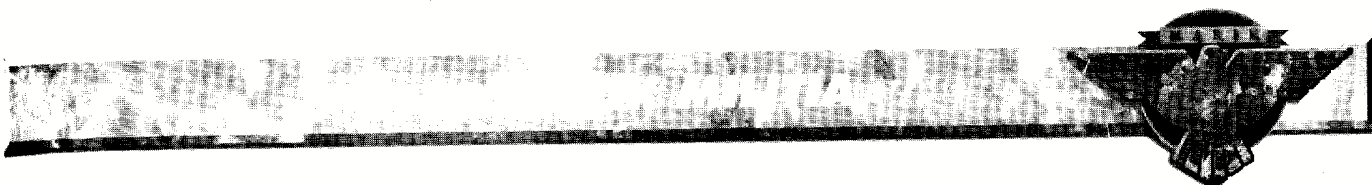
Armor Cmdr: Force Commander Simon Ferrier



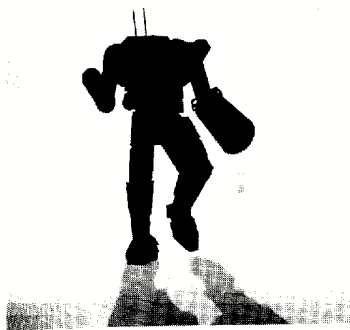
121st League Airmobile Brigade 2 Regiments/Green/Questionable

Troop Cmdr: Lieutenant Colonel Chris Daniels

Several Karnov Ur transports and *Planetlifter* aircraft provide the 121st with a swift means of deploying to trouble spots. Conventional aircraft and VTOLs provide the unit's primary air support, though the 121st trains closely with the Fourth Militia Aerospace.



5TH MARIK MILITIA: NEW BEGINNINGS



For many years, the ghost of their defeat at Lyrans' hands on the world of Loric haunted the members of the Fifth Marik Militia. The unit spent two years on the planet, fighting a guerrilla war a scant step ahead of the forces ordered to hunt them down. The constant pressure resulted in a high number of mental breakdowns in the unit, and despite the complete rebuilding of the Fifth, physical and mental scars remained long after the events that had created those scars had ended. The Fifth was transferred from the Tamarind Theater of Operations to Les Halles in the Oriente area, facing the less aggressive but more devious Capellans, in an attempt to restore the unit's morale. The LCCC hoped that the regiment's experience in guerrilla warfare would prove useful against small Capellan raiding parties, but the Fifth remained plagued by low morale.

The Andurien War gave the unit a much-needed shot in the arm. When the initial Loyalist assault on Xanthe III threatened to turn into a rout, the Fifth Militia formed part of a second wave of League troops sent to the planet and was instrumental in ending resistance within a month. This victory proved to the soldiers of the Fifth that they were not doomed to lose every battle after all.

Their losing streak broken, the unit went on to achieve considerable success against the Capellan Confederation, defending Les Halles against numerous raids while staging several of their own against nearby Capellan worlds.

The unit's insignia shows an *Orion* BattleMech silhouetted against a rising sun.

OFFICERS

Formerly commander of the Fifth's Cestus battalion, Colonel Lavern Henden rose through the ranks of the Militia, earning promotion for her excellent performance on Xanthe, Exedor and Preston. Vivacious and personable, she is well liked by her troops.

Force Commander Ludmilla Proulx has a checkered past, having served in the Capellan Armed Forces and as a mercenary. It is a testament to her skill as an officer, and to the cosmopolitan attitude of the Fifth's troops, that the unit has accepted her without apparent reservations.

TACTICS

The Fifth Militia's oversized aerospace forces proved a deciding factor in the 3057 campaign on the world of Marcus. The aerospace wing bombarded the Twelfth FedCom RCT while the Fifth's 'Mech and armor forces, together with those of the Twelfth Atrean Dragoons, encircled the enemy troops.



5th Marik Militia Regiment/Regular/Reliable

CO/1st Batt: Colonel Lavern Henden

XO: Force Commander Alexander Zhuigien

2nd Batt: Force Commander Wayne Faulkner

3rd Batt: Force Commander Ludmilla Proulx



5th Militia Aerospace Reinforced Wing/Regular/Reliable

Wing Cmdr: Lieutenant Commander Michael Longmore

For many years a strength of the Fifth, the Militia's aerospace wing currently comprises one squadron of light and three of medium fighters. The medium fighters are configured and trained primarily for ground support, leaving only a single squadron of light fighters as the regiment's screen against enemy air attack. Lieutenant Commander Longmore has been attempting to remedy the situation, experimenting with a range of different force mixes.



29th Oriente Assault Regiment Regiment/Regular/Reliable

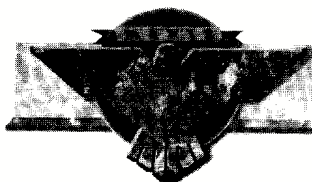
Armor Cmdr: Force Commander Guus Hiddink

A heavy armor unit, the Twenty-ninth also contains two Padilla artillery tanks. Believed to have originated with the Word of Blake, these effective vehicles operate in conjunction with the regiment's Long Tom, Sniper and Thumper batteries.



3rd Les Halles Mobile Reserves Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Nancy Isaacs



6TH MARIK MILITIA: THE KEYSTONE YEOMANRY

A mix of veteran and elite troops armed with some of the heaviest 'Mechs and most advanced equipment available, the Sixth Militia has excelled at assault operations for more than five hundred years.

The regiment's most famous action in the thirty-first century was the defense of Emris IV against Wolf's Dragoons in 3014. Together with the Ninth Militia, the Sixth valiantly defended the industrial complexes in the cities of Ivanograd and Urseinova in three weeks of bitter street-to-street fighting before conceding Emris IV to the mercenary force.

In the years that followed, the Sixth spent most of its time on the Capellan border, staging operations into the Sarna and Tikonov Commonalities. When the FWLM launched Operation Dagger against the newly formed Federated Commonwealth in 3028, the Sixth Militia re-deployed to the Lyran border and began training for assault operations against several key Commonwealth worlds. But the attack order never came, and in late 3029 the unit stood down.

The training paid unexpected dividends in the 3030s, however, when the Andurien secession crisis threw the League into chaos and the Sixth was deployed as part of an operation to encircle and isolate the rebel duchy. In early 3032 the Sixth captured the former Defender of Andurien base on Scarborough, and for the next six years made occasional raids against the nearby world of Shiro III and the Andurien advance camp on Palladaine.

In late 3038 the unit spearheaded the landings on Conquesta and later operated in conjunction with the Atrean Hussars and the Second Free Worlds Guards in their unsuccessful attempts to capture the Fifth Defenders of Andurien.

When the FWLM launched Operation Guerrero, the Sixth was less than happy about fighting alongside the Hussars once more during the liberation of the planet Talitha. As consummate professionals, however, the Sixth did not allow their personal prejudices to influence their actions, despite contentions by some members of the Hussars that the Sixth Militia used the Talitha campaign to settle old scores.

The insignia of the Sixth Militia shows an archer holding a drawn longbow.

OFFICERS

Though happy with the unit's actions on Talitha, Colonel David Kyster is less pleased with the Sixth's performance in recent field exercises. A hard-line disciplinarian, Kyster is determined to maintain his unit's impressive reputation.

TACTICS

The heaviest regiment in the League, the Sixth Militia uses its three heavy/assault 'Mech battalions to good effect in planetary invasions. With two wings of aerospace fighters guarding their landings, the unit uses ablative cocoons to drop 'Mechs from orbit and seize a landing zone for the Sixth's DropShips and follow-up troops. Light armor and VTOLs provide the Militia regiment with the information required to make best use of its heavy 'Mechs and armor.

The standard planetary assault uses two BattleMech battalions as the primary offensive force, with armor units securing the flanks. The Third 'Mech Battalion, known as the Death Watch Brigade, serves as a mobile reserve, exploiting weaknesses in the enemy line and often breaking through into the enemy's rear area.



6th Marik Militia

Regiment/Veteran/Fanatical

CO/1st Batt: Colonel David Kyster

XO: Force Commander Jan Sinclair

2nd Batt: Force Commander Ulric Ferand

3rd Batt: Force Commander Shuzo Matsuoka



6th Militia Aerospace

2 Wings/Veteran/Fanatical

Wing Cmdr: Commodore Dario Avila

Of the two aerospace wings assigned to the Sixth Militia, only Alpha Wing is a true aerospace unit. Beta Wing is known as a "Hellcat," mixing heavy aerospace fighters with VTOLs and atmospheric fighters.



23rd Marik Reconnaissance Regiment

Regiment/Green/Reliable

Armor Cmdr: Force Commander Li Shau

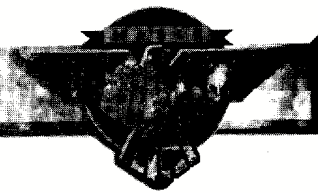


19th Megrez Home Guard

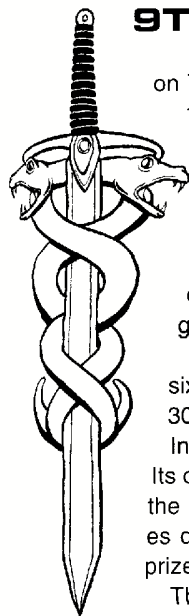
Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Greg Sollis

Prior to the arrival of the Sixth Militia in 3058, the primary duty of this light infantry regiment was providing security for the annual beer festival and concert held near Megrez's capital city of Ammanford.



9TH MARIK MILITIA: THE HOSPITALLERS



Having fought Wolf's Dragoons twice and survived during Anton Marik's revolt, once on Emris IV in 3014 and again on Vanra in 3015, the Ninth has a reputation as one of the luckiest units in the FWLM. On Emris IV, the unit fought a three-week battle in conjunction with the Sixth Militia, luring the famous mercenary force into the planet's industrial areas where its size and tactics would benefit it little. On Vanra the Ninth stood with the Fourth Regular Hussars against two Dragoon regiments.

The Ninth survived—barely—and immediately returned to active duty without undergoing refits. Though it had less than a battalion of operational 'Mechs, the Ninth was strong enough to successfully defend the world of Hassad against Capellan raiders in 3017 and to capture the planet Goodna from the Capellans in 3019. Unlike other devastated units, the Ninth Militia's return to active duty and slow reconstruction allowed it to maintain its quality. It grew slowly throughout the 3020s, returning to regimental strength in early 3026.

The unit maintained its pace of operations during the 3030s and 3040s, raiding every Capellan world within sixty light-years of Carbonis (where it was stationed). The Ninth's crowning achievement was the attack on Capella in 3039—"tweaking the nose," as the Ninth's troopers put it, of the planetary defenders, Blandford's Grenadiers.

In recent years the unit has remained on Carbonis and begun to settle into the sedentary lifestyle of garrison troops. Its only recent operation, as part of Operation Guerrero, was the pacification of the Federated Commonwealth Militia on the planet Zosma. However, Force Commander Sunner, the unit's executive officer, has organized a series of exercises designed to maintain the Ninth's combat abilities, with each battalion competing against the others for a range of prizes.

The Ninth Marik Militia's insignia is a sword with serpents twined around it.

OFFICERS

The appointment of the unimaginative Colonel Theodore Kauk to overall command of the Ninth was a political gesture by the Captain-General. Force Commander Sunner acts as a check on the colonel's enthusiasm for well-meant but ineffective operations.

TACTICS

Despite their lack of recent combat experience, the Ninth still maintains a respectable battlefield performance. Force Commander Irvine Degang's Third 'Mech Battalion is the current unit champion, having used a series of well-executed close-order maneuvers to defeat the other two 'Mech battalions in recent exercises.



9th Marik Militia Regiment/Regular/Reliable

CO/1st Batt: Colonel Theodore Kauk

XO: Force Commander Matthias Sunner

2nd Batt: Force Commander Sebastian Lane

3rd Batt: Force Commander Irvine Degang

The Ninth Militia's large cadre of crack technicians keeps the unit's BattleMechs in top condition. Though the Ninth make little use of recovered technology, the unit's Technical Support Group (TSG) is intimately familiar with advanced systems. Some MechWarriors in the Ninth comment that members of the TSG speak in tones of reverence when discussing Star League or Clan equipment.



9th Militia Aerospace 2 Squadrons/Regular/Reliable

Wing Cmdr: Commodore Maya Speigel

Commodore Speigel is currently in dispute with the LCCC following the detachment of the unit's only heavy fighter squadron to independent operations.



12th Orloff Militia Regiment/Veteran/Reliable

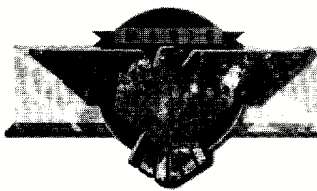
Armor Cmdr: Force Commander Tara Larssen

Formed from retired members of the Orloff Grenadiers, the Twelfth Orloff shows an unusual degree of skill for a planetary militia unit.

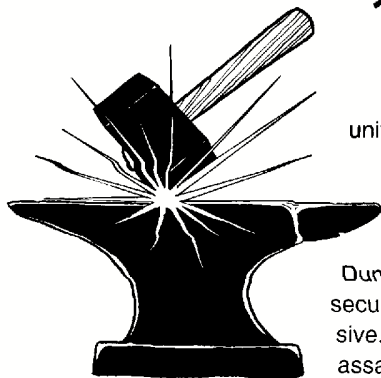


29th Carbonis Militia Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Alison Höcker



10TH MARIK MILITIA: THE HAMMERS



Throughout its history the Tenth has often served as shock troops, spearheading planetary invasions or attacking fortified positions. The unit attributes its success to a diverse mix of BattleMech forces that allows it to tailor its tactics to the situation at hand. On Sirius in 2971, for example, the unit's Condition Red Assault Battalion stormed the heavily defended Capellan lines; in a complete tactical switch, on Callison in 3020 the Running Rebels light 'Mech company outran and outwitted the heavier Lyran defenders in a protracted urban battle.

The disaster on Xanthe III in 3037 clearly demonstrates how well the unit responds under pressure. The initial landings of the Marik task force—personally led by then-Captain-General Duncan Marik—went well, but the Captain-General underestimated the enemy's strength in his rush to secure a victory. Consequently, the assault soon bogged down and Duncan found himself on the defensive. In a final bid to break the Third Defenders of Andurien, he led his ill-prepared troops in a desperate assault against the Andurien positions and died at the head of his troops on 4 February 3037.

The most senior officer remaining in the task force was the commander of the Tenth, Samuel Garibaldi. After taking control of the Marik forces, Garibaldi led a series of attacks on the Andurien lines to buy the remaining Marik units time to escape. Exploiting a weakness in the Andurien formation, the Tenth's heavy and assault battalions punched a hole in the enemy lines through which the Tenth's light company sallied. With light 'Mechs causing havoc in their rear areas, the Andurien units were forced to loosen their grip, allowing the Marik troops to escape the trap and establish defensive positions until reinforcements could arrive.

Fortunately, many of the Tenth's MechWarriors had survived the destruction of their 'Mechs during the fierce fighting, and the unit soon found itself back in the thick of the action, assaulting the world of Andurien in 3039.

The Tenth Marik Militia uses only red highlights as part of their parade color scheme, a right granted to them following their many years of exceptional service. The unit's insignia shows a hammer striking an anvil, with sparks flying from the impact.

OFFICERS

A ruthless woman in her late thirties, Colonel Cindy Meyer is rumored to have called in numerous favors from allies in the FWLM to secure command of the Tenth. Fortunately for the unit, Colonel Meyer has proved to be a good leader and above-average tactician. Most recently, she led the successful assault of Van Diemon IV during Operation Guerrero.

The relationship between Colonel Meyer and the Tenth's executive officer, Force Commander Yoshio Kawamura, is somewhat strained. Though Kawamura respects his superior's skills as a MechWarrior and a leader, his strict Combine has left him ill-prepared to deal with a female commanding officer.



10th Marik Militia Regiment/Veteran/Reliable

CO/1st Batt: Colonel Cindy Meyer

XO: Force Commander Yoshio Kawamura

2nd Batt: Force Commander Barbara Shield

3rd Batt: Force Commander Juliette Morretti

Two battalions of the Tenth use newly manufactured BattleMechs. The recent operation on Van Diemen IV gave the MechWarriors the chance to hone their skills with the new technology.



10th Militia Aerospace Wing/Regular/Reliable

Wing Cmdr: Commodore Lei Feng



3rd Ibstock Armored Regiment Regiment/Green/Reliable

Armor Cmdr: Force Commander David Kamino

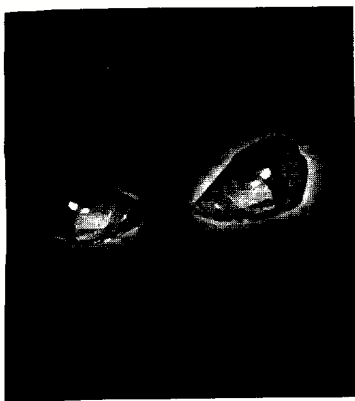
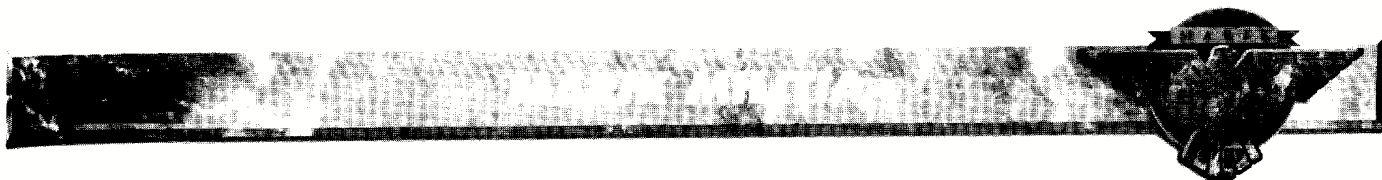
For many in the Third Ibstock, their recent posting to Bernardo to back up the Tenth Marik Militia is their first trip away from their homeworld.



7th Marik Irregulars Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Annie Valadez

Certain elements of the Seventh Marik Irregulars, an experienced line infantry unit, have taken to tormenting the "provincial greenies" of the Third Ibstock Armored Regiment. Damage to the armor unit's accommodations and equipment has spiraled out of control in recent weeks, prompting Colonel Valadez to call in additional military police.



13TH MARIK MILITIA: LUCKY 13TH

The Thirteenth Marik Militia is credited with the Free Worlds League's first operation in the Succession Wars—the strike at the shipyards on the Capellan Confederation world of Aldebaran. This raid was a stunning success, and the unit went on to distinguish itself in the ensuing conflict.

The Thirteenth lived up to its debut for the next few years, until the unit was decimated during a disastrous raid on the Lyran world of Hesperus. The LCCC chose to rebuild the Thirteenth from the remains of units mauled in the recent ComStar War, and within ten years the unit had regained its reputation for combat brilliance.

During the Fourth Succession War the Thirteenth Militia encountered Cranston Snord's Irregulars on the planet Bordon but failed to prevent the Lyran-employed mercenaries from escaping with their plunder. The Thirteenth's operations on Wasat in 3033 proved far more effective, severely disrupting the Lyran Commonwealth's efforts to absorb that planet.

In 3036 the Thirteenth Militia supported Duncan Marik's claim to the Captain-Generalcy, but despite this soon found itself embroiled in the Andurien War. Assigned to liberate the world of Ingomish from the rebels, the unit attacked from the beachhead created by its colleagues, the Iron Guards, and swiftly crushed the few militia regiments stationed on the planet.

Operation Guerrero saw the Thirteenth's return to Wasat, where—along with the Fourth Oriente Hussars, the Second Sirian Lancers and the Twenty-first Centauri Lancers—it smashed the Federated Commonwealth's Second Republican Regiment. The battles lasted less than two weeks, but the Thirteenth unluckily got caught in a dispute between the Sirian Lancers and the LCCC. Angry at what they termed the Captain-General's "premature" halt to the operation, the Sirian unit was on the verge of mutiny, prompting the local commander to deploy a company of the Thirteenth as security. Fortunately for the League, cooler heads eventually prevailed and both forces stood down.

The insignia of the Thirteenth Militia shows a pair of cat's eyes glowing in darkness.

OFFICERS

Colonel Lloyd Reissing's quiet, gentle demeanor lulls many people into a false sense of security. A master of sharp comments, Reissing rarely needs to raise his voice to dress down anyone in his command.

A former member of SAFE's Dark Shadows Battalion, Captain Steven Jackson heads up the technical-support units associated with the Thirteenth Militia Aerospace. He often refers to his former career as his "air ambulance" days, a well-known euphemism within the FWLM for covert operations.

TACTICS

Adept at covert landings and small-unit operations, the Thirteenth often works behind enemy lines, usually in conjunction with liberation units. The Thirteenth can also take on various other combat roles, especially siege operations and riot control.



13th Marik Militia

Regiment/Regular/Questionable

CO/1st Batt: Colonel Lloyd Reissing

XO: Lieutenant Colonel Zhuge Ling

2nd Batt: Force Commander Gabby Moive

3rd Batt: Force Commander Kelsey Birch

Because of their former staunch support of Duncan Marik, the unit remains suspect in the eyes of SAFE even though more than twenty years have passed since Duncan's death. Many within the unit care little for Captain-General Thomas Marik, primarily because he espouses peaceful cooperation with neighboring states. They argue that with the League's enemies scattered and confused, the FWLM has the perfect opportunity to expand the League's borders by force.



13th Militia Aerospace

Wing/Regular/Questionable

Wing Cmdr: Commodore Ashleigh Standton



17th Irian Armor

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Leon Schaech

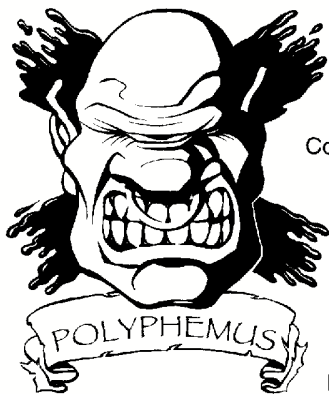
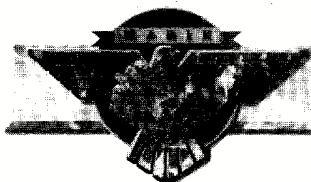
Though assigned to support the Thirteenth Militia in operations on-planet, the primary duty of the Seventeenth Irian is to defend the Irian BattleMechs Unlimited factory complex. Because of this, the Seventeenth's heavy armor regiment does not accompany the Thirteenth on raids or other offensive operations.



43rd and 44th Irian Mechanized Infantry

2 Regiments/Green/Reliable

Troop Cmdr: Colonel Mykelti Winston



15TH MARIK MILITIA: THE POLYPHEMUS DIVISION

The ill-fated Fifteenth Militia began the thirty-first century with the disastrous 3002 invasion of the Lyran world of Loric. Following the betrayal of the League's attack plans to the Lyran Intelligence Corps, the unit took severe losses in their assault on the coastal city of Tromoth.

After the Loric debacle, the unit rebuilt and returned to service in 3008. Following a brief encounter with the mercenary band Snord's Irregulars, the Fifteenth enjoyed one of its few successes in 3010—a raid on the Lyran planet of Cor Caroli that netted the League unit large quantities of valuable engine parts.

But the Fifteenth took major losses in a series of battles against Anton Marik's troops in the civil war of 3014–15. The largest of these battles occurred on the Fifteenth's home base of Berenson, when the Third Marik Militia, personally loyal to Anton, attempted to seize control of the loyalist Fifteenth's facility. During the ensuing eleven-day battle, the Fifteenth staged a series of fighting withdrawals, losing more than a battalion of 'Mechs before reinforcements finally arrived.

In 3028, the regiment was re-deployed to Wasat to bolster the League's defenses against the Davion forces that were wreaking havoc in the Capellan Confederation. The League expected to be House Davion's next target, but the anticipated attack came from a completely unexpected direction: the newly formed Tikonov Republic, which had declared independence from the Capellan Confederation. The Fifteenth fell victim to a series of ambushes, culminating in the capture of the regiment's commander, Colonel Jake Hawkins. After that, Marik resistance on Wasat collapsed. The Fifteenth ransomed their leader and his staff and immediately withdrew from Wasat. Following this debacle, Colonel Hawkins resigned his commission.

In recent years the Fifteenth has had close contacts with the Word of Blake, serving as a cadre unit for the Word of Blake Militia and field-testing several new Blakist-commissioned 'Mech designs. This Blakist connection has brought the Fifteenth into conflict with ComStar on several occasions. Twice in 3054, company-strength cadre units were attacked by mercenaries in ComStar's employ; the attacks inflicted serious casualties and one of them resulted in the destruction of the HPG compound on the planet Berenson.

The Fifteenth's insignia shows the mythical cyclops Polyphemus, from which the unit takes its name.

OFFICERS

Colonel Alex Farragher assumed control of the Fifteenth in early 3055. A member of the Order of the Saber, Farragher has almost thirty years experience as a MechWarrior and has fought against every Successor State save the Draconis Combine.

TACTICS

Equipped with large quantities of new technology, the Fifteenth uses the increased range and accuracy of such weapons to great effect. Combined with fire from the unit's Long Tom artillery batteries, sniping by the regiment's 'Mechs serves to demoralize the enemy as well as damage their formations before they can enter weapon range. This tactic gives the Fifteenth a psychological advantage over its opponents.



15th Marik Militia

Reinforced Regiment/Regular/Reliable

CO/1st Batt: Colonel Alex Farragher

XO: Force Commander Henri Stroud

2nd Batt: Force Commander Dusir Uhrir

3rd Batt: Force Commander Salma Mayfield

4th Batt: Precentor II Eric Goodwin

The unit's Fourth Battalion is comprised solely of Word of Blake Militia troops. Precentor Goodwin recently announced that the Blakist detachment will leave the Fifteenth in the near future to form the core of a new Word of Blake Militia division.



3rd Berenson Armored Defenders

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Anna Warner

The Third Berenson contains a wide range of armored vehicles, ranging from the Centipede scout car and Tokugawa heavy tank imported from the Draconis Combine to the League-produced Ontos and Partisan tanks.



29th Regular Mechanized Infantry

Regiment/Regular/Questionable

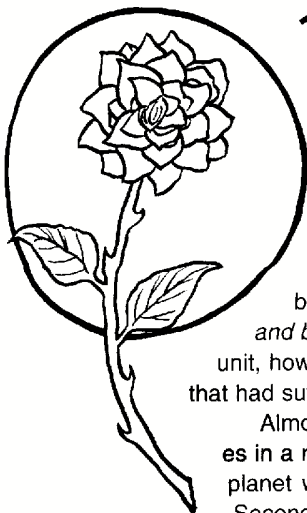
Troop Cmdr: Lieutenant Colonel Glen Mantagena



15th Militia Aerospace

Wing/Regular/Reliable

Wing Cmdr: Commodore Jan Czerny



18TH MARIK MILITIA: THE ROSE OF CONNAUGHT

In 3014 the Eighteenth Marik Militia made its fateful decision to support Anton Marik in his rebellion against his brother the Captain-General. The Eighteenth met little resistance in "liberating" worlds between the Marik Commonwealth and the Grand Duchy of Oriente, but their initial forays into the Marik Commonwealth were much different.

On New Olympia, for example, the Eighteenth Marik Militia met unexpected resistance from cadets of the Allison and Lloyd Marik-Stanley academies. In fact, the cadets managed to hold out until Loyalist reinforcements to arrive and drove the rebel troops off-world. By the end of the war, the Eighteenth was barely able to field a single combat-capable battalion. The LCCC then purged the unit of all senior officers and began a half-hearted attempt to rebuild the Eighteenth. Few FWLM troops proved willing to join a "rebel" unit, however, and the LCCC authorized the transfer of two dozen of the Eighteenth's 'Mechs to Loyalist forces that had suffered losses in the civil conflict.

Almost twenty years passed before the Eighteenth regained its full strength, only to suffer considerable losses in a raid against the Federated Commonwealth world of Hall in 3039. Although the unit initially captured the planet without significant losses, Wolf's Dragoons' Black Widow Company captured part of the Eighteenth's Second Battalion and shattered the remaining units in a fierce Christmas-Eve counterattack. Consequently, the

surviving elements of the Eighteenth withdrew to their base on Connaught.

The insignia of the Eighteenth Militia shows a stylized red rose on a white disc.

OFFICERS

The second son of a leading Irian industrialist, Colonel Jerome Merz is a hedonist who prefers a good party to running a BattleMech regiment. The complete antithesis of the neo-chivalric ideals that have lately become fashionable in the Free Worlds League, Merz lied, cheated and (according to rumors) may even have murdered his way to the command of the Eighteenth. Only his father's connections with the LCCC have allowed this barely competent officer to retain his position.

Lieutenant Colonel Julie Kiel, the granddaughter of Ryerson Military District Marshal Albrecht Kiel, handles most of the unit's day-to-day operations and often has tactical control in exercises and field operations. Her actions allow the unit to maintain a semblance of normality, even though Kiel is little better than Merz at battlefield tactics.

TACTICS

The Eighteenth's training has suffered considerably under the command of Colonel Merz, turning the once-valiant unit into the laughingstock of the League. Internal cohesion is poor and battlefield coordination non-existent, leading to spectacular defeats in field exercises. Oddly enough, many of the unit's MechWarriors are of above-average ability, and several excel at one-on-one combat. Their inability to fight well as a unit, rather than individual incompetence, is the problem that bedevils the Eighteenth.



18th Marik Militia

Regiment/Green/Questionable

CO/1st Batt: Colonel Jerome Merz

XO: Lieutenant Colonel Julie Kiel

2nd Batt: Force Commander Halle Frazier

3rd Batt: Force Commander Joseph J Schifrin

The Eighteenth Militia is firmly ensconced at the bottom of the Quartermaster Corps' priority list. Consequently, the unit uses no recovered technology, and most of its BattleMechs are low-quality hand-me-downs from better-equipped units.



6th Connaught Light Recon (The Newgrange Battalion)

Battalion/Green/Reliable

Armor Cmdr: Force Commander Daniel Morney

The members of the Newgrange Battalion are glad that their homeworld is no longer on the front line between the League and the Federated Commonwealth. Unlike the 'Mech and aerospace elements of the Eighteenth, the Sixth Connaught remains on good terms with the LCCC and has received several upgraded vehicles. Clearly meant as a deliberate insult to Colonel Merz, this favorable treatment has caused considerable friction between the Newgrange Battalion and the Eighteenth Militia.



18th Militia Aerospace

2 Squadrons/Green/Questionable

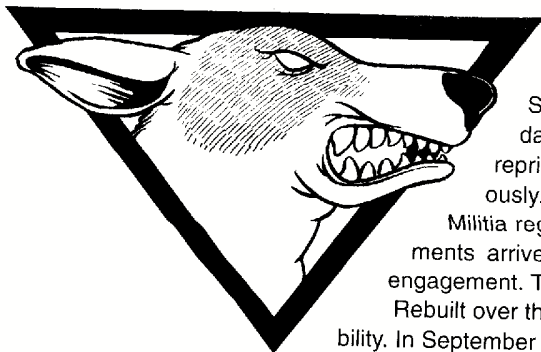
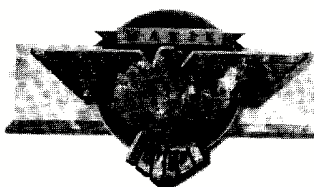
Wing Cmdr: Lieutenant Commander Kristen David



23rd Atrean Jump Infantry

Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Arrigo Sacchi



20TH MARIK MILITIA: THE PIT BULLS

In December of 3048 the Twentieth Marik Militia came under heavy attack by the Seventh Donegal Guards RCT. The Lyrans unit had a simple mission: cause as much damage as possible to any Free Worlds units stationed on the planet Concord in reprisal for the Third Free Worlds Legionnaires' attack on Gienah several months previously. The Donegal Guards pushed the Twentieth to the limit of its endurance, but the Militia regiment stood its ground and harried the enemy's supply lines until League reinforcements arrived in-system. Less than two battalions of the Twentieth survived the month-long engagement. The Donegal Guards withdrew, believing their mission a success.

Rebuilt over the next few years, the Twentieth Militia worked hard to regain its former combat capability. In September of 3057, as part of Operation Guerrero, the Twentieth landed on Oliver alongside the First Orloff Grenadiers. The unit expected to easily liberate the *FedCom-held world*, but were *swiftly disabused* of this notion by the Third NAIS Cadre. The Third's oversized and proficient aerospace wing was a persistent thorn in the side of the League forces. Ultimately, however, the Grenadiers and the Twentieth Militia—with a significant contribution by the Twelfth Concord Armor Regiment attached to it—allowed the Marik forces to push the inexperienced FedCom troops offworld.

The insignia of the Twentieth shows a snarling pit-bull terrier, a breed of dog renowned for its tenacity and violence.

OFFICERS

Colonel Albert Hilfiker, the regiment's former commander, collapsed and died of a heart attack while leading his troops in exercises on Dieudonne in 3053. He was replaced by Jerome Stewart, formerly the commander of the Militia's "Wolf's Head" battalion. Oldest grandchild of Hector Stewart, the current earl of the world that bears his family name, Jerome joined the Marik Militia against his father's wishes. An intelligent and strong-willed officer, he has done much to improve the Twentieth's sagging morale.

TACTICS

With its large numbers of assault 'Mechs, the Twentieth Militia favors offensive over defensive missions, using the excellent reconnaissance information provided by its aerospace and support units to choose the most appropriate point to deploy its forces. Most often, two battalions engage the enemy while the third battalion waits in reserve, ready to exploit any weakness in the enemy line. The regiment uses a similar tactic in defensive operations, with two battalions forming the primary defensive line while the third acts as a mobile reserve, shoring up weak points and staging lightning counterattacks.



20th Marik Militia

Regiment/Regular/Reliable

CO/1st Batt: Colonel Jerome Stewart

XO: Force Commander Maxime Broeske

2nd Batt: Force Commander Cameron Clarkson

3rd Batt: Force Commander Travis Daingingo



20th Militia Aerospace

2 Squadrons/Regular/Reliable

Wing Cmdr: Lieutenant Commander Patrick Hogan



23rd Andurien Heavy Infantry

Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Hettie Fleder

Colonel Fleder's regiment consists of two battalions of motorized infantry and two of jump troops. The mechanized battalions use modern infantry vehicles like the Goblin, providing the unit with mobility and firepower. The unit's jump troops are adept at on-the-move deployment from the unit's hover APCs, VTOLs and cargo aircraft.

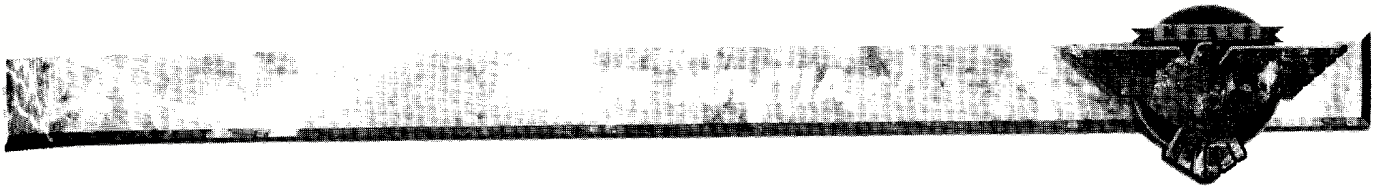


12th Concord Light Cavalry

Squadron/Regular/Reliable

Armor Cmdr: Force Commander Scott Empson

The Twelfth Concord squadron makes extensive use of small, fast tanks, in particular the Galleon. Each company plays a dual role within the Twentieth Militia, serving as a reconnaissance and flanking force. The unit's small size, however, prohibits it from taking an active role in major engagements.



23RD MARIK MILITIA: SLEIGHT OF HAND

For more than two hundred years the Twenty-third Militia was locked in a feud with the Third Republican (formerly Justine's Grenadiers), a unit of the Capellan Reserves. The enmity between the two units stems from the Battle of Wisconsin in 2838, when the Capellan troops decimated the Eighth Marik Militia through treachery. Taking advantage of the League's dispute with ComStar (later called the ComStar War) and the ensuing communications interdict, the Capellan Confederation launched a series of attacks into the League's interior. The Eighth Militia met the Grenadiers in battle near the planetary capital of Madison but were betrayed by traitors within the unit. When Liao saboteurs poisoned the regiment's water supply, the Eighth offered little resistance. Less than a quarter of the soldiers survived the torture and atrocities that followed. Absorbed into the Twenty-third Militia upon their return home, the survivors of the Eighth soon convinced their new colleagues that revenge should be the unit's primary goal.

Ever since the Wisconsin tragedy, the Twenty-third Militia has taken every opportunity to slight the Grenadiers, transferring its enmity to the Third Republican when it absorbed the Grenadiers upon the unit's formation. When a League task force comprising the Tenth Marik Militia, Third Oriente Hussars and First Sirian Lancers destroyed the Republican unit during the liberation of the planet Van Diemen in 3057, the Twenty-third felt mixed emotions. Though pleased that their long-hated enemy had been destroyed, many of them also felt they had lost their purpose with the end of the long dispute.

The Twenty-third Militia's MechWarriors paint their BattleMechs and vehicles in standard Militia colors, with no highlights or accents. The regimental insignia shows a hand pulling a rabbit out of a hat.

OFFICERS

Though a solid tactician and strategist, Colonel Hazel Ward has a violent temper that colors her relationship with the troops under her command. Formerly an outspoken critic of the League's alliance with the Capellan Confederation, the Atreus-born colonel has softened her public stance since taking command of the Twenty-third Marik Militia in January of 3054. Not entirely trusting this seeming about-face, SAFE maintains a close watch on Colonel Ward.

TACTICS

Having spent much of its recent history guarding industrial complexes, the Twenty-third excels at defensive operations, making efficient use of buildings and terrain as cover from enemy fire. Too light to prevail in a stand-up battle, the light 'Mech battalions often stage feigned withdrawals to luring enemy units into hasty, ill-considered attacks on the Militia's fortified positions.



23rd Marik Militia Regiment/Green/Questionable

CO/1st Batt: Colonel Hazel Ward

XO: Force Commander Miroslav Bluzevic

2nd Batt: Force Commander Michelle Schroeder

3rd Batt: Force Commander Nicole Wang

Stationed at the Earthwerks Incorporated and Exeter Organization factory sites on the world of Keystone, the Twenty-third has seen little combat in the past twenty-five years. The unit has made extensive use of Earthwerks' sophisticated simulator systems and regularly stages exercises with the company's security detachment to offset this lack of field experience.



23rd Militia Aerospace Wing/Regular/Reliable

Wing Cmdr: Commodore Lily Austen

Though officially wing strength, the Twenty-third Militia aerospace is currently short by two lances. Commodore Austen has requested that her unit be brought up to full

strength, but the Twenty-third's deployment far from the League's borders puts the unit low on the LCCC's list of priorities.



6th Abbey Armored Regiment Regiment/Green/Reliable

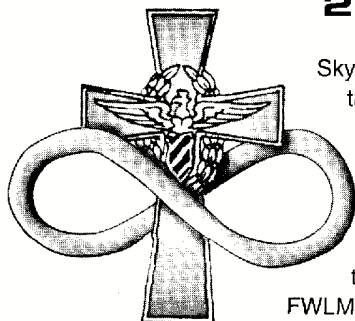
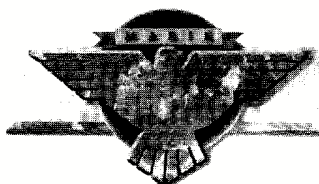
Armor Cmdr: Force Commander Christian Aiello

One of the few units associated with the Abbey District to serve outside that province, the Sixth Abbey is a mixed-weight regiment. Its First and Third companies consist of light armor units such as the Galleon and the locally produced Pegasus tank. Heavy tanks such as the Capellan-built Ontos and Demolisher form the bulk of Second Company.



14th Regular Militia Regiment/Green/Questionable

Troop Cmdr: Lieutenant Colonel Dermot O'Flaghety



25TH MARIK MILITIA: SOLDIERS OF FAITH

The Twenty-fifth Militia formed the linchpin of the FWLM's planned drive into the Lyrans province of Skye during the Fourth Succession War. The League's Operation Dagger called for a decisive thrust into the Federation of Skye, capturing the industrial heart of the Lyrans Commonwealth and thus severing the nascent links between the Commonwealth and the Federated Suns.

The Twenty-fifth Marik Militia and the Fifth Regular Hussars were assigned to seize the world of Wyatt and reduce its garrison before jumping further into the Commonwealth. Unfortunately for the Militia, an LIC agent within SAFE had tipped off the LCAF about the impending attack, and so the Lyrans were ready for the invading troops. Consequently, the Twenty-fifth came under fierce attack by the combined aerospace forces of the Eleventh Arcturan Guard and the Second Donegal Guards. The FWLM units managed to take the world, but at a higher price than they had expected.

During the Andurien War's Cursa campaign, the Twenty-fifth was savaged; only the actions of the First Free Worlds Guards, themselves severely hampered by the death of their commanding officer during a terrorist attack, saved the Twenty-fifth from annihilation. With little more than a single provisional battalion of operational 'Mechs, the unit was withdrawn from the Andurien theater and temporarily stationed on the provincial capital of Oriente. For the remainder of the war the regiment served as an escort force, guarding supply convoys between Oriente and the FWLM supply base on the world of Granera.

Over the centuries, the Twenty-fifth has gained a reputation for religious tolerance. Because it contains practicing members of all the League's faiths, the unit was dubbed "Soldiers of Faith" by Captain-General Samuel Marik in 2918. Its insignia is a cross overlaid with the infinity symbol.

OFFICERS

The LCCC assigned Colonel Anita Webel in the hope that she could revitalize the Twenty-fifth's fortunes after the disaster on Cursa. Her biting wit and infectious humor have done much to buoy her troops' spirits, but the unit's integrity has yet to be tested in a major action under her command.

The dour and tactiturn Force Commander Viktor Ohopko is the opposite of his commander. A veteran of Cursa, Ohopko is still haunted by nightmares of the battle. Some people claim he has an alcohol problem, but this rumor has not been confirmed through official channels.

TACTICS

Tensions in the unit between old hands and new recruits has hampered its ability to coordinate offensive strategies at battalion level and above. The unit does pull together when threatened, however, and has proved particularly effective at defensive operations in a wide range of terrain.



25th Marik Militia Regiment/Green/Reliable

CO/1st Batt: Colonel Anita Webel

XO: Lieutenant Colonel Tim Harlin

2nd Batt: Force Commander Lauren Chechik

3rd Batt: Force Commander Viktor Ohopko

The mostly green 'Mech regiment contains relatively little new technology, making do with a few field upgrade kits. Many of the older MechWarriors in the unit are satisfied with the Twenty-fifth's tech level, but most new recruits complain almost immediately about the poor equipment and what they perceive as the self-pitying attitude of many of their older colleagues. Friction between the two groups has increased in recent months, along with reports of minor altercations between the factions.



25th Militia Aerospace Wing/Regular/Reliable

Wing Cmdr: Commodore Anton Rodriguez

The mainstay of the Twenty-fifth's aerospace wing is the venerable F92 Stingray.



9th Stewart Light Armor Regiment/Green/Reliable

Armor Cmdr: Force Commander Lee Fisher



28th Stewart Regulars Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Ellen Moorhouse

The two Stewart support units assigned to the Twenty-fifth Militia have become unwillingly embroiled in the regiment's internal disputes. In a recent petition, they requested that Colonel Webel either end the squabbling or grant the Regulars a transfer back to their home province.

30TH MARIK MILITIA: DAVID'S HEIRS

An inexperienced but enthusiastic unit, the Thirtieth Marik Militia achieved its first major victory in offensive operations with the capture of the Lyran world of Phecda during Operation Dagger. Ostensibly preparation for a drive into the Federation of Skye, the invasion proved uneventful; the planetary militia surrendered almost immediately after the Thirtieth Militia occupied the planetary capital. But when Operation Dagger stalled after the disaster at Wyatt, the Thirtieth unexpectedly found itself garrisoning a hostile front-line world.

The Thirtieth soon learned, the hard way, the do's and don'ts of an occupation force. After the murder of several troopers following a barroom altercation, the Thirtieth's commanders decided to keep their troops apart from the locals, restricting off-duty soldiers to the cantonment outside the capital. After spending almost a year as virtual prisoners in their own barracks, the unit was relieved to receive recall orders at the

end of July, 3029.

The Thirtieth uses a DNA double-helix strand as its insignia.

OFFICERS

Taking command of the regiment a few months after the Battle of Wing in 3047, Colonel Stephen Harter led the Thirtieth during the invasion of Graham IV in 3058. He had spent several years drilling into his troops the need to adapt battle plans in the field if necessary, and the conflict on Graham vindicated his foresight. The axiom "no plan survives contact with the enemy" proved particularly appropriate on Graham IV when the defending planetary militia staged a guerrilla campaign rather than the open-field battle the Thirtieth had expected. With minimal interference from the colonel, the Thirtieth's battalion and company commanders organized their forces into hunter-killer teams to seek out the FedCom troops on Graham. By the end of October, the Marik Militia had pacified the world.

Force Commander Mira Alexander—the daughter of Admiral Heather Alexander, current Director of Military Intelligence—grew up in the FWLM and spent much of her early life transferring from one base to another. Unlike her mother, she joined the BattleMech arm of the FWLM and quickly earned a reputation for executing daring maneuvers in her *Assassin*.

TACTICS

Save for a brief assignment to the Lopez task force in the Andurien War, the Thirtieth spent the years between 3029 and 3047 on the border world of Wing. For most of those years the unit practiced hit-and-run operations, something it had witnessed first-hand in the Andurien conflict. This training proved fortuitous in 3047, when the Federated Commonwealth's Seventeenth Arcturan Guards attacked the Thirtieth's base. Grossly outmatched by the invaders, the Militia sought to delay the enemy advance with a series of lightning raids against Guards positions.

During one such mission deep into the Guards' rear area, the Thirtieth smashed a supply dump and scattered its defenders. They later discovered that the dump was the FedCom unit's primary supply cache. Desperately short of materiel, the FedCom regiment chose to withdraw. Likening the conflict to that of David and Goliath, Marshal Van Creveld of Dieudonne bestowed the title "David's heirs" on the Thirtieth Militia.



30th Marik Militia

Regiment/Regular/Fanatical

CO/1st Batt: Colonel Stephen Harter

XO: Force Commander Glen Friers

2nd Batt: Force Commander Mira Alexander

3rd Batt: Force Commander Ruben Lopez

Roughly a quarter of the Thirtieth Militia's light 'Mechs use recovered technology. BattleMechs incorporating MASC technology have proved particularly popular, especially among the so-called Speed Demons of the Third Battalion's Beta Company.



30th Militia Aerospace

Reinforced Wing/Regular/Reliable

Wing Cmdr: Commodore Sean Anepaugh



3rd Wing Armored Regiment

Regiment/Green/Reliable

Armor Cmdr: Force Commander Jean-Phillipe Serrault

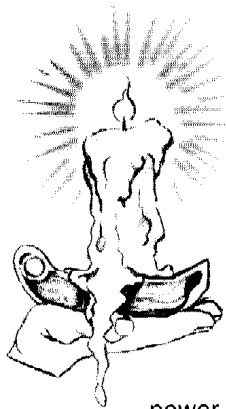
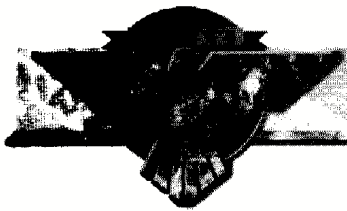
The Third Wing Armored Regiment comprises three companies of light and one of heavy tanks. One light company, nicknamed "The Mavericks," consists entirely of fast hover vehicles and serves as the regiment's recon force.



16th Wing Mechanized Infantry

Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Gregori Baulk



31ST MARIK MILITIA: THE ENLIGHTENED

Created in 2980, the same year as the Thirtieth Marik Militia, the Thirty-first has suffered many of the same supply and maintenance problems that have afflicted its sister unit. Coping with a chronic lack of supplies and upgrades has forced the Thirty-first's technical support crews to become extremely proficient at field modifications and jury-rigged repairs, earning them a deserved reputation as first-rate tinkerers and 'Mech engineers.

Containing a wide range of weight classes, the 'Mech regiment has been deployed in several different roles. Between 2980 and 3027, the Thirty-first served primarily as garrison troops, protecting the world of Uhuru against Lyrans raids. During the Fourth Succession War, battalions from the Thirty-first raided the Lyrans border planets of Launam, Dar-es-Salaam and Arcadia.

On Arcadia, the unit came under heavy air attack from the planetary garrison's conventional aircraft, sustaining several casualties before managing to eliminate the threat. Previously ambivalent toward air power, the Thirty-first took this experience to heart and from that point forward accorded a healthy respect to conventional and aerospace fighter craft.

The engagement prompted then-Colonel Millicent Anson to bolster her unit's anti-air capabilities. During the Andurien War the Thirty-first remained on the Lyrans border and was the target of several Commonwealth raids. The unit's close links with its air and ground support troops kept it from taking much damage at Lyrans hands.

The insignia of the Thirty-first is a flickering candle.

OFFICERS

A graduate of the Orloff Military Academy, Colonel David Sloane is a competent field commander but a brilliant strategist. Fascinated by Clan tactics and battlefield philosophy, the colonel is presently investigating ways that the League can learn from Kerensky's descendants.

TACTICS

Like many garrison units, the Thirty-first does not excel in any particular battlefield skills, though the LCCC puts this down to a lack of experience rather than inability. Various missions have been suggested to blood the unit's most recent crop of recruits, but the détente currently prevailing in the Inner Sphere precludes any overt attacks.

Over the past eight years the Thirty-first has made considerable study of Clan battle tactics and philosophy. Though it is unlikely that the Clans will attack the League in the near future, Colonel Sloane feels the League always can be strengthened by studying its enemies.



31st Marik Militia Regiment/Green/Reliable

CO/1st Batt: Colonel David Sloane

XO: Force Commander Julien Guerrero

2nd Batt: Force Commander Fairarza Anwar

3rd Batt: Force Commander Rose Leyton

Since 3053, the regiment has stationed a battalion of troops on the world of Amity to supplement the defenses of the Imstar Aerospace plant. However, local treaties between the worlds of Amity, Solaris and Rahne make the deployment little more than a formality.



31st Militia Aerospace Wing/Regular/Reliable

Wing Cmdr: Commodore Madeleine Wolf

Lieutenant Commander Wolf (no relationship to Wolf's Dragoons or Clan Wolf) is studying how to better integrate her forces with those of Colonel Sloane.



7th Uhuru Regulars Regiment/Green/Reliable

Armor Cmdr: Force Commander Lucas De Witt

The Seventh Uhuru Regulars, one of six armored regiments stationed on Uhuru, works well with the Thirty-first Militia.



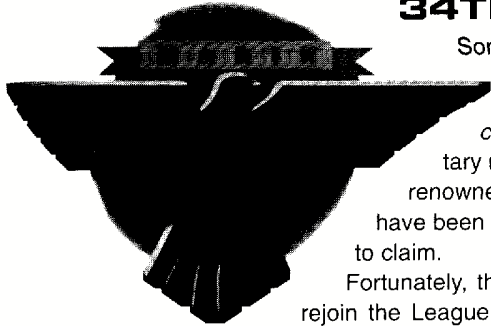
93rd Atrean Regulars Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Martin Kyle

The Ninety-third Atrean Regulars specialize in combat in urban and industrial environments. Equipped with laser rifles and man-pack PPCs, the unit excels at house-to-house fighting. The Ninety-third fields two squads of battle-suited infantry.



34TH MARIK MILITIA



Somewhat more fortunate than the last Militia units created, the Thirty-fourth Marik Militia survived its first contact with enemy troops on the planet Pollux in 3057. Entering service in April of that year, the unit was assigned to liberate the world from Lyran control and pacify it without outside assistance. Faced with seven regiments of planetary militia, the Thirty-fourth had good reason to be apprehensive. Though BattleMechs are renowned as the kings of the battlefield, massed attacks by conventional armor and infantry have been known to decimate even crack 'Mech units—a status the Thirty-fourth did not pretend to claim.

Fortunately, the Thirty-fourth's fears proved unfounded. Many of the planet's defenders chose to rejoin the League or accept Archon Katrina Steiner-Davion's offer of a peaceful return to the Lyran Alliance. Only one regiment of infantry and another of armor contested the arrival of the League troops, and resistance ended within a week of the landings.

Too new to have earned either a nickname or unit insignia, the Thirty-fourth simply uses a version of the Marik Eagle.

OFFICERS

Though the Thirty-fourth is Colonel William Adams's first command, he has proved himself a skilled and savvy leader. Just prior to the Pollux landings, knowing that many in the unit feared a blood bath, he delivered an uplifting speech to his troops that calmed their fears about the forthcoming operation. On the planet itself he met with various political and business leaders, thereby smoothing the world's reintegration into the Free Worlds League. Based on this performance, the LCCC has high hopes for this young officer.

Force Commander Bryce is the unit's fixer. Using his various contacts throughout the League, he has so far guaranteed the unit an uninterrupted supply of the latest equipment and other materiel. His recent attempts to acquire OmniMech technology for his unit, however, have brought Bryce's activities to the attention of the FWLM and he is currently the subject of a League General Accounting Office investigation.

TACTICS

Lacking the support personnel necessary to practice combined-arms maneuvers, the Thirty-fourth has so far concentrated on forging themselves into a tight-knit, flexible unit capable of adapting to the widest possible variety of terrain, climate conditions and enemy attack formations. Based on Thomas Marik's reforms, Colonel Adams feels confident that his unit will someday be called on to coordinate its efforts with other types of FWLM units, and he intends for the Thirty-fourth to make a good showing.



34th Marik Militia

Regiment/Green/Reliable

CO/1st Batt: Colonel William Adams

XO: Force Commander Rumi Vyse

2nd Batt: Force Commander Nicholas Bryce

3rd Batt: Force Commander David "Dragon" Cotteril

Though initially comprised of cast-off 'Mechs from other units, the Thirty-fourth has managed to upgrade almost a quarter of its 'Mechs in a little more than eighteen months.

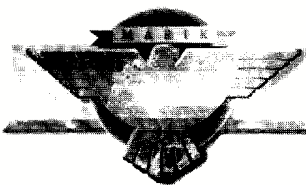


67th Independent Air Wing

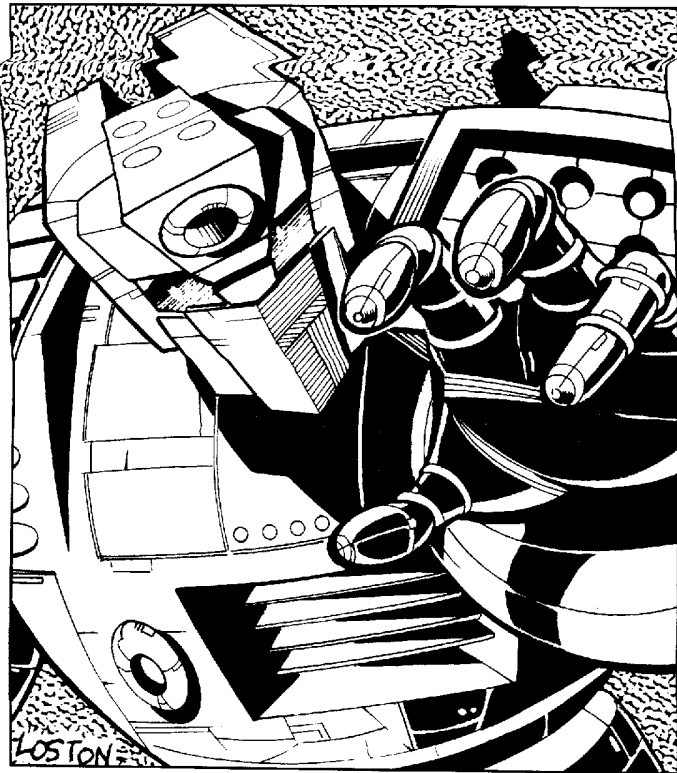
Wing/Regular/Reliable

Wing Cmdr: Commodore Cleophas Galliard

As a new unit, the Thirty-fourth has yet to be assigned its own aerospace force. Commodore Galliard dislikes what he terms "baby-sitting" the Militia unit and is attempting to expedite the creation of the Thirty-fourth Militia aerospace wing (and, naturally, quite determined to avoid that assignment for his command).



KNIGHTS OF THE INNER SPHERE: DEATH BEFORE DISHONOR



Created in 3055, the Knights of the Inner Sphere are the most proficient troops in the Free Worlds League. Every man and woman was recruited from the upper-most echelons of the entire League military. Like the Atrean Hussars, the Knights owe personal loyalty to Captain-General Thomas Marik, though in most circumstances they work through the standard LCCC chain of command. Unlike the Hussars, the MechWarriors who make up the Knights of the Inner Sphere have pledged Thomas Marik their loyalty to the exclusion of all others—whether to family, planet or province within the League.

Intended to civilize warfare and to inspire the often-fractious people of the League with an example of unity, the Knights are sworn to uphold chivalric ideals. In a deliberate nod to the legendary Knights of the Round Table that inspired their creation, the warriors of the Knights refer to each other as "Sir" or "Dame." The Knights' adherence to the neo-chivalric code of honorable conduct, both on the battlefield and off, earns them equal measures of support and derision from other League units. Their supporters applaud the Knights' lofty goals, but some wonder if such goals represent too little, too late. Their opponents frequently dismiss the Knights as "a bunch of goody two-shoes" whose adherence to chivalric ideals is likely to get them—and any units serving with them—killed.

The Knights' performance in several recent campaigns has earned them considerable respect both inside and outside the League. Their actions on Gibson in support of oppressed locals is best known for other reasons, but as an added bonus also netted them large amounts of additional equipment. Combined with the salvage taken during recent operations on the world of New St. Andrews, the influx of equipment allowed the four-battalion unit to split into two conventional-sized regiments. In keeping with their neo-chivalric notions, the Knights did not directly claim their spoils of war. Instead, they passed on the materiel to the LCCC for general distribution, in exchange for which the Knights were allowed to freely poach personnel from other units. Though marginally under-strength, both Knights regiments have performed well in recent exercises.

Some factions in the League attach mystical significance to Thomas Marik's use of Arthurian legends (albeit the flawed version written by Thomas Mallory) for the basis of the Knights, drawing parallels between Thomas and the character of Arthur Pendragon. According to their interpretation, Arthur is Thomas, Arthur's father Uther is Thomas's father Janos Marik and the magician Merlin is ComStar. It is true that Thomas came from an obscure position within ComStar to rule the League, and like the half-mythical Arthur solidified his realm with a series of battles. However, Thomas Marik's life and career differ from the King Arthur legend at more points than they converge. For example, though Sun-Tzu Liao makes a near-perfect Mordred in many ways, Thomas is unlikely to follow King Arthur's example and involve himself in foreign wars, leaving "Mordred" to usurp his throne.

COMMANDING OFFICER

Thomas Marik commands the Knights of the Inner Sphere directly, though the Captain-General allows Colonel Paul Masters, commander of the Gold Knights, to manage the group's day-to-day activities.

FORCES

The Knights have access to the most advanced BattleMechs produced in the League, though many prefer to pilot the machines that have been in their families for centuries and to refit their beloved 'Mechs with recovered technology. Several 'Mech designs are produced exclusively for the Knights, of which the ALB-3U *Albatross* is the best known. The Knights also use OmniMechs produced in the League and the Draconis Combine.

COLORS AND INSIGNIA

The BattleMechs and aerospace fighters of both Knights regiments use white background paint, with silver or gold highlights accenting key panels. The Knights' insignia, a hand rising from a lake bearing a gleaming sword, adorns the left shoulder of each 'Mech.



1ST KNIGHTS OF THE INNER SPHERE: THE GOLD KNIGHTS

Baptized in fire on Gibson's Plains of Portent, the Gold Knights are justifiably proud of their reputation as one of the premier units in the Inner Sphere. Facing elements of the Second Regular Hussars and the Word of Blake militia, the Knights defended the rights of the people of Gibson and won their battle despite the use of Regular-supplied nuclear weapons.

The Knights' stand on Gibson earned them recognition throughout the Inner Sphere, prompting a disturbing series of events. In 3057, a madman operating from New St. Andrews, a minor world anti-spinward of the Circinus Federation, disguised his raiding parties as Knights of the Inner Sphere in an attempt to prompt a major war. The gambit failed and the madman was dealt with, but this incident taught the Knights the downside of extensive public exposure.

Publicity also has its advantages, as the Knights discovered when Katrina Steiner-Davion of the Lyrn Alliance specifically requested the Knights help defend Coventry against massive Clan Jade Falcon assaults. Colonel Masters led the Gold Knights into the Lyrn Alliance, where they placed themselves under the command of ComStar's Precentor Martial Anastasius Focht and his deputy, Prince Victor Steiner-Davion of the Federated Commonwealth. Though the Knights did not see action on Coventry, Sir Paul gained a great deal of respect for Prince Victor based on his solution to the problem and his plans for the future.

It is important to note that outside the Free Worlds League, the First Knights are commonly referred to simply as the Knights of the Inner Sphere. All actions attributed to the unit are assumed to be the work of the First Knights, primarily because the Second Knights of the Inner Sphere are still under construction and have yet to see action. Until the Silver Knights earn their stripes in battle, the Gold Knights will continue to be known as the only Knights of the Inner Sphere.

The Gold Knights' color scheme is a white base with gold highlights.

OFFICERS

A close friend of the Captain-General, Colonel Sir Paul Masters is a charismatic and thoughtful man. Though willing to undertake any action requested by his liege lord, Masters harbored justified reservations about his unit's recent deployment to Coventry. The actions of Prince Victor Steiner-Davion on that world demonstrated to Masters that Thomas Marik was not the only statesman seeking an end to constant warfare in the Inner Sphere.

Dame Dawn Jackson is one of the newest additions to the Gold. Forceful yet diplomatic, she proved her worth in the action against Clan Jade Falcon, acting as liaison officer between the Knights and other units in the coalition task force. She is currently a lieutenant in the Third Battalion, but most of her fellow MechWarriors expect her promotion to captain as soon as a position becomes available.

TACTICS

The Knights are only four years old, and so the LCCC does not officially recognize any strategic or tactical specialties within either of the two regiments. In practice, however, the Knights excel at a wide range of offensive and defensive strategies. However, the young Gold Knights are still learning to work together, and this inexperience inhibits the performance of the unit as a whole.



1st Knights of the Inner Sphere: The Gold Knights Regiment/Elite/Fanatical

CO/1st Batt: Colonel Paul Masters

XO: Force Commander Matthew Sequord

2nd Batt: Force Commander Clarisse Boyer

3rd Batt: Force Commander Patrick Tuttle

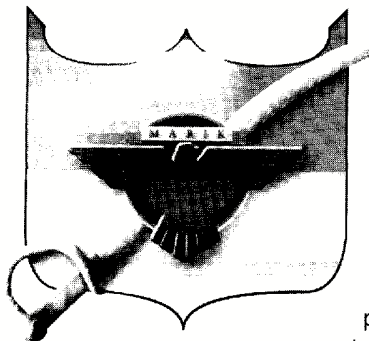
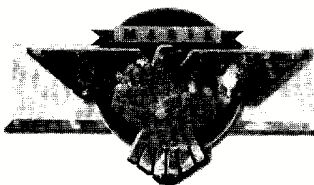
The Gold Knights comprise three battalions of the original Knights who gathered on Atreus at the end of 3054: the Lancelot and Galahad heavy battalions and the Gawaine medium battalion. They are a formidable force on the battlefield, but with the exception of the fighting on Gibson have yet to face a major test.



Order of the Silver Cross Wing/Elite/Fanatical

Wing Cmdr: Commodore Carlton Fields

As their name suggests, every member of the Order is a recipient of the Silver Cross. The unit consists of the League's best aerospace pilots and has quickly established a fearsome reputation. During the Jade Falcon withdrawal from Coventry, the Order of the Silver Cross provided air cover over the Leitnerton base, making occasional forays toward Clan lines and engaging in mock dogfights with Clan OmniFighters.



2ND KNIGHTS OF THE INNER SPHERE: THE SILVER KNIGHTS

Still in the process of assembling personnel and equipment, the Silver Knights were created to accommodate the continued growth of the Knights of the Inner Sphere. The addition of MechWarriors to the four-battalion-strong Knights following the New St. Andrews campaign made it necessary to subdivide the Knights into two operational regiments.

Five companies of experienced troops form the core of the new unit, which has grown steadily as the Captain-General continues to extend invitations to the League's best warriors to join the Knights. Though many existing League regiments regard this as poaching, the Knights maintain their strict admission standards; entrants must not only be excellent MechWarriors willing to swear personal fealty to the Captain-General, but must also be "of the highest moral character." This last requirement, enforced through rigorous psychological screening and determined in part by service record,

has limited the pool of prospective new Knights slightly, but the League contains many fine warriors whose records are sufficiently unblemished in the areas considered most important by this unit to make them eligible to join the Knights.

The Silver Knights' color scheme is a white base with silver highlights.

OFFICERS

When the Tristram battalion was detached from the Gold Knights to form the core of a new regiment in 3058, its commanding officer, Sir Andrei de Souza, received a promotion to colonel. A sharp, intelligent officer, de Souza has worked hard kept long hours to establish his new unit, staging a number of strenuous exercises on the Silver Knights' temporary home base of Epsilon.

The unit's executive officer, Sir Hector Morita, is one of the few non-League citizens serving in the Knights. Though the Knights' name implies that members may come from anywhere in the Inner Sphere, in practice the Knights recruit solely from within the League. This practice makes Force Commander Morita an anomaly, as he was formerly a *Chu-i* in the Third Dieron Regulars. The circumstances surrounding Morita's induction into the Knights in 3056 remain a mystery, for neither Morita nor the Captain-General will discuss the matter—and no one else needs to know.

The recent events on New St. Andrews have done much to mold Force Commander Rod Trane. A somewhat brash man with little patience for incompetence or any sign of laziness, recent experiences have inclined him toward the Knights' neo-chivalric ideals, earning him the promotion to force commander.

TACTICS

The Silver Knights have not yet faced combat together, though they have performed well in exercises. The unit has proved adept at a wide range of tactics, though they need additional practice at coordinating large-scale actions.



2nd Knights of the Inner Sphere: The Silver Knights Regiment/Elite/Fanatical

CO/1st Batt: Colonel Andrei de Souza

XO: Force Commander Hector Morita

2nd Batt: Force Commander Rod Trane

3rd Batt: Force Commander Anne Sudak

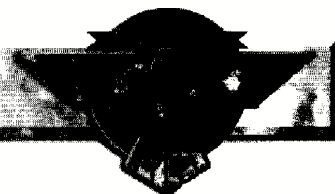
Though listed as regimental strength, the unit's Second and Third battalions (Bedivere and Percival, respectively) each contain only two companies.



23rd Independent Aerospace Wing Wing/Regular/Reliable

Wing Cmdr: Lieutenant Commander Martina Jeye

The LCCC assigned the Twenty-third to support the Silver Knights in October of 3058. The relationship between the two units suffers from a great deal of tension, as the pilots of the Twenty-third commonly celebrate successful military exercises and missions with heavy drinking and unbridled expressions of glee, behavior that most Knights find distracting at the least.



FUSILIERS OF ORIENTE

The Duchy of Oriente fields the second largest contingent of troops in the Free Worlds League Military, and the Fusiliers of Oriente make up the largest unit of the Oriente forces. Created in 2485, the Fusiliers receive somewhat higher acclaim than the Oriente Hussars, though the latter group boasts an equally distinguished history. As one of the most effective units in the FWLM—provincial and regular League forces included—the Fusiliers have consistently proved their loyalty to the Captain-General, not least by always answering his call to arms and never invoking the Home Defense Act.

The Fusiliers operate an "honor roll" system for their units, constantly rebuilding damaged or destroyed units rather than building new ones. Successive Captains-General have approved the practice because it fosters a sense of tradition among unit members. As a further sign of their leader's esteem, the Fusiliers have the right to assimilate battle-damaged units from other FWLM engagements to keep their force at full strength.

Despite their excellent troops, superior equipment and illustrious history, the Fusiliers have experienced periodic setbacks over the years. After Anton's Revolt in 3014–15, for example, the Fusiliers failed to win an engagement for two years and the group's commander, Fyodor Mallory, was cashiered for embezzling unit funds. More recent history, however, shows a significant improvement in the Fusiliers' fortunes.

COMMANDING OFFICER

General Marissa Morgan joined the FWLM in 3014 and first fought with the Fusiliers during Anton's Revolt. A stern and efficient officer, she steadily rose through the ranks of the FWLM and assumed command of the Second Brigade in 3042. When General Selim Halas left the Fusiliers in 3048 to serve on the Captain-General's staff, he nominated Morgan as his successor.

FORCES

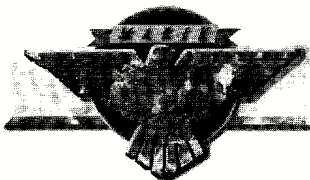
Though the Fusiliers now report directly to the FWLM and so receive their supplies and materiel from the LCCC, Duke of Oriente Christopher Halas occasionally uses personal funds to upgrade the equipment of the six Fusilier regiments. The League General Accounting Office, always looking to cut military spending, has repeatedly used the duke's generosity as an excuse to shortchange the Fusiliers in refits and upgrades. Both the duke and the Fusilier regiments consider this military pettiness a slap in the face, and Captain-General Marik finds the LGAO's behavior deeply offensive.

COLORS AND INSIGNIA

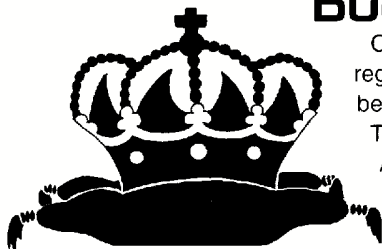
The insignia of the Fusiliers of Oriente is a black rectangular box emblazoned with a stylized version of the red-and-green Calloway Orchid.

The Fusiliers' parade color is dark green, with pale green highlights and black edging.





DUCAL GUARD: ENLIGHTENED VALOR



Created by executive order of the Duke of Oriente in 2485, the Ducal Guard is the oldest Fusilier regiment. Renowned for its bravery and skill, mere rumors of the Guard's presence on a planet have been known to shift the tide of battle in favor of League forces.

The regiment first entered service with the FWLM shortly after the start of the Succession Wars. Although part of the FWLM, the regiment continues its tradition of recruiting the best graduates from the Princefield Military Academy, as well as experienced officers and troops from other Fusilier regiments. Furthermore, many members of the unit come from Oriente's numerous noble families—but unlike other aristocratic MechWarriors, the members of the Ducal Guard are

highly skilled fighters who constantly hone their skills with drills and exercises.

During the second phase of the war against Andurien (3035–40), the Ducal Guard maintained a position on the League's coreward border. During that time, the unit's First Battalion staged several raids on LCAF supply depots, keeping the Steiner military on the defensive and effectively preventing Lyran forces from launching strikes into the League.

The Guard uses the standard Fusilier parade colors decorated with its own insignia, a golden crown resting on a velvet cushion, below the Fusilier battle-group markings.

OFFICERS

Tradition dictates that a member of the ruling family of Oriente command the Guard, and the current commander is Colonel Fannie Halas, granddaughter of Selim Halas and a distant cousin of Duke Christopher.

Force Commander Walton Stoichkov, the regiment's executive officer, is renowned for the number of duels he fought while at Princefield Military Academy. Though an excellent student, Stoichkov had the misfortune of a non-noble birth and jealous rivals often targeted him for abuse. His skill with a blade, however, equals his tactical ability, and he won every duel—including one against a young student of noble birth named Fannie Halas.

TACTICS

The Ducal Guard is a "jack-of-all-trades" unit. Unlike many other non-specialized regiments, however, the regiment has mastered many tactics and can comfortably fight engagements in nearly any terrain.

Perhaps most notable, all new unit members undergo extensive training for microgravity and zero-G operations, ensuring that all the unit's MechWarriors are proficient at fighting on the hulls of spacecraft or in free flight.



Oriente Ducal Guard Regiment/Elite/Fanatical

CO/1st Batt: Colonel Fannie Halas

XO: Force Commander Walton Stoichkov

2nd Batt: Force Commander Mark Pihrga

3rd Batt: Force Commander Isabelle Smyth

The Ducal Guard comprises two heavy and one medium 'Mech battalion. The Guard's 'Mech assets contain several League-produced OmniMechs, including two of the brand-new P1 *Perseus* design. At any one time, most of the regiment remains deployed on Tamarind or away conducting raids, but at least one company provides additional security at the orbiting Technicon WarShip yards.



Ducal Guard Air Wing: Halas's Eagles Regiment/Veteran/Fanatical

Wing Cmdr: Admiral Alistair Nichol

The largest aerospace unit attached to a BattleMech unit, the Guard's air wing provides air support for the Guard as well as security for Technicon Manufacturing and Forerunner, A.G., makers of the *Invader* JumpShip and high-quality jumpsails,

respectively. Generally, one wing of aerospace fighters operates with the regiment at all times, while the remaining thirty-six aerospace fighters perform security duty.



3rd Tamarind Heavy Armored Regiment Regiment/Veteran/Reliable

Armor Cmdr: Force Commander Edgar Halas

The garrison forces on Tamarind have built up considerable experience fending off the near constant Lyran raids directed at the planet.



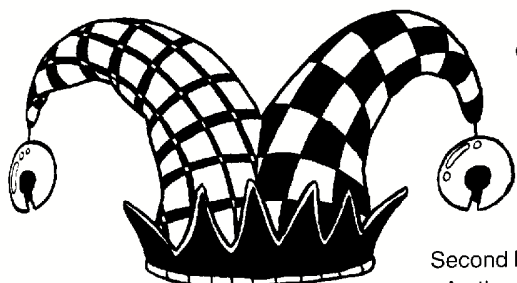
Technicon Marine Guard Battalion/Veteran/Reliable

Troop Cmdr: Lieutenant Colonel Tanguy Branellec

Though the Technicon Marine Guard is technically a private force, Colonel Halas insisted that the security force be placed under her command, as she holds primary responsibility for defending the Technicon facility. The marines are composed of highly professional ex-FWLM troops, so they integrate easily with the Guard.



1ST BRIGADE: THE JESTERS



The First Brigade boasts a long and glorious tradition of military service and a well-deserved reputation for the innovation and cunning of its personnel, who seem capable of devising successful plans to defeat any opponent or accomplish any mission.

The capture of the People's Assembly and the Humphreys Palace on Andurien in early 3040 is perhaps the First Brigade's best-known triumph. With a large portion of the Andurien forces engaged at Boroda, the First and Second Brigades were given the task of "cracking" the city of Jojoken—a mission many considered impossible. As the city's defenders—the Fifth Defenders of Andurien—engaged the attacking Second Brigade, the First Brigade forded the deep Amur river and entered the city from the south.

As the First's reconnaissance aircraft and LAMs constantly relayed intelligence on the disposition of the defenders, the First Brigade's 'Mechs flanked the Andurien force and struck at its rear. The Fifth Defenders quickly lost all cohesion and collapsed into lance-sized units, and the First Brigade easily secured Jojoken's main government buildings.

After the Andurien War, the First Brigade returned to its base on Griffith and began making occasional raids against Lyran and Circinian forces. The First's most significant engagement during this time occurred in 3055, when the regiment was ordered to raid a Star League-era site under excavation on the world of Penobscot. The planet was defended by the Penobscot TMM. Colonel Chapman-Potemkin handled the assault by using civilian DropShips to secretly land the regiment's First Battalion well in advance of the main raiding force. The First Battalion launched a surprise attack against the defending troops immediately prior to the arrival of the main force, confusing the militia unit long enough for the remaining members of the First Brigade to land safely and preventing the defenders from mounting an effective counterstrike.

As an emblem of its unpredictable tactics, the First Brigade uses a multi-colored jester's cap as its regimental insignia.

OFFICERS

Like many past First Brigade commanders, Colonel Roy Chapman-Potemkin is an unorthodox officer willing to consider almost any tactic if it will help the regiment successfully perform a mission—a trait that has earned him a measure of ridicule and suspicion among other unit commanders.

Commodore Moss, commander of the brigade's aerospace wing, originally was assigned to the Ducal Guard, but his provincial accent and lack of family connections precluded any chance of promotion within that unit. In 3049 he requested and was granted a transfer to the First Brigade.

TACTICS

The First Brigade is known for employing a wide range of innovative, unusual strategies and tactics in place of standard tactical doctrine. Though this practice occasionally prompts criticism from other units, the First does not employ such tactics for novelty's sake. Rather, brigade personnel carefully match tactics to the task at hand.



1st Brigade

Regiment/Elite/Fanatical

CO/1st Batt: Colonel Roy Chapman-Potemkin

XO: Force Commander Mira Garphen

2nd Batt: Force Commander Claire White

3rd Batt: Force Commander Aise Newstead

The First Brigade uses a diverse range of BattleMechs. Until 3042, in fact, the unit fielded one of the few operational *Mackies* in the Inner Sphere. That *Mackie* currently resides at the Covington 'Mech Museum on Atreus.



1st Fusiliers Aerospace Wing

Wing/Veteran/Fanatical

Wing Cmdr: Commodore Jason Moss

The fighters and reconnaissance craft of the First Fusiliers aerospace wing have often proved crucial during battle, though

the wing's reliance on medium-weight aerospace craft makes its somewhat less flexible than the brigade's ground forces.



14th Griffith Recon Regiment

Regiment/Regular/Reliable

Armor Cmdr: Force Commander John Dale

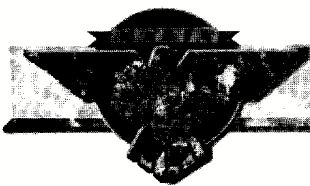


39th Oriente Rifles

Regiment/Regular/Fanatical

Troop Cmdr: Lieutenant Colonel Graham Black

This foot-infantry regiment contains a company of anti-'Mech troops.



2ND BRIGADE: THE GOLDEN PHOENIX

During Anton's Revolt, the Second Brigade were badly mauled by Wolf's Dragoons on several occasions. To speed the brigade's recovery to full strength, the LCCC merged it with two equally damaged Oriente Hussars regiments—a decision that caused considerable uproar among the troops of all the affected units.

Many Fusiliers objected to the forced amalgamation with the "lesser" units, as did the Hussars, who particularly disliked belonging to a unit called the Second Brigade of the Fusiliers—even though the new unit was two-thirds Hussar. In fact, the merger touched off a feud between the Second Brigade and the Ducal Guard that continues to this day.

Some observers have suggested that the need to keep the Ducal Guard and Second Brigade separated was a major factor behind the Guard's sojourn on picket duty during the Andurien War. Officially, the LCCC denies this rumor, but at least one member of the Fusiliers command staff has admitted the rumor contained a kernel of truth.

During that war, the Second initially served as the First Brigade's backup unit. In the engagement at Jojoken, the unit met heavy resistance and became bogged down in vicious street fighting. For almost two hours the Second took everything the Defenders of Andurien could throw at it, until the First Brigade finally forced its way into the city and struck the Anduriens' rear, which abruptly caused the defenders' counter-offensive to falter.

The Second Brigade lost nearly twenty BattleMechs at Jojoken, along with more than three hundred infantry troops and half of its armored vehicles—losses that many in the Second Brigade blamed on the First's deliberate delay in attacking.

After recovering from its losses, the Second Brigade's next major action came in 3048, when it accompanied the newly formed Third Free Worlds Legionnaires on a raid against Gienah. While the nascent Legionnaires engaged the planetary defenders, the Second Brigade targeted the Gienah Combat Vehicles factory, easily scattering the factory's defenders. The Fusiliers then loaded a large number of light armored vehicles from the factory onto their transports and returned them to the League, along with technical schematics for their manufacture.

The regimental insignia of the Second Brigade shows a phoenix rising from a fiery nest.

OFFICERS

Colonel Donald Angstead is more popular than his predecessor, but his outspoken views still arouse derision and suspicion among his fellow commanders and the LCCC.

TACTICS

The Second Brigade's long assignment on Maxwell has provided the unit with extensive experience operating in mountain terrain but little experience in urban environments.



2nd Brigade Regiment/Veteran/Reliable

CO/1st Batt: Colonel Donald Angstead

XO: Force Commander Josef Gamal

2nd Batt: Force Commander Laurence Anderton

3rd Batt: Force Commander Ruth Slight

A predominantly medium-weight force, the Second Brigade fields a number of the HER-5S *Hermes II* BattleMechs. The unit has made extensive use of field-modification kits to upgrade its 'Mechs, but it has very few factory-built newtech machines.



2nd Fusiliers Aerospace Wing (The Bug Blasters) Wing/Elite/Reliable

Wing Cmdr: Commodore Nyen Chen

The heavy fighters of the Bug Blasters are not the most maneuverable machines available, but the wing's pilots constantly practice low-level, high-speed attack runs through the valleys of Maxwell. These drills have given the Blaster pilots an

acute awareness of their crafts' capabilities, which allows them to perform seemingly impossible maneuvers.



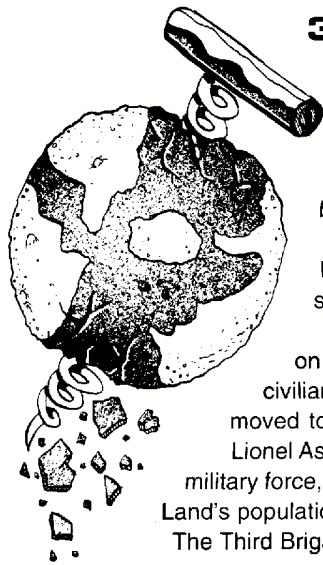
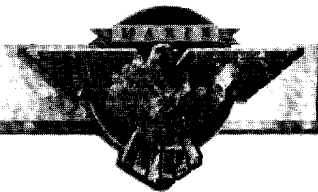
9th Maxwell Alpini Regiment/Veteran/Reliable

Troop Cmdr: Lieutenant Colonel Elise Walker

3rd Maxwell Airmobile Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Thomas Lakes

Approximately one-quarter of the brigade's infantry units are *Alpini* regiments—mountain troops equipped with the climbing and survival gear necessary for operations at high altitudes. The remainder are airmobile regiments and brigades, which use the ubiquitous *Planetlifter* and Karnov UR transports, escorted by swarms of attack VTOLs.



3RD BRIGADE: THE CORKSCREW

Created in 2581 during the Invasion of Canopus, the Third Brigade has long served as the Fusiliers' "point unit." The unit, which specializes in orbit-to-surface assault operations, saw extensive action during the Succession Wars and has scaled down its operations only in the past thirty years.

Because the Fusiliers generally try to assign units to operations based on unit specialty, it is surprising that the Third Brigade's two most recent operations did not require the brigade's unique capabilities. During the 3055 Fusilier raid against Penobscot, for example, the considerable strength of the defenders prompted the raid commanders to assign the pathfinder role to the unconventional First Brigade, which used subterfuge to pave the way for the main force's landing, relegating the Third to a supporting role.

A year later, the Third Brigade found itself in the middle of an uprising provoked by Lyran agitators on its homeworld of Promised Land. Unwilling to unleash the might of its BattleMechs against the planet's civilians, the Third took no significant action until elements of the planetary militia sided with the rebels and moved to seize the governor's residence. Provided with a military target against which he could act, Colonel Lionel Asuelo ordered the Third Brigade into the field, where it decimated the poorly trained militia. Robbed of its military force, the revolt soon crumbled. (Despite the defeat, however, anti-Marik sentiment survives among Promised Land's population.)

The Third Brigade's insignia is a corkscrew skewering a planet.

OFFICERS

Colonel Asuelo was censured by the LCCC for using excessive force while quelling the Promised Land revolt, but he retains command of the Third. The colonel disagreed with the reprimand and contends that he and his troops responded appropriately to the danger posed by the rebels.

TACTICS

The Third Brigade regularly practices orbit-to-surface combat drops on a number of worlds in and around the Promised Land system. The unit is proficient in two varieties of this dangerous operation—the so-called avalanche drop, in which the attackers land directly on top of enemy units, and the more conventional method of landing away from enemy troop concentrations and regrouping before engaging the enemy.



3rd Brigade

Regiment/Veteran/Reliable

CO/1st Batt: Colonel Lionel Asuelo

XO: Force Commander Gavin Stubbs

2nd Batt: Force Commander Mordechai Allun

3rd Batt: Force Commander Femi Oke

Force Commander Mordechai Allun's "Hawk Phalanx" assault battalion constitutes the Third Brigade's main strike force. Half of the assault battalion consists of heavy 'Mechs whose average weight exceeds 80 tons. The battalion's remaining forces consist of medium and light 'Mechs, which act as screening and reconnaissance forces for the Phalanx. Many of the unit's 'Mechs have integral jump jets; the remaining machines use disposable thruster packs and drogue-parachutes for combat landings.



Panev's Magyars

Wing/Regular/Reliable

Wing Cmdr: Commodore Luboslav Panev

The Magyars are a former mercenary aerospace unit that joined the FWLM in 3002 to escape its debts. Under the unit's incorporation agreement, the LCCC must always assign com-

mand of the unit to a member of the Panev family. The Magyars' current commander, Luboslav Panev, is the great-grandson of the unit's original commander.



190th Regular Heavy Armor

Regiment/Regular/Questionable

Armor Cmdr: Force Commander Anna-Lise Trenchard

Though force commander Trenchard supports Captain-General Marik's reforms, many of her troops remain primarily loyal to the Principality of Regulus.

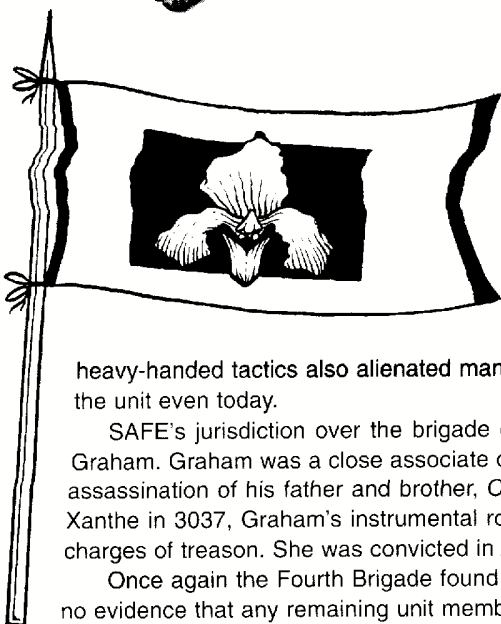
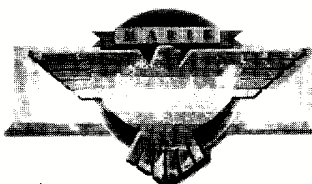


9th Promised Land Militia

Regiment/Green/Questionable

Troop Cmdr: Lieutenant Colonel Sam Keuper

During the 3056 insurrection on Promised Land, two companies of the Ninth Militia joined the rebels during their attempt to storm the planetary governor's residence. Though the remainder of the unit stayed loyal to the Fusiliers, the LCCC adjusted the entire unit's loyalty rating to reflect this incident.



4TH BRIGADE: HOPE OF GLORY

Formed in 2581, the Fourth Brigade is one of the most active units in the FWLM and has earned numerous awards, including the Allison Chain (on two occasions) and, at last count, ninety-six Crests of the Eagle.

In the years immediately preceding the Fourth Succession War, SAFE operatives uncovered a plot against Captain-General Janos Marik among key unit officers. (The conspirators apparently acted with an unidentified ally, whom most experts now believe was Duncan Marik.) Consequently, the Captain-General placed the unit under the command of SAFE, which purged large numbers of personnel from the brigade.

Though the purges eradicated subversive influences in the brigade, SAFE's

heavy-handed tactics also alienated many innocent personnel and contributed to anti-Marik sentiments that continue to fester in the unit even today.

SAFE's jurisdiction over the brigade ended in 3031, when the LCCC replaced commander Eve Hansi with Colonel Andrea Graham. Graham was a close associate of Duncan Marik, and when Duncan nominated himself as Captain-General following the assassination of his father and brother, Colonel Graham proved one of his staunchest supporters. Following Duncan's death on Xanthe in 3037, Graham's instrumental role in Duncan's power grab became apparent, and a Free Worlds court indicted her on charges of treason. She was convicted in August 3038 and executed by firing squad along with six other conspirators.

Once again the Fourth Brigade found itself under the scrutiny of SAFE, but the intelligence agency's investigation uncovered no evidence that any remaining unit members were involved in Graham's treasonous activities. SAFE only concluded that several brigade officers had exercised poor judgment and served these individuals with written reprimands.

The regiment's insignia consists of a lance flying a pennant emblazoned with the Fusilier crest.

OFFICERS

Colonel Charleen Day was hand-picked by the Duke of Oriente following SAFE's release of the unit to his command in 3041. She has proved effective at containing anti-Marik sentiment within the unit but has yet to command the unit in battle.

Force Commander Raj Patel was formerly a member of the Dark Shadows, SAFE's elite 'Mech battalion, and many brigade officers believe that he was posted to the unit to monitor Day's performance, as well as anti-Marik sentiment within the unit.

Commodore Tania King appears to be little more than twenty years old, generally considered too young for her position. In truth, the commodore merely possesses a youthful appearance provided by to the anti-aging treatments pioneered in the League since the Fourth Succession War.

TACTICS

The brigade has not been involved in combat operations for more than twenty years; hence, LCCC records list no specialties or tactics of the unit. In combat exercises, however, the Fourth Brigade has proved particularly adept in urban-assault scenarios.



4th Brigade

Regiment/Regular/Questionable

CO/1st Batt: Colonel Charleen Day

XO: Force Commander Raj Patel

2nd Batt: Force Commander Nicholas Evans

3rd Batt: Force Commander Caroline Hunt

Many individuals consider the Fourth Brigade ill-equipped for urban assault missions because the unit is a mixed force of one light and two medium 'Mech battalions. Though the Fourth's performances in combat exercises have consistently proved its critics wrong, it remains to be seen if the unit can achieve the same level of success in combat.

For years the Fourth has been one of the last units to receive recovered technology, apparently because of its questionable loyalty. At present, the unit's techs are installing field-upgrade kits supplied by the FWLM, making nearly a company's worth of the brigade's 'Mechs unfit for combat at any one time.



4th Brigade Aerospace Wing

Wing/Regular/Reliable

Wing Cmdr: Commodore Tania King



43rd Oriente Heavy Tank Regiment

2 Battalions/Green/Fanatical

Armor Cmdr: Force Commander Monserrat Killet

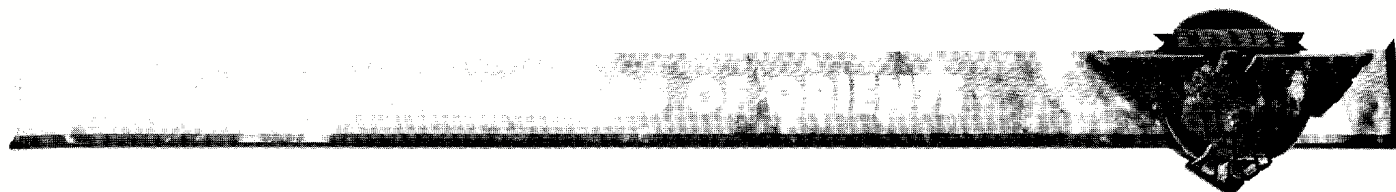
Though nominally under the command of the Fourth Brigade, the Forty-third answers directly to the Duke of Oriente.



92nd Oriente Mechanized Infantry

Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Stan Kitchener



5TH BRIGADE: THE ANDALUSIA DIVISION

Formerly the SLDF's Independent 208th Hussar Regulars, the unit now known as the Fifth Brigade of the Fusiliers of Oriente refused to abandon the Inner Sphere in 2784. The unit found work as a mercenary unit until the Duchy of Oriente offered the unit permanent employment in 2845.

The Fifth Brigade is the heaviest Fusilier 'Mech force and contains a number of battle-hardened veterans.

The Fifth Brigade's most valuable resource, however, is its tech library. In fact, the unit's collection of old SLDF technical manuals have proved invaluable in the League's efforts to employ recovered technology; the documents have served as guides for restoring many 'Mechs to their original Star League configurations and enabled the brigade to reconstruct several Star League-vintage 'Mech prototypes, which have provided the unit with a considerable combat edge in past years.

In 3047, for example, two companies of the Fifth stationed on Pingree held off a much larger Lyran force for two days before the remainder of the brigade arrived to expel the invaders. Undoubtedly, the small Fusilier force owed its success in large part to its two GOL-3M *Goliath* prototypes.

Following the operation on Pingree, the brigade deployed to Concord following the Lyran Seventh Donegal Guard's reprisal raid against the Twentieth Marik Militia on that planet. Though the attacking force withdrew before the brigade could engage it, the Fifth remained on world for three months to allow the militia to recover from its losses.

Unofficially known as Bolton's Rangers, the Fifth Brigade continues to use standard SLDF color schemes, and its machines and personnel display the Star League crest in addition to the Marik crest.

OFFICERS

Tradition dictates a member of the Bolton family command the unit. When the primary Bolton line ended with the death of Pavel Bolton during the battle of Vulich in 3027, Pavel's only living relative was his sister Rachel Wagner—who was not a MechWarrior. Consequently, command of the brigade passed to Lew Konkoslev, who relinquished command to Rachel's son, Jerry Wagner, on Jerry's twenty-fifth birthday in 3052.

TACTICS

The Fifth Brigade favors direct attacks, typically using the weight of its numbers and the brute strength of its 'Mechs to overcome opponents. Such tactics have proved effective for storming fortifications and in close combat, but are impractical in open-field engagements.



5th Brigade

Regiment/Regular/Reliable

CO/1st Batt: Colonel Jerry Wagner

XO: Force Commander Kate Wagner-Bryce

2nd Batt: Force Commander Andrew McIntyre

3rd Batt: Force Commander Brian Domenic

Many of the Fifth Brigade's troops can trace their origins to the original members of the 208th Hussars. Despite their links to the SLDF, the unit feels no empathy with Kerensky's descendants, the Clans. Though they sympathized with Kerensky's call for the Exodus, the members of the Fifth Brigade view the Clan military philosophy as a perversion of the ideals Aleksandr Kerensky sought to preserve.



37th Independent Aerospace Wing

Wing/Regular/Reliable

Wing Cmdr: Commodore Anghel Iordonescu

Because the Fifth Brigade lacks integral aerospace support, the LCCC has assigned the Thirty-seventh Independent aerospace wing to support the Fusiliers unit. Though relating to

the young Colonel Wagner has proved difficult for wing commander Iordonescu, the commodore is slowly becoming accustomed to the Brigade's commanding officer.



346th Heavy Tank Regiment

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Shigeru Waseda

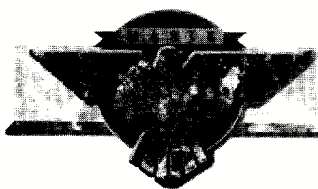
Like the Fifth Brigade, the 346th originally was a Star League unit that chose to remain in the Inner Sphere. The unit has been semi-permanently assigned to the Fifth Brigade since 2906 and shares many of the brigade's traditions.



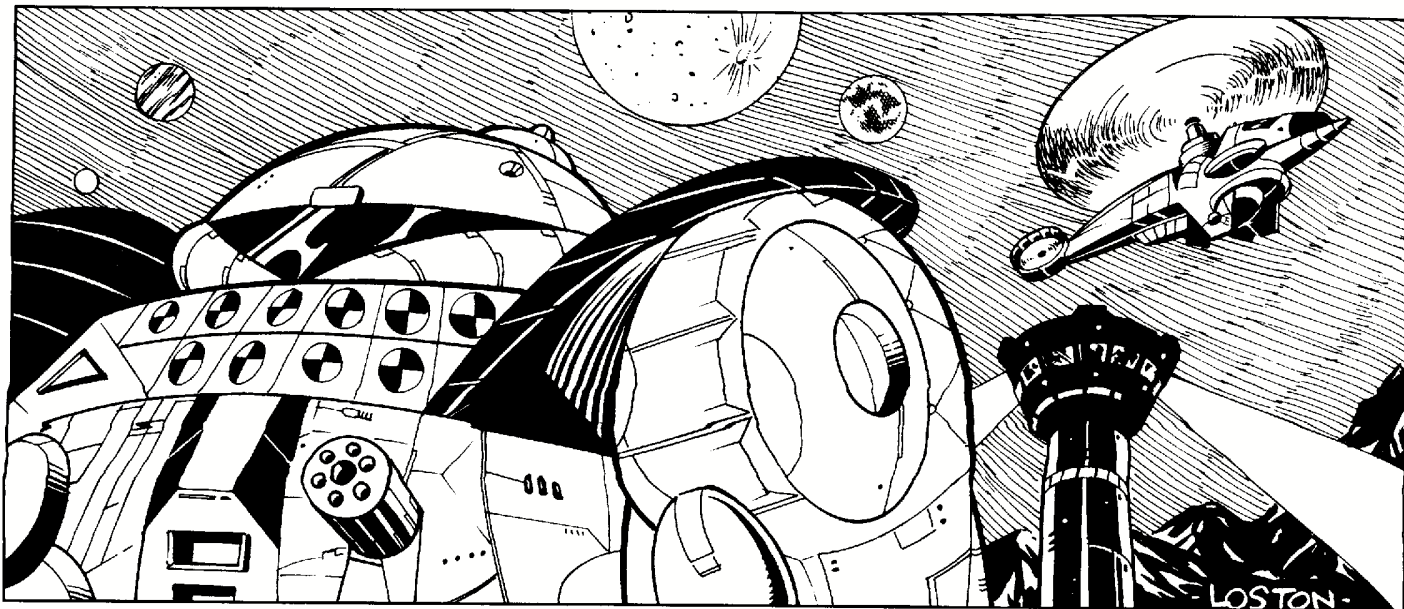
2nd Mechanized Infantry, 19th League Static Defense Unit Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Lianne White

Though the entire Nineteenth SDU is technically subordinate to the Fifth Brigade, Colonel Wagner has granted the SDU and its commander, General Marks, a high degree of autonomy.



PROTECTORATE GUARD: MARCHER LORDS



When the Marik-held worlds of the Border Protectorate fell to Lyrans during the Fourth Succession War, many of the Protectorates' planetary governments advocated a rebellion to drive out the Lyrans and finally achieve independence from all foreign occupiers—Lyrans and Marik alike. Protectorate military leaders, however, remained sympathetic to the Captain-General and the League and felt justifiably wary of squaring off against the powerful military of the Steiner-Davion alliance. They counseled patience to the Protectorate's political leaders and made plans for ousting the Lyrans as soon as they saw the right opportunity to strike against the occupiers.

That opportunity came in 3057, when Captain-General Marik launched Operation Guerrero, a plan to liberate the worlds lost to the Steiner-Davion alliance during the 3028–30 war—including the planets of the Protectorate. Once the operation began, the Protectorate Guard units joined in the successful offensive against the Lyrans and Davion troops. When the fighting ended, the Protectorate planets resumed their places as members of the Free Worlds League.

Prior to the Fourth Succession War, membership in the Guard units was restricted to citizens of the Border Protectorate. Following the war, the unit's commanders had little choice but to relax this condition. By 3046, when the Military Reorganization Act took effect, less than 20 percent of the Border Protectorate troops were born in their home territories. Since the liberation of Zosma, Denebola and Alula Australis, the number of candidates interested in joining the Guards has grown exponentially, and the Guard commander, General Loren Bryce-Marik, has petitioned the LCCC to authorize the formation of a third Guard regiment.

COMMANDING OFFICER

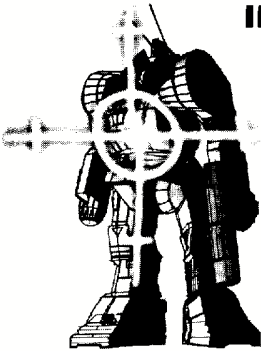
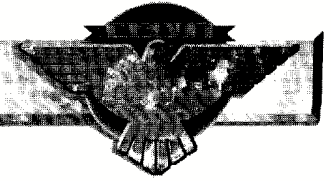
General Bryce-Marik comes from a long line of military commanders. Many of his ancestors, including both his father and grandfather, commanded the Marik Guards before that unit suffered near-decimation at the hands of the Hsien Hotheads on Callison during the Fourth Succession War. Following that war, the LCCC gave the Bryce-Mariks control of the exiled Protectorate Guard. Initially, the Stroud MechWarrior family of the Steel Guards resented the assignment of a Bryce-Marik to command the unit and the Strouds forced the newly installed general to engage in a game of brinkmanship. Bryce-Marik's actions soon convinced even his detractors of his abilities and determination, and the troops of the former mercenary force accepted his authority.

FORCES

The troops of the Protectorate Guard carry out their duty to the League with gusto, making up in enthusiasm what they lack in experience and equipment. Only about 20 percent of the units' Mechs have been upgraded, and those mostly in the Iron Guard, but the Protectorate Guard refuses to constantly petition the LCCC for upgrades, perhaps hoping to catch more flies with honey than vinegar.

COLORS AND INSIGNIA

The parade colors of the Protectorate Guard are purple and powder-blue. The blue forms the base color with key panels highlighted in purple. Black edging completes the paint scheme. The Guard's insignia is a Zeus BattleMech, mainstay of House Steiner, overlaid by glowing red cross hairs.



IRON GUARD

The motto of the Iron Guard is "Never Surrender," and the unit has never done so in its five-hundred year history. However, the unit did withdraw from battle on two noteworthy occasions.

The first occurred in November of 2837, at the height of the so-called ComStar War. The ComStar communications interdiction of the League had made it virtually impossible for FWLM units to mount effective defenses against outside forces, and when Lyrans units landed on Zosma, the planet's Iron Guard defenders were greatly outnumbered. Not knowing if they would receive reinforcements, the Iron Guard commanders ordered their troops to withdraw rather than risk annihilation. To atone for its dishonor, the Guard petitioned the Captain-General for the right to act as lead unit for the League's offensive to recover Zosma in 2869. The Captain-General granted the request, and the Iron Guard-led force recaptured the world.

The Guard's second tactical withdrawal came in 3029, when Captain-General Janos Marik ordered all units on the Terran side of a line between Wasat and Callison to withdraw in the face of an impending Steiner-Davion invasion. The Guard commander at the time, Colonel Bradford Holmes, publicly vilified the Captain-General for forcing his unit to abandon its post, but in private he agreed with the decision.

Over the following decades the volunteer unit saw considerable action, both on the Lyrans front and in the war to recapture Andurien. The unit's noteworthy actions during that war included securing landing zones for the Thirteenth Marik Militia at Moncastro during the invasion of Ingonish in 3036. The unit also helped secure Xanthe III in May 3037, following Duncan Marik's botched landings in January, and served as garrison troops on Lopezh.

The Iron Guard insignia consists of a BattleMech foot trampling a mailed glove, the traditional symbol of House Steiner.

OFFICERS

Though a capable commander, Colonel Virgil Ridgeway relies heavily on his experienced executive officer, Force Commander Ghorgeh Sukir. Sukir is one of the most experienced officers in the unit. He served as a lance commander during the withdrawal from Alula Australis in 3029, and he has no intention of allowing such a "disgrace" to happen again during his lifetime.

Kelly "Big K" Jarvis is the master technician in charge of the Guard's BattleMechs and she is an expert at getting the most from the League's field-upgrade kits.

TACTICS

The Guard favors the unorthodox tactics common to units forced to cope with varying experience levels. Additionally, the unit is known for its persistence and determination, which make it a favored choice to lead assaults and other offensives.



Iron Guard

Regiment/Regular/Fanatical

CO/1st Batt: Colonel Virgil Ridgeway

XO: Force Commander Ghorgeh Sukir

2nd Batt: Force Commander Sally Mandelbaum

3rd Batt: Force Commander Shozaburo Miyazaki

The Protectorate Guard has only recently begun to receive the FWLM's field upgrade kits, and the majority of these have gone to the Iron Guard. Slightly more than a battalion's worth of 'Mechs feature advanced technology.



Iron Wing

Wing/Regular/Fanatical

Wing Cmdr: Commodore Saul Devlin

The Iron Wing has few craft fitted with Star League-era technology. To compensate for the limited capabilities of their aging equipment, the Iron Wing's pilots rely on "seat-of-the-pants" flying skills. This approach yielded impressive results during the invasion of Talitha, when the Iron Wing soundly defeated the Federated Commonwealth's newly refitted Ninety-third Skye Air Wing.



1st Zosma Reconnaissance Regiment

Regiment/Green/Reliable

Armor Cmdr: Force Commander Pearce Spruill

Armed with equipment salvaged from Zosma's defeated FedCom planetary militia, the First Zosma Reconnaissance Regiment also includes a number of former AFFC troops and officers.

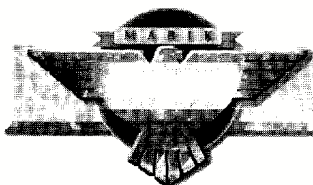


93rd Zosma Militia

Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Eduoard Graf

Despite its name, the Ninety-third Zosma is one of only six infantry regiments based on Zosma, all formed following the world's liberation in 3057.



STEEL GUARD

The Steel Guard began as a group of mercenaries in the employ of the Lyran Commonwealth and only joined the FWLM after being stranded on Alula Australis in 2799. Kenyon Marik offered the unit permanent employment in the League provided that its members pledge their loyalty to the League. They willingly did so and the Steel Guard became the primary element of the planetary garrison. The unit became part of the Protectorate Guard when that unit formed.

An inexperienced but potent unit, the Steel Guard has spent much of the past few years on garrison duty, first on Adhafera in the Stewart Commonality and more recently on Kosciusko in the Duchy of Tamarind. In the past year the unit has spent considerable time policing the urban areas of Asuncion, attempting to maintain order in the wake of the Herat Massacre (see *First Atrean Dragoons*, p. 50).

The Steel Guard's mascot is the wallaby, a hardy Terran marsupial that thrived after being transplanted to Alula Australis in 2307. The Steel Guard's insignia shows a white wallaby silhouette against a black disc.

OFFICERS

Members of the Stroud family have commanded the Steel Guard since the Guard's inception. Family members had hoped that the LCCC would appoint one of their number to command the Protectorate Guard, and they were quite upset at the appointment of General Bryce-Marik. Following an eighteen-month battle of wills, however, Bryce-Marik managed to gain the respect of Steel Guard commander Colonel Marilyn Stroud. Other members of the family, however, continue to entertain ambitions of leading the Protectorate Guard.

TACTICS

Primarily a defensive unit, the Steel Guard relies heavily on static-defense formations and employs few maneuvers. Despite this limitation, the Steel Guard is well-versed in urban combat and crowd-control tactics.



Steel Guard

Regiment/Green/Reliable

CO/1st Batt: Colonel Marilyn Stroud

XO: Force Commander Mitchell Gotlieb

2nd Batt: Force Commander Liselle Marshall

3rd Batt: Force Commander Lars Hjoulberg

Less than 5 percent of the Steel Guard 'Mechs use advanced technology, a situation that has resulted from "horse trading" between Colonels Stroud and Ridgeway. Apparently, Stroud suggested that the Steel Guard would gain greater benefit from an additional regiment of infantry that from a dozen upgrade kits, and Ridgeway persuaded General Bryce-Marik to place additional troops under the control of the Steel Guard in exchange for most of its allocated upgrade kits.



Steel Wind

Wing/Regular/Reliable

Wing Cmdr: Commodore Francine Dzerniamowicz

The Steel Wind contains two Star League-era *Gotha* fighters.



97th Atrean Reconnaissance Battalion

Battalion/Regular/Reliable

Armor Cmdr: Force Commander Nelson Morgan

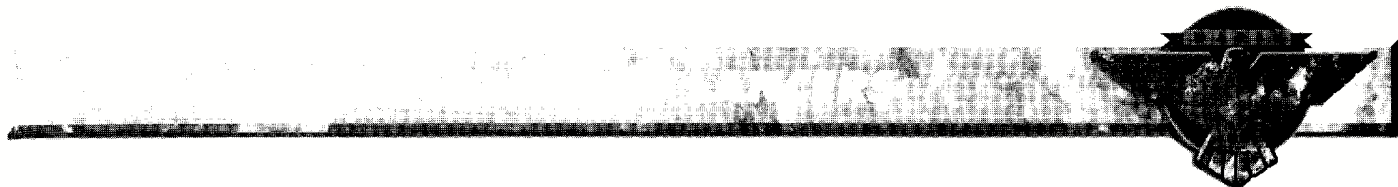


67th Independent Infantry Brigade

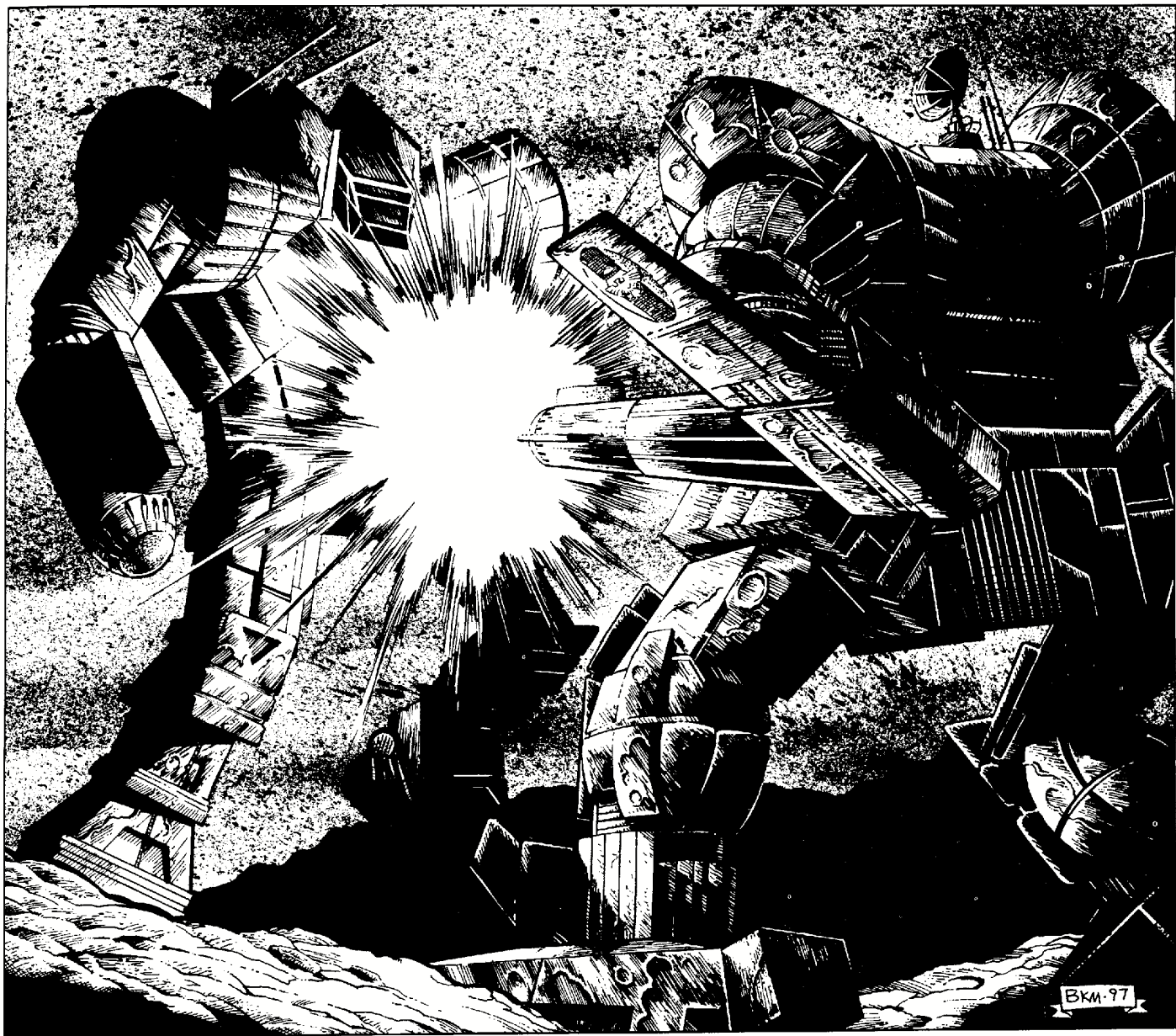
2 Regiments/Regular/Reliable

Troop Cmdr: Colonel Rui Costa

The highly mobile Sixty-seventh Brigade comprises the 381st Mechanized and 209th Jump Regiments. The 381st makes extensive use of the Maxim and Goblin infantry fighting vehicles.



SIRIAN LANCERS: THE FURY



The history and politics of the Sirian Lancers are inextricably entwined with the history and politics of the League itself. During the height of the Star League, the Terran province of Sirius (Sirius, Procyon, Pollux and Graham IV) fielded ten SLDF BattleMech regiments. Approximately one-third of these troops fell during the war to reclaim Terra, and another third left with the Kerensky Exodus. The remaining units—the Sirian Lancers—returned to their homeworlds, which formed the Sirian

Concordance in 2793 and joined the Free Worlds League.

Though the governments of the Sirian Concordance worlds proved to be valuable political allies of the Mariks, they refused to allow their armies to become involved in domestic or foreign military adventures, claiming neutrality or invoking the Home Defense Act when necessary. This refusal to militarily support the League angered Captain-General Janos Marik, who became further alienated when a newly elected Concordance primus, Louis



Grise, dissolved the Concordance's democratic council and reorganized the Lancers—concentrating the best warriors in the unit's Procyon-based Second Regiment and making only the *Third Regiment* available to the Captain-General.

In response to this insult, Marik refused to act when the *Capellan Confederation* attacked Sirius and Procyon in late 3024. Sirius quickly fell to the invaders, while the Second Lancers fought the Capellans to a standstill on Procyon. *Desperate to recover his lost territory*, Grise made a personal appeal to the Captain-General, who relented and sent the Ninth Marik Militia regiment to support the forces on Procyon. Sirius itself remained in Capellan hands until the mercenary Gray Death Legion recaptured it for the League in 3028.

Later that year, the Lancers suffered another cruel blow. Following the start of the Fourth Succession War, forces of the newly independent Tikonov Free Republic captured Graham IV and Procyon and the League abandoned Sirius and Pollux in the face of an overwhelming Lyran invasion force. As a result, the Lancers were without a home.

For the next twenty-five years the Lancers served as a mobile reaction force for the League, while the former Sirian Concordance governors pressured the Captain-General to authorize an offensive to recapture their worlds. Recapturing the worlds remained a low priority, however, as the War of Andurien Secession and then the effort to contain the threat of the unified Federated Commonwealth taxed the resources of the FWLM.

In 3057, the liberation of the Concordance worlds finally seemed at hand. The Captain-General had launched Operation Guerrero, a plan to recover the worlds lost to the Federated Commonwealth during the Fourth Succession War. But wary of overextending his forces, the Captain-General called a halt to the action before the recovery of Sirius and Procyon. Incensed by what they saw as a deliberate insult by the Captain-General, the Lancers vehemently protested the Marik's decision, particularly when communications between the two worlds and the rest of the Inner Sphere ceased abruptly a few weeks later.

For the remainder of 3057 and the first six months of 3058, the Lancers and the former Concordance governors stepped up their pressure on the Captain-General and the LCCC, demanding an opportunity to retake Procyon and Sirius. Then rumors of death camps and killing fields on the planets began to circulate among the Concordance refugees. No one knows exactly where the stories started, but they galvanized the Lancers. Within weeks, the unit's commander, General Helen Thrall, sent a terse message to the Captain-General and the LCCC, informing the FWL leaders that with or without the LCCC's permission, all three Lancer regiments would attack the Sirian Holds as soon as they could secure transport assets. If the Captain-General saw fit to send additional units with the Lancer, they would gladly accept the reinforcements. If not, they would go it alone.

And so in September of 3058, the Sirian Lancers, accompanied by the Fourth Free Worlds Legionnaires, jumped into the

Sirian Holds. The First Lancers and the Legionnaires landed on Procyon, while the Second and Third Lancers made for Sirius. After a brief battle, the invasion force soon took control of Procyon, but the fighting on Sirius lasted almost three weeks. After the fighting had ended, the horrifying truth behind the rumors began to emerge. A mad former ComStar adept, *Alisendar Gyrn*, had seized control of the worlds and executed all who might oppose him. Tens of thousands had died. Gyrn was later captured and is currently awaiting trial on charges of mass murder. Recriminations began almost immediately, with many Concordance citizens blaming the League and the Captain-General for the delay in retaking the worlds and thus providing Gyrn time to carry out his executions.

At this time, it is readily apparent that the Sirian Concordance and the Lancers wish to distance themselves from the League, but the Concordance desperately needs assistance to rebuild Sirius and Procyon, and the League seems to be the only major power willing to help. Only time will tell if the Sirians make good their threat to secede or whether that threat is simply a reaction to the shock of the atrocities visited on Sirius.

COMMANDING OFFICER

General Helen Thrall, formerly commander of the Third Lancers, replaced Jefferson Konopka when Konopka retired from active duty in 3053. As the senior officer in the military junta now ruling the Sirian Concordance worlds of Sirius, Procyon, Graham IV and Pollux, Thrall is a vocal critic of the Captain-General's policies. Though the Addendum to the Incorporation prevents the Sirian worlds from invoking the Home Defense Act, she has publicly stated her intention to defy the LCCC and withhold the Lancers' services from the FWLM.

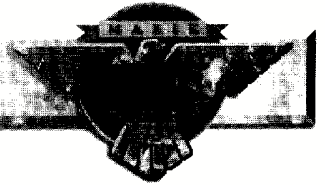
At this time the Captain-General has not taken action against the Lancers or the military junta, but if the situation persists he will undoubtedly be forced to deal with the junta members and the rebellious unit.

FORCES

For the past few decades, the LCCC has regarded the loyalty of the Sirian Lancers as dubious at best, as a result severely restricting the unit's access to supplies and technology. As the unit's performance in the recent campaign illustrates, however, this lack of support does not seem to have noticeably hindered the Lancers' ability to fight.

COLORS AND INSIGNIA

All Lancer BattleMechs, vehicles and fighters bear ochre-red paint schemes. Highlights indicate specific regiments; the First uses white markings; the Second, green markings; and the Third, blue markings. 'Mechs, vehicles and personnel of all three regiments also display a common insignia composed of a flaming lance set against a triangle.



1ST LANCERS: SCOURGE OF JINAN

In 3022, the fate of the First Sirian Lancers suffered a cruel twist when Primus Louis Grise took control of the Sirian Concordance. To strengthen his own position, he ordered the transfer of many of the unit's best warriors and 'Mechs to the Second regiment, an action that seriously weakened both the First and Third Lancers.

Ordered to abandon Pollux in the face of Lyran pressure during the Fourth Succession War, the First Lancers initially refused. They later followed their orders when all other supporting units withdrew from the planet and it became clear that the First would be annihilated if it stayed. The Lancers arrived at the transfer camps on Acubens in early 3030, with only the equipment they had managed to load onto their DropShips. Many unit members had left loved ones in the Concordance and advocated ignoring their orders and returning to Pollux. However, Colonel Alexander Zander managed to convince his troops that they stood little chance against the battle-hardened Steiner troops now occupying their homeworld, and he vowed that one day the First Lancers would return to liberate Pollux.

In subsequent years, a succession of Lancer commanders pressured the LCCC to move against the Federated Commonwealth forces holding Pollux and the other Concordance worlds. Unfortunately for the Lancers, internal troubles made the FWLM reluctant to commit any troops to an attempt to seize a group of heavily defended worlds more than thirty light-years beyond the League's borders.

The Clan invasion renewed Sirian hopes for an offensive to liberate their homeworlds, but it wasn't until 3057 that the Captain-General moved to recapture the former League worlds occupied by the Federated Commonwealth. As part of the landing force on Van Diemen IV, the First Lancers were spurred on by the thought the Sirian homeworlds would be the next targets. No sooner had the attacks begun, however, than Thomas Marik announced a negotiated settlement. The offensive had liberated the Sirian worlds of Pollux and Graham IV, but both Sirius and Procyon remained beyond the League's borders in the so-called Chaos March region.

For six months the unit cooled its heels, until rumors of atrocities in the Sirian Holds prompted the Captain-General to authorize the Lancer offensive that liberated the worlds.

OFFICERS

On Procyon, Colonel Ginny Ebaugh witnessed atrocities that wrought a measurable change in the once enthusiastic and spirited commander. Her initial fury prompted her order to raze Jinan, which resulted in the annihilation of the planet's mercenary defenders. Ever since the true horrors of the occupation came to light, Ebaugh has been attempting to persuade the Concordance worlds to sever their ties to the Free Worlds League and declare themselves an independent republic.

TACTICS

The First Lancers rely heavily on their aerospace wing, which uses agile fighters to harass enemy 'Mech formations.



1st Sirian Lancers

Regiment/Green/Questionable

CO/1st Batt: Colonel Ginny Ebaugh

XO: Force Commander Lucius Gunn

2nd Batt: Force Commander Howard Saedorf

3rd Batt: Force Commander Ulrich Bloch



The Flame of Sirius

Wing/Regular/Questionable

Wing Cmdr: Commodore Esther Sirof

The light fighters of the Flame of Sirius excel at ground support missions and favor precision bombing against fixed targets. The unit is keen to acquire stand-off weapons, such as the air-launched variant of the Arrow IV missile. To date, however, the LCCC has supplied the unit with only five of the weapons, which the wing used during the campaign to liberate the Sirian homeworlds.

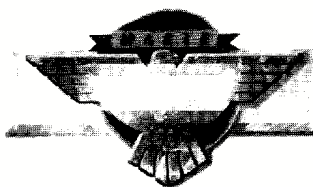


192nd Marik Regulars

Division/Regular/Reliable

Troop Cmdr: Colonel Renard Lake

Officially, Colonel Lake's troops have been assigned to the Lancers to help garrison the cities of Jinan, Calgary and Vacor Junction on Procyon. As might be expected, the true purpose of the assignment is to provide various undercover SAFE and Eagle Corps operatives attached to the unit a means of monitoring the Lancers' actions.



2ND LANCERS: THE DOG STAR CORSAIRS

As a result of Primus Louis Grise's plan to strengthen the Second Lancers, the unit was the most proficient of the Sirian regiments immediately prior to the Fourth Succession War. Veteran MechWarriors constituted nearly one-third of the unit's troops.

However, even that proficiency could not prevent the Second Lancers' defeat on Procyon in April 3029 at the hands of a Tikonov invasion force. The Second Lancers fought with skill and determination, but the invaders' grossly superior numbers and near-constant aerospace attacks simply overwhelmed the Lancers. In the end, Colonel Jenny Twofeathers engaged Lord Ridzik in personal combat, sacrificing her own life to give her troops an opportunity to withdraw.

Janos Marik rewarded Twofeathers' sacrifice and the Lancer's persistence by inducting Twofeathers into the Marik Hall of Heroes and ordering the reconstruction of the unit. That decision earned House Marik the loyalty of the Second Lancers, and in the years that followed the Second became a bulwark of the League's defenses against the Federated Commonwealth. As is true of the other Lancers, however, the unit's loyalty has eroded recently over the issue of retaking Sirius and Procyon and the horrors encountered on those planets.

OFFICERS

After graduating from the Allison MechWarrior academy in 3038, Colonel Davis Csencsics embarked on a spectacularly successful career. A strong supporter of military reform, Csencsics enthusiastically supported the Captain-General's reform effort—in fact, Csencsics often advocated even more rapid and far-reaching reforms. But the Sirian officer's loyalty to House Marik began to crumble when the League alliance with House Liao was announced in mid-3052. Like most Sirians, Csencsics deeply mistrusts the Liao family and the Capellan Confederation, which has invaded the Sirian worlds on numerous occasions.

TACTICS

The Second Lancers train extensively for night operations and are expert at using stealth and surprise tactics to gain advantage over their opponents. The unit's lack of advanced technology has not hindered its fighting ability, as the Lancers rely instead on timing and coordination instilled by constant drilling.



2nd Sirian Lancers Regiment/Regular/Questionable

CO/1st Batt: Colonel Davis Csencsics

XO: Force Commander Jan Megorwitz-Katz

2nd Batt: Force Commander Sudir Jagsi

3rd Batt: Force Commander Eloise D'Andrea

Less than 20 percent of the Second Lancers' BattleMechs incorporate advanced technology. Several rumors suggest the unit has been able to obtain additional material from sources within the Sirian Concordance, but this has not been confirmed by the LCCC, SAFE or the Word of Blake's ROM.



2nd Sirian Aerospace Wing/Regular/Reliable

Wing Cmdr: Commodore Garth Syrioti

Almost entirely rebuilt in 3031, the Second Sirian Aerospace wing contains many pilots from outside the Sirian Concordance. Because its members do not feel an automatic fellowship with the Second Lancers BattleMech unit, the wing often feels isolated from the rest of the Lancers. Because Commodore Syrioti doesn't belong to the close-knit group leading the Lancers, who often schedule meetings by word of mouth, he frequently fails to hear about regimental staff meetings.



1st Sirius Volunteers Battalion/Green/Questionable

Armor Cmdr: Force Commander Claudia Rainbak

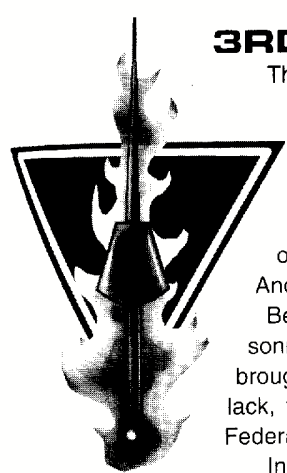
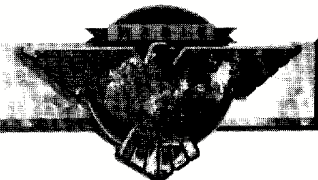
This new militia unit was formed at the end of 3058 and has been assigned to the Second Lancers indefinitely. At present, Colonel Csencsics regards the Volunteers as more of a liability than an asset, but he trusts Force Commander Rainbak to shape the Volunteers into an effective fighting unit.



1st Sirian Irregulars Battalion/Regular/Questionable

Troop Cmdr: Lieutenant Colonel Norman Sussman

A short battalion of foot infantry, the Irregulars were formed from the remnants of a guerrilla unit created during the occupation of the Sirian worlds.



3RD LANCERS: THE SOTHIC AVENGERS

The Third Lancers are the least proficient regiment in the Sirian forces. Stripped of their best pilots and officers during the reign of Primus Grise, the Third Lancers were driven off of Megrez by Lyrans forces in 3027. With the aid of mercenary forces, the Lancers recaptured the world three months later, but the stigma of the defeat remained.

Fortunately, the unit saw little action during the Fourth Succession War; the Third spent most of that time helping garrison Shiloh against the Steiner-Davion threat. The understrength unit hoped for a major overhaul of equipment and personnel following the Fourth Succession War, but the need to suppress the Andurien rebellion sapped much of the League's available resources.

Between 3040 and 3044 the unit slowly built a solid core of troops and equipment, taking in a number of personnel from the disbanded Andurien regiments to expand to full strength once again. These newcomers brought valuable experience to the Lancers, but the unit as a whole still lacked combat experience. Despite this lack, the LCCC refused then-commander Helen Thrall's repeated requests for a "bleeding" mission against Federated Commonwealth forces.

In 3056, it looked like the war would come to the Lancers. The Third was on an exercise with a newly formed Capellan unit, the Harloc Raiders, when an unidentified fleet appeared in the Shiloh system and its DropShips began accelerating toward the planet. When the Capellan troops withdrew to their fortifications, the Lancers knew the fate of Shiloh rested on them.

The Lancers would be cheated of their bleeding when the fleet—later identified as a FedCom group—ceased accelerating in-system following a rendezvous with a DropShip provisionally identified as the DCS *Taizai*. All the DropShips departed the system several days later.

The Third Lancers finally saw action in the autumn of 3057, when the unit landed on Castor as part of the League's Operation Guerrero. Within days the Lancers had defeated the handful of militia regiments holding the planet, but the Third Lancers never received the expected orders to invade the Sirian homeworlds. The Captain-General halted the invasion, and the Third Lancers would have to wait several months before they joined the Second Lancers to liberate Sirius.

OFFICERS

A "moderate" in the dispute between the Lancers and the League, Colonel Sally Hoffman is also the most senior ranking Andurien officer in the FWLM (Hoffman formerly served as a lance commander in the Fifth Defenders of Andurien). Consequently, the LCCC touts her as a model of the cooperation possible between former Defender personnel and the FWLM command. Though the Lancers take a dim view of her loyalty to the LCCC, it must be noted that her experiences in the Sirian liberation campaign have tempered that loyalty somewhat.

Like other second-generation Sirians, Force Commander Inga Sukhabhai had never seen the Sirian homeworlds prior to their liberation. Some evidence seems to suggest that Sukhabhai has ties to the military junta that currently rules the Sirian worlds and may, in fact, be the true leader of the Third Lancers.



3rd Sirian Lancers

Regiment/Green/Questionable

CO/1st Batt: Colonel Sally Hoffman

XO: Force Commander Inga Sukhabhai

2nd Batt: Force Commander Frances Ormonde

3rd Batt: Force Commander Allesandro Amemocci

The Third Lancers use a large number of light BattleMechs and favor quick strikes and raids.



3rd Sirian Aerospace Wing

Wing/Regular/Questionable

Wing Cmdr: Commodore Karl Drewe

The medium fighters of the Third Sirian aerospace wing provide the Lancer's main offensive punch.



4th Sirius Volunteer Armor

Regiment/Green/Questionable

Armor Cmdr: Force Commander Donald Ingles

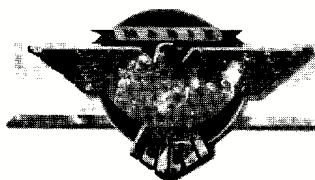


9th Sirian Pioneers

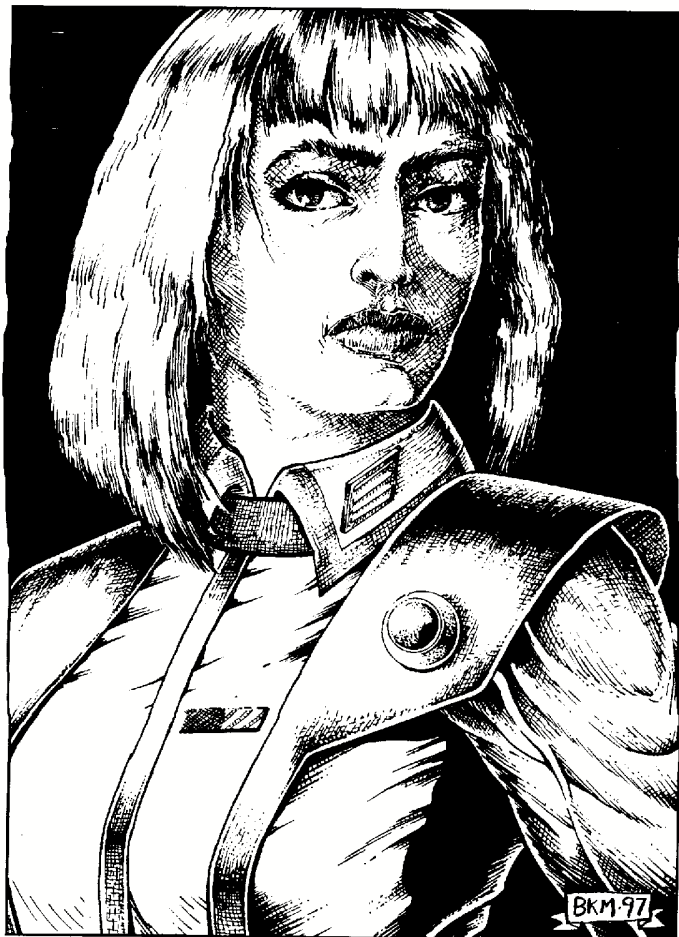
Battalion/Regular/Questionable

Troop Cmdr: Lieutenant Colonel Anne Elgar

This engineering battalion is attached to the Third Lancers to help the unit repair several Sirian sites badly damaged in the recent fighting.



SILVER HAWK IRREGULARS: DISORGANIZED CHAOS



An outgrowth of the Concord of Danaïs, a mutual defense pact signed by five different League provinces in 2966 in protest of the Captain-General's plans for war, the Silver Hawk Irregulars constitute the mutual peacekeeping forces of the Silver Hawk coalition. The disparate composition of the Silver Hawk regiments reflects the wide variety of cultures in the coalition's five member-states (which comprise a total of ten different worlds). Each Silver Hawk world supplies a specified number of troops, usually in lance- or company-sized contingents. Consequently, the quality of the Silver Hawk units varies enormously.

The planets of Kalidasa and New Hope view their contributions to the force as a duty to the coalition and the Free Worlds League, and they provide the best-trained and equipped personnel. In contrast, Shiloh's troops represent the dregs of that world's society—individuals who have joined the military simply as a means of escaping poverty, prison or a number of other fates. Furthermore, the bureaucratic planetary government of

Shiloh seems preoccupied with reducing its expenditures as much as possible, and so it provides only the poorest equipment and virtually no maintenance funds to the Shiloh Silver Hawk troops.

Since the Addendum to the Incorporation and the Military Reorganization act, the situation within the Irregulars has improved somewhat, but they remain the "poor relations" in the FWLM. The Silver Hawk's repeated invocation of the Home Defense Act prior to the Addendum gained them few friends in the rest of the League, and the loss of a Silver Hawk member-state during Janos Marik's tactical withdrawal at the end of the Fourth Succession War did nothing to encourage cooperation between the Silver Hawks and the rest of the League. Though the recent liberation of Callison and Marcus and their re-integration into the League has helped ease tensions, considerable friction still exists between the two Silver Hawk regiments and other League forces.

COMMANDING OFFICER

A supporter of the Captain-General's reform efforts, General Martha Zuritas has brought her own brand of "hellfire and brimstone" to the Irregulars since assuming command in 3047. Zuritas views the reforms as a major opportunity to rid her units of the regional factionalization and patchwork structure that had hobbled them for eighty years. Her implementations of the changes have met with mixed success among her troops, however. Generally, the Silver Hawk units retain their regional loyalties, though standardized supply and training have greatly improved their overall field performance.

FORCES

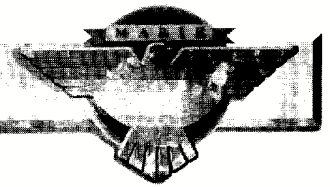
The Irregulars' standing with the LCCC has improved in recent years, resulting in both regiments receiving recovered technology. Though neither unit fields any OmniMechs at present, the technical support staffs of both Silver Hawk regiments have recently received training in the use of Omni-pods and related technology.

Since 3049, each Irregulars brigade has included at least one infantry regiment, usually as part of its planetary garrison. However, the Hawks' Mech regiments typically reserve their infantry support troops for defensive operations and rely on their light aerospace fighters and tanks for support during offensive missions.

COLORS AND INSIGNIA

All Silver Hawk military units display an insignia of a silver falcon, wings and talons outstretched, set against a large blue-black disc. This insignia appears on the left torso of each Silver Hawk BattleMech.

The forces from each coalition member-state retain their traditional, individual color schemes.



FALCONS

The Falcons have repeatedly proved themselves in engagements against border raiders. But the unit's high volume of missions has resulted in an equally high turn-over of troops, leading the LCCC to classify the Falcons' experience level as green despite the number of superb warriors and officers serving in the unit.

Between the Fourth Succession War and the late 3040s, the Falcons' reputation and overall experience underwent steady growth. In 3049, however, the regiment suffered a devastating setback on Dubhe, when it encountered Hauptmann-General Nacine's Seventeenth Arcturan Guards RCT. Barely a battalion's worth of Falcon personnel survived the battle against the larger unit.

Though the Falcons quickly returned to regimental strength, many of the new troops were fresh out of the League's academies and lacked field experience. Falcon commander Colonel Glendon Lorch took the unit through a series of drills and exercises designed to harden his new recruits, but the LCCC refused to upgrade the unit's experience ratings until it had seen actual combat.

Operation Guerrero gave the unit its chance in 3057, when the Falcons liberated the Silver Hawk world of Callison. The choice of the unit for the task force was part political and part practical—the Falcons needed combat experience, and including a Silver Hawk regiment in the task force would help heal the rift between the Captain-General and the Silver Hawk coalition.

Though the elite Eleventh Lyran Guards withdrew from the defending force as part of a political deal with Archon Steiner of the Lyran Alliance, several pro-FedCom planetary militia units held out for several days. Consequently, the Falcons gained valuable practical experience in urban warfare and were hailed as heroes by the planet's population following the FWLM victory.

This unit's insignia is a stylized falcon.

OFFICERS

Colonel Lorch is the latest in a long series of exceptional officers to command the Falcons. Traditionally, Falcon commanders have come from Callison, but Lorch was born and raised on Danais. Prior to commanding the regiment, Lorch was a battalion commander under the former Falcon commander, Colonel Diego Cameron-Witherspoon, and is married to Cameron-Witherspoon's daughter.

TACTICS

The Falcons' light 'Mechs make the regiment an ideal rapid-response unit, and the unit is best known for its raids and counter-raids. The unit practices a highly mobile form of warfare and the regiment's disparate elements excel at independent operations. To facilitate such operations, regimental commanders strongly encourage individual initiative among battalion and company commanders and personnel. This strong emphasis on individual action, however, often hampers the Falcons' effectiveness during regimental and other large-scale operations.

GRYPHONS



Falcons

Regiment/Regular/Reliable

CO/1st Batt: Colonel Glendon Lorch

XO: Force Commander Stanley Mercer

2nd Batt: Force Commander Elias Gallagher

3rd Batt: Force Commander Andreas Mousis

The LCCC classifies the Second Falcon battalion's Beta Company as one of the few air-mobile 'Mech units in the League. The unit uses custom-built *Planetlifter* aircraft to transport and air-drop its WSP-3M *Wasp* and STG-3R *Stinger* 'Mechs.



Falcon Aerospace Wing: The Callison Defenders

Wing/Regular/Reliable

Wing Cmdr: Commodore Vyacheslav Grodzinsky

For almost thirty years, the Callison Defenders refused to paint any League or Silver Hawk markings on their aerospace fighters, in protest of the LCCC's order to abandon their homeworld during the Fourth Succession War.



Falcon Recon 4

2 Battalions/Regular/Reliable

Armor Cmdr: Force Commander Derry Larkin

Configured as a light reconnaissance force, Falcon Recon 4 also performs raiding missions. The unit uses its hover tanks to strike at enemy forces from unexpected directions.

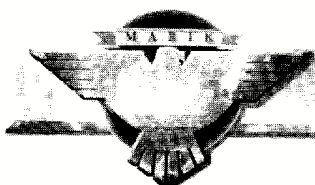


3rd Callison

Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Willow Johns

Technically, the Third Callison is part of the Callison Static Defense Unit. The infantry regiment has been attached to the Falcons in compliance with the Captain-General's standing orders that no 'Mech regiment operate without "appropriate support," but the arrangement allows the Third Callison to perform the same garrison duties it fulfilled while serving with the SDU.



GRYPHONS

For much of their history, the Gryphons consisted of the dregs of the Silver Hawk forces. Lyrans regularly trounced the Gryphons until Colonel Martha Zuritas (now General Zuritas) took command of the unit. The stern disciplinarian soon reversed the Gryphons' fortunes, earning both herself and her unit a formidable reputation.

The Gryphons first displayed their new capabilities in 3029, when they encountered Cranston Snord's Irregulars on the League world of Connaught. On Connaught, the Gryphons engaged the mercenaries in a fierce running battle. The Gryphons came to respect the mercenary unit during that short engagement and made special arrangements to return the bodies of the fallen Irregulars to Clinton.

During the Andurien revolt, the Gryphons remained on station near the Lyrans border, occasionally raiding Steiner worlds and countering raids by the alliance. The unit's

most notable engagement came in August 3039, when it mounted a series of raids on Cor Caroli and Ailoth. Though these raids gained the League little, the panic they generated in the Skye March added to the general chaos triggered by the rapid collapse of the Lyrans offensive in the Draconis Combine.

In 3047, however, the Gryphons experienced a humiliating defeat when the mercenary Harloc's Warriors, in the employ of Hanse Davion, staged a raid at the Kali Yama BattleMech factory on Kalidasa. Though the Gryphons engaged the Raiders in several indecisive clashes, they failed to prevent Federated Commonwealth special-forces teams from entering the plant and stealing a number of 'Mech designs. Since the defeat, the Gryphons have conducted thorough studies of infantry and special-forces operations and devised numerous tactics to defend against such operations.

This unit's insignia is a stylized gryphon.

OFFICERS

Colonel Petra Fisher assumed command of the Gryphons in January 3058. Though Fisher previously served as a force commander with the Gryphons, her meteoric rise to command has shaken her confidence somewhat. To date, she has shown considerable skill in managing the unit but has yet to command the Gryphons in battle.

TACTICS

The Gryphons prefer simple tactics and typically use the brute force of their heavy 'Mechs to engage and pin down enemy units, while their lighter armor units harass the enemy's flanks.



Gryphons

Regiment/Regular/Reliable

CO/1st Batt: Colonel Petra Fisher

XO: Force Commander Lydia Kerai

2nd Batt: Force Commander Kirk Amin

3rd Batt: Force Commander Alan Falbehansen

The Gryphons use League-produced, advanced-tech heavy 'Mechs extensively. Refitted *Orion* and *Thunderbolt* BattleMechs—mainstays of First Battalion for many years—have proved exceptionally effective for the unit. Colonel Fisher has also requested a *Perseus* class OmniMech for evaluation purposes; the LCCC has approved her request but has not yet set a delivery date.



Gryphon Aerospace Support

Wing/Regular/Reliable

Wing Cmdr: Lieutenant Commander Gurra Lin

The light aerospace fighters of the Gryphon aerospace support wing feature sophisticated sensors that enable them to gather detailed information on enemy activities while making

high-altitude overflights. In fact, one entire squadron of the wing consists of *Cheetah* F11-R reconnaissance craft specifically outfitted for this purpose.



Kalidasa Guard

Regiment/Veteran/Reliable

Armor Cmdr: Force Commander John Cheng

One of six armor units stationed on Kalidasa, the Kalidasa Guard has gained considerable experience fighting Lyrans raiders. The light armor force includes a number of locally produced Hetzer assault guns and Scorpion tanks, as well as Galleons from Irian.



292nd League Regulars

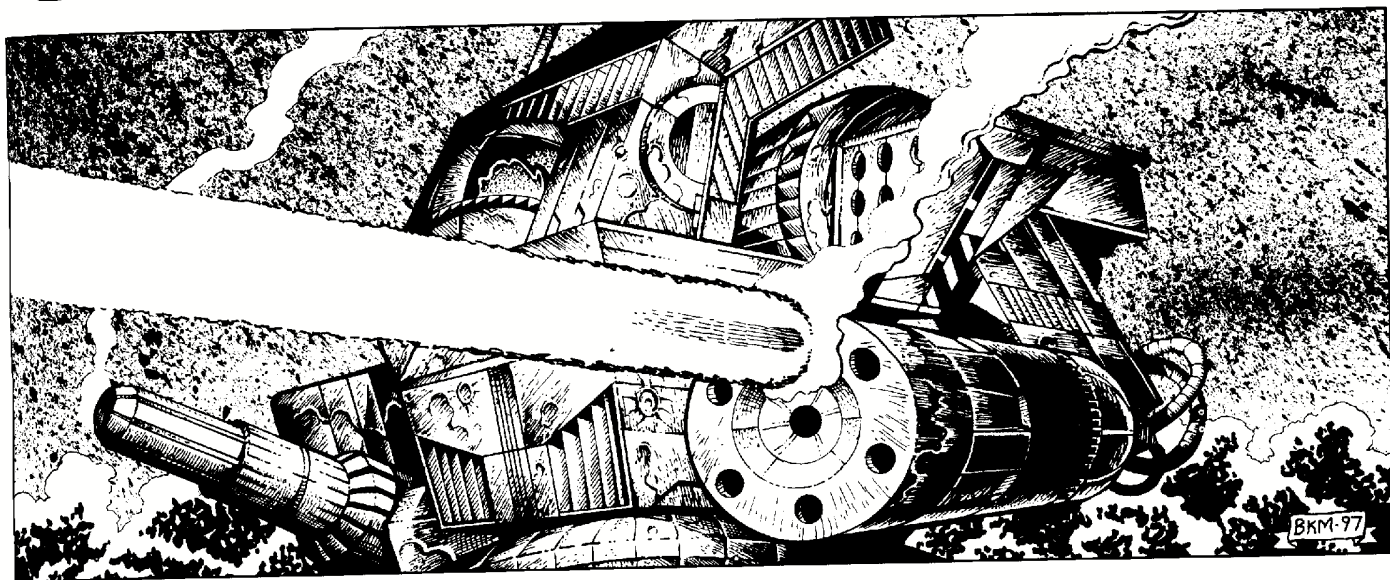
Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Frances O'Meara

The 292nd is a jump infantry regiment normally stationed on Irian. Experienced in guarding manufacturing installations, the *Regulars* were assigned to bolster the Kalidasa defenses following Operation Guerrero.



ORIENTE HUSSARS: BY THE SWORD DIVIDED



Though the Oriente Hussars boast a long and distinguished history, most members of the FWLM consider them to be a lesser unit than the Fusiliers of Oriente. This unwarranted perception has sparked considerable friction between the two military forces, which on occasion has boiled over into violence.

In the years since Thomas Marik's Military Reform Act of 3046, the LCCC has given the two groups more equal treatment, with the Hussars and Fusiliers both receiving equipment and supplies appropriate to their mission profiles. However, as the Hussars have been assigned primarily to defensive operations, their refits and supply still receive lower priority than those of the Fusiliers. The Hussars object to this treatment, but their acceptance of the 3046 reforms leaves them little room to appeal the LCCC's decisions.

Within the past year the LCCC has re-created the Sixth Hussar regiment, making extensive use of newly produced equipment. The original Sixth Hussars were absorbed into the Second Brigade of the Fusiliers of Oriente after their defeat in Anton Marik's revolt of 3014-15. The Sixth's reconstitution has gone a long way toward improving the morale of all the Hussar regiments, but this "special treatment" further soured relations with the Fusiliers.

COMMANDING OFFICER

General Bruce Gierke comes from a well-respected military family that traces its roots and service back to the founding of the Free Worlds League. Many members of General Gierke's immediate family hold senior positions in the FWLM; among the most prominent is his daughter, who commands the Second Marik Militia. The LCCC promoted Gierke to the position of commander-in-chief of the Hussars on the recommendation of retiring General Chang Janewicz.

Upon meeting General Morgan of the Fusiliers for the first time, General Gierke is reported to have asked the younger officer to remove the spurs from the Fusiliers' dress uniform. Puzzled, Morgan asked why she should do such a thing. Gierke allegedly replied, "So your troops won't hurt any real soldiers while they're scrambling over other people's backs for promotion." The truth of this story is unclear, but some degree of personal animosity certainly exists between the rival officers.

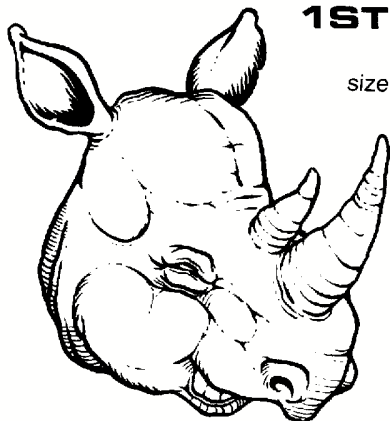
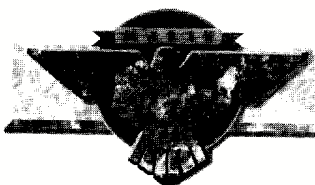
FORCES

Many of the Oriente Hussars regiments still use old-tech BattleMechs, though an increasing number of 'Mechs have undergone refits or been replaced by new machines in the past two years. Only the Sixth Hussars makes extensive use of new equipment. Similarly, the unit's armor, infantry and aerospace forces have changed little since the Fourth Succession War but, like the 'Mech units, are scheduled to undergo rolling replacement over the next two years.

COLORS AND INSIGNIA

Units of the Oriente Hussars display their group insignia prominently, usually on the upper torso of a BattleMech or the turret-front of armor units. The insignia depicts a stylized white Oriente hawk, its torso on a red background surrounded by a golden box. The wings of the hawk extend beyond the box, reaching across a green, lozenge-shaped background. The unit insignia is also clearly displayed on the right shoulder of the Hussars' dress uniform, replacing the Oriente crest.

The Hussars use a wide range of field camouflage schemes but most often favor a two-tone green paint scheme—dark on the lower parts, lighter on the top—for vehicles and 'Mechs.



1ST ORIENTE HUSSARS: ALLISON'S HOPE

The First Oriente Hussars are the largest and most proficient of the Hussars, fielding three oversized battalions that each contain four standard companies. Operating in three battalions rather than four has proved a mixed blessing for the unit.

The additional BattleMechs gave the unit an advantage in the 3036 campaigns on Vilaneuva and Leyda during the Andurien War. Because the First Hussars were listed as having three battalions, enemy forces frequently underestimated the First's firepower and sustained major losses when attempting to ambush Hussar regiments.

Following the conclusion of the Andurien campaign, the unit returned to garrison duties on the planet Trellisane, where it saw action against Federated Commonwealth raiders. To keep the unit in fighting trim, the LCCC issued standing orders for the First Hussars to take part in exercises on the world of Tamarind at least twice a year. The Hussars' opposition has consistently been the Ducal Guard of the Fusiliers of Oriente; not surprisingly, both units frequently suffer bloody and expensive "accidents."

Unhappy at their exclusion from Operation Guerrero, the First Hussars and the Ducal Guard let off steam in the March 3058 exercises. They ran up 132 million M-bills' worth of repairs and destroyed two live-fire ranges. Despite their units' enmity, Colonel Harsila of the Hussars and Colonel Halas of the Fusiliers have acknowledged the skill and determination of their opponents and the benefits their own troops gain from the engagements. They have therefore vowed to continue the exercises. The Ducal Guard leads the Hussars sixteen victories to fifteen, with five draws.

The First Hussars' insignia shows a stylized rhino head with one eye winking.

OFFICERS

Like many Oriente officers, Colonel Roger Harsila attended Princefield Military Academy, graduating at the top of his class in 3017. Quiet and thoughtful, he favors a cautious approach to engagements. He makes extensive use of field intelligence and reconnaissance overflights when planning actions, ensuring that his troops are used to their maximum potential and minimizing casualties.

The unit's executive officer, Chris Raeburn, often commands the First 'Mech Battalion, freeing the colonel to control regimental and brigade strategy. An excellent administrator, Raeburn is less proficient as a field officer, following established doctrine rather than making impromptu decisions. He is typical of the First's officers.

TACTICS

The unit performs well at set-piece actions but has proved less proficient at small-unit operations, often suffering severe losses against irregular troops or in close combat. The Tamarind exercises have proven useful for Colonel Harsila, who has deliberately skewed his deployments in favor of battalion or company-level actions to force his officers to make their own decisions.



1st Oriente Hussars

Reinforced Regiment/Veteran/Reliable

CO/1st Batt: Colonel Roger Harsila

XO: Force Commander Chris Raeburn

2nd Batt: Force Commander David Kendal

3rd Batt: Force Commander Hasmukhrai Varia

The First spent almost fifteen years stationed in the Danais Steadings region of the Silver Hawks Coalition, earning them the nickname "the Danais Hussars."



1st Hussars Aerospace (Trellisane's Keepers)

Wing/Veteran/Reliable

Wing Cmdr: Lieutenant Commander Sami Heinrich

Prior to the military reforms of 3046, the First Hussars aerospace maintained its own DropShips, until the LCCC deemed such valuable equipment unnecessary for a garrison unit. Commodore Edward Chapple resigned in protest at this

high-handed detachment of equipment and personnel; his successor, Lieutenant Commander Sami Heinrich, spent every year since attempting to persuade the LCCC to reverse its decision. In early 3058, the LCCC relented and assigned the unit a full squadron of DropShips, including two *Hamilcar* class vessels.



9th Guardians of Trellisane

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Abner Salazar

Raised on Trellisane, the Guardians are one of nine heavy armor units garrisoning the world. The unit's commanders foster active discussion of non-military matters, but neither Force Commander Salazar nor Colonel Harsila tolerate any questioning of military decisions.



17th Protectors of Trellisane

Regiment/Regular/Reliable

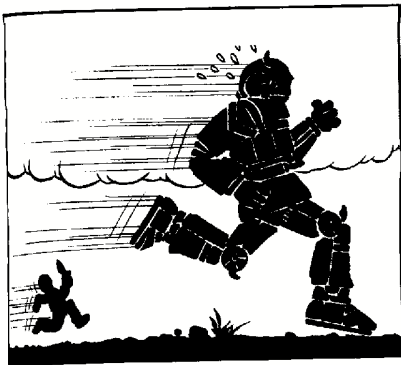
Troop Cmdr: Lieutenant Colonel William Nunn

2ND ORIENTE HUSSARS: THE CRAZY SECOND

The Second Oriente Hussars gained their reputation for unorthodox tactics in the years immediately prior to the Fourth Succession War. A light reconnaissance regiment, the unit often survived against incredible odds after undertaking apparently suicidal recon runs on behalf of other regiments.

When the planet Wallacia declared independence from the Free Worlds League immediately after the secession of Andurien, the Second Hussars stationed there seized the planetary capital. The planet's government-in-exile on Kujari responded by hiring the Black Widow Company of Wolf's Dragoons to liberate the world from the League.

Throughout the autumn of 3032, the light Second Hussars fought the smaller but heavier Dragoon force but proved no match for Natasha Kerensky's hit-and-run tactics. After losing



almost a battalion of 'Mechs, Colonel Covaleski of the Second had little choice but to withdraw.

The colonel retired in disgrace following the battle and was replaced by Calderon Bengé. The new commander set about rebuilding the Hussars, replacing the unit's losses with a battalion of fast medium 'Mechs. The Second saw action on the world of Vilaneuva in early 3036 along with the First Hussars; the Second provided its heavier sister unit with the intelligence needed to smash the rebels defending the planet. After the campaign, "Silent Cal" Bengé was promoted to command of the entire Oriente Hussars battle group. His successor, Colonel Arthur Rivernider, continued to develop the Second Hussars' unique skills.

The unit spent several years patrolling the Lyran and Capellan borders, staging recon raids to test the readiness of the Federated Commonwealth's defenders. Following the Clan invasion, the unit remained stationed on Shiro III.

The Second Hussars' regimental insignia depicts a short man with a small knife chasing a BattleMech. When asked what it means, most Hussar MechWarriors feign a look of surprise and say something like, "What, you've never heard of a 'small knife for peeling BattleMechs'?" This answer tends to reinforce the general opinion that members of the Second Hussars really are crazy.

OFFICERS

Arthur "Cap" Rivernider has commanded the Second since 3044, continuing the tradition of unorthodox but effective leadership. In 3039, then-Major Rivernider led several raids against the Federated Commonwealth, including the infamous "Phact Finding" missions against the planet Phact in the Sarna March. Though weakened by their ongoing war with the Draconis Combine, the Davion military mounted an effective response, forcing the major and his light battalion to spend three weeks behind enemy lines evading pursuit. Incredibly, Rivernider's unit lost only six BattleMechs before withdrawing from the planet, and the major was recommended for the Oriente Legion of Merit.

TACTICS

To outsiders, the Second appears so disorganized in the field as to lack tactics altogether. In fact, the unit operates with a deliberately loose structure that allows each lance and company to exert individual initiative. The antithesis of the First Hussars, the Second operates better in small-unit reconnaissance and hit-and-run missions.



2nd Oriente Hussars

Regiment/Regular/Reliable

CO/1st Batt: Colonel Arthur Rivernider

XO: Force Commander Theofanis Nicholeu

2nd Batt: Force Commander Orguz Celim

3rd Batt: Force Commander Elizabeth Mills

The Second Hussars comprise fast light and medium 'Mechs, with minimal support forces. The unit's Second Battalion contains two lances of super-fast MCY-97 *Mercury* BattleMechs, supplied to the League by the Word of Blake.

Lightning and *Stingray* craft. This decision by Commodore Archer reflects a change in the unit's role from pure reconnaissance to providing limited ground support.



The Ponti

Battalion/Veteran/Questionable

Armor Cmdr: Major Harry Eldridge

A mercenary armor force under contract to the Hussars, the Ponti are a light-recon battalion of scout vehicles and light tanks. The unit's name comes from an old military slang term meaning Persons Of No Tactical Importance.

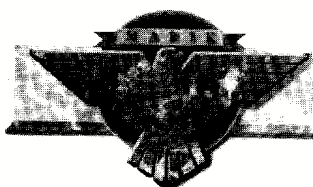


2nd Oriente Aerospace (Archer's Arrows)

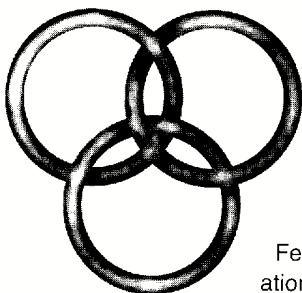
Wing/Regular/Reliable

Wing Cmdr: Commodore Stuart Archer

In the past decade, Archer's Arrows have traded in a full squadron of light aerospace fighters in favor of heavier



3RD ORIENTE HUSSARS: PERSEVERANCE



For much of their history, the Third Hussars have performed garrison duty along the Capellan border, securing the rimward portions of the Duchy of Oriente against raiders. Having spent so much time waiting for enemy action, the unit has become adept at close-order drills.

Initially, the Third developed such parade-ground skills as a means of counteracting the boredom of prolonged periods of inactivity. Under two of the Third's leaders, Colonels Gotch and Clifford, the constant drilling became a means of instilling solid discipline in the troops. Over time, the unit's repertoire extended from simple drills to complex field actions, including offensive and defensive strategies.

The unit's training proved particularly effective against the veteran Third Republican troops of the Federated Commonwealth on the world of Van Diemen in 3057. The Third Hussars used a pre-planned operation that deprived the FedCom unit of signal intelligence on the League units involved in the conflict. The operation was largely a success for the Hussars, but their support troops were so badly mauled by the enemy unit that they were forced to withdraw.

The insignia of the Third Hussars shows three interlocking rings.

OFFICERS

Colonel Simon Dumoss took command of the Third Hussars in 3053 when the previous commander, Colonel Jolibois, joined the Hussar command staff. Colonel Dumoss is less authoritarian than his predecessor, and the unit's discipline has slipped a bit as a result.

Force Commander Theresa Mathews recently returned to the unit following a three-year detachment to the Word of Blake Militia. The former Eagle Corps pilot and marksman is rumored to have spent several months on Terra prior to and during Operation Odysseus, the Blakists' successful bid to take control of Terra, but refuses to discuss any operations she undertook during that time.

Commodore Pack of the Third's aerospace wing, who lost his family to a Capellan attack on his homeworld of Anegasaki, has frequently commented that the League should repudiate its alliance with House Liao. He has also advocated invading and shattering the Capellan Confederation rather than aiding them to recover lost territory.

TACTICS

The Third maintains particularly strong discipline, which allows it to operate effectively while under heavy fire. The Third has developed a wide range of pre-planned strategies that the entire unit can execute with minimal communication. These tactics have proved particularly useful on modern battlefields, allowing the unit to operate effectively even when its communications are subject to heavy jamming from enemy forces.



3rd Oriente Hussars

Regiment/Regular/Reliable

CO/1st Batt: Colonel Simon Dumoss

XO: Force Commander Theresa Mathews

2nd Batt: Force Commander Peter Lipton

3rd Batt: Force Commander Orswald Bursin

The Third contains a wide range of BattleMechs, ranging from century-old *Wasps* to cutting-edge Word of Blake machines. The greatest percentage of the unit's equipment is at least fifty years old, however, and lacks many features now considered standard.



Pack's Pack

Wing/Regular/Questionable

Wing Cmdr: Commodore John Pack

Pack's Pack contains a wide range of aerospace fighters, including two modern *Rievers*, but seems unlikely to receive any further upgrades as long as its commodore remains an outspoken critic of the Marik-Liao alliance.



Hussar Armored Regiment

2 Battalions/Regular/Reliable

Armor Cmdr: Force Commander Abdul Rauf

The Hussar Armored Regiment took severe losses on Van Diemen IV and is still awaiting replacement troops and vehicles.

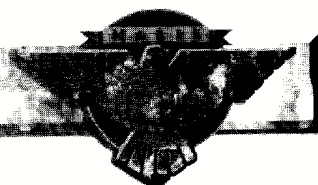


2nd Van Diemen Green Jackets

Regiment/Green/Fanatical

Troop Cmdr: Lieutenant Colonel Nicole Pourdes

Formed from a militia fanatically loyal to Thomas Marik, the Green Jackets are poorly equipped; they have no transport and are armed with a mixture of bolt-action and semi-automatic rifles of varying caliber. Privately, Lieutenant Colonel Pourdes rates the unit's chance of surviving a battle in its present state somewhere around zero.



4TH ORIENTE HUSSARS: VOICE IN THE DARK

The Fourth Hussars includes some of the League's most vocal critics of centralized power and the Liao-Marik alliance. The LCCC regards it as one of the most troublesome FWLM units. Colonel Sherrie Dragoo has made several public anti-Marik pronouncements that have isolated her command from other regiments. The Hussars' overall commander, General Gierke, repeatedly attempts to control Colonel Dragoo's outbursts, but his efforts are often unsuccessful.

Despite its political stance, the Fourth is an effective combat unit. It served with distinction on Lopez in 3038 during the Andurien War. Together with the First Free Worlds Guards and the Thirtieth Marik Militia, the Fourth Hussars spent three months hunting down the planetary defenders, including the Sixth Defenders of Andurien. The Andurien 'Mechs considerably outweighed those of the three loyalist regiments and could easily have shattered them in a pitched battle. But the commanders of the Hussars and Guards slowly eroded the rebels' strength through raids. The Sixth Defenders surrendered in mid-October when their reduced manpower made continued resistance untenable. The fighting seriously depleted the Fourth's ranks; they spent the remaining years of the war guarding a supply base on the planet Deschenes.

By the late 3040s the Fourth was back at full strength and patrolling the Capellan border. The unit's success in defending the world of Conquesta against raids by the mercenary unit Tooth of Ymir, combined with reprisal raids on Sigma Mare, made the Fourth famous within the Duchy of Oriente. Aware of the danger inherent in leaving a politically dubious unit in newly pacified Andurien, the Captain-General rewarded the Fourth with a prestigious posting to the League capital of Atreus—which placed newly promoted Colonel Dragoo where Thomas Marik could keep an eye on her and also robbed her of potential supporters should she decide to act on her convictions.

The Fourth left Atreus in 3057 when Thomas Marik launched Operation Guerrero to retake worlds near Terra that the League had lost during the Fourth Succession War. Unwilling to cripple the League's defenses, Thomas had little choice but to include the Fourth in the operation. He assigned the unit to take the planet Wasat in conjunction with the Thirteenth Marik Militia, Second Sirian Lancers and the mercenary Twenty-first Centauri Lancers. Though the League troops successfully ejected the FedCom's Second Republican from Wasat, the Lancers' subsequent thinly veiled threat to go AWOL and retake Sirius highlighted the remaining divisions within the FWLM. Though understrength from the recent fighting, the Fourth Hussars remains stationed on Wasat.

The Fourth Oriente Hussars paint a large numeral 4 on the shoulder of each BattleMech.

OFFICERS

Sherrie Dragoo is an unorthodox—some say brilliant—commander. Her keen intelligence and charisma make the ambitious colonel a potential danger, at least in the minds of some in the LCCC, but she has done nothing yet to warrant her removal.

Lieutenant Commander Yui Ling of the Fourth's aerospace wing is rumored to have contacts with the Tsinghai Tong, a criminal organization on the planet Tsinghai. She strongly supports Colonel Dragoo's command decisions, as well as her political views.

TACTICS

A light regiment, the Fourth Hussars favor hit-and-run actions under cover of darkness and poor weather.



4th Oriente Hussars

Regiment/Regular/Questionable

CO/1st Batt: Colonel Sherrie Dragoo

XO: Force Commander Zironmir Bobum

2nd Batt: Force Commander Eli Nash

3rd Batt: Force Commander Sergei Gorukh

The LCCC has assigned two lances of new 'Mechs to the Fourth to make up for its recent losses, but the unit remains one company understrength.



47th Atrean Heavy Armor

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Choi Gakman



4th Wasat Guard

Regiment/Green/Reliable

Troop Cmdr: Lieutenant Colonel Jenna Zeis

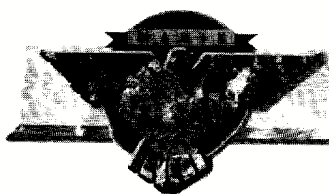


4th Hussar Aerospace

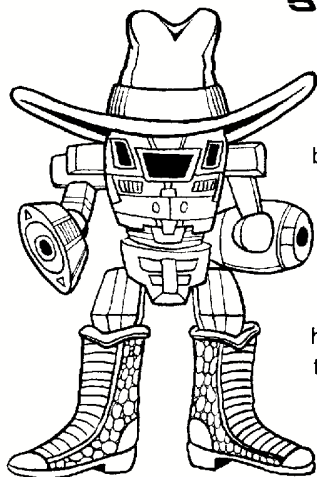
2 Squadrons/Regular/Reliable

Wing Cmdr: Lieutenant Commander Yui Ling

One squadron of the Fourth Hussars' aerospace wing is currently on detached duty, overseeing ostensibly humanitarian JumpShip missions to the Terracap Confederation.



5TH ORIENTE HUSSARS: THE GUNSLINGERS



The lightest and least experienced of the Oriente Hussars regiments, the Fifth has spent the past thirty-five years stationed on Sierra. One of the so-called Southwestern Worlds, Sierra occupies a strategically important position, acting as a base for defending anti-spinward League planets from incursions by Periphery attackers.

Though viewed with suspicion when first deployed in 3021, the Fifth Hussars slowly won the trust of the Southwesterners. The unit's defeat of raiders from the Circinus Federation in 3035 helped solidify relations with the local people. Many unit members have since married into local families, and roughly a quarter of the troops currently serving in the Fifth were born on Sierra.

Despite integration with the local population, relations between the Hussars and local authorities have become strained in recent years. The primary cause is increased raids along the border by Circinian troops in reprisal for the League's occupation of Circinian worlds as bases for incursions into Lyran territory. As one of the units involved in the raiding, most notably against Son Hoa and Madiun, the Fifth and its home base have become major targets of Circinian raids. The most devastating attack came in late 3056, when elements of the Black Warriors razed Farmington township on Sierra in an effort to draw out the Hussars. A full battalion of the Fifth engaged the raiders and drove them off but could not save the town.

The Fifth Hussars' official insignia is a circular patch with three bright stars representing the Trinity worlds where the unit has been stationed. The unofficial patch, worn on many flight jackets, shows a BattleMech wearing a Stetson hat and cowboy boots.

TACTICS

Since the Circinian raids began, Colonel Kruchoski has divided his unit into several small, fast-reaction companies stationed at key sites across Sierra. Though this strategy has dramatically reduced the time it takes to intercept raiding parties, it also exposes each company to greater risks should enemy troops launch a raid in force.

OFFICERS

Married to Elise Westerman, daughter of one of Sierra's leading cattle magnates, Colonel Keith Kruchoski typifies the Fifth's integration with Sierra's people. Though charismatic and a natural leader, Kruchoski lacks the tactical flair that distinguishes a competent commander from a good one.

The Second Battalion's leader, Force Commander Jane Greenoak, rose to a senior command position without ever attending a League military academy. A naturally gifted 'Mech pilot, Greenoak joined the unit as a cadet in 3034. She quickly proved her worth and received a field commission from the Fifth's leader, Colonel Millicent Toromov.



5th Oriente Hussars

Regiment/Green/Reliable

CO/1st Batt: Colonel Keith Kruchoski

XO: Force Commander Alan Bruin

2nd Batt: Force Commander Jane Greenoak

3rd Batt: Force Commander Alkiss Corradi

Consisting almost entirely of light BattleMechs, the Fifth has recently begun to receive refit kits and new technology. Most of this new equipment has gone to Alpha Battalion, stationed in the capital, rather than to the two battalions in the field. This has caused friction between the colonel and Force Commanders Greenoak and Corradi, even though the difficulties of a rolling-refit program for units stationed in the rugged Sierra outback justify Colonel Kruchoski's decision. Once Alpha Battalion completes its refit, it is expected to replace Beta Battalion in the field so that Beta Battalion can undergo upgrading.



5th Hussars Aerospace (Pride of Sierra)

Squadron/Regular/Reliable

Wing Cmdr: Lieutenant Commander Zachariah Varghese

Two squadrons of the Pride of Sierra are currently on detached duty, escorting merchant ships in the Sierra and Dalcour systems.



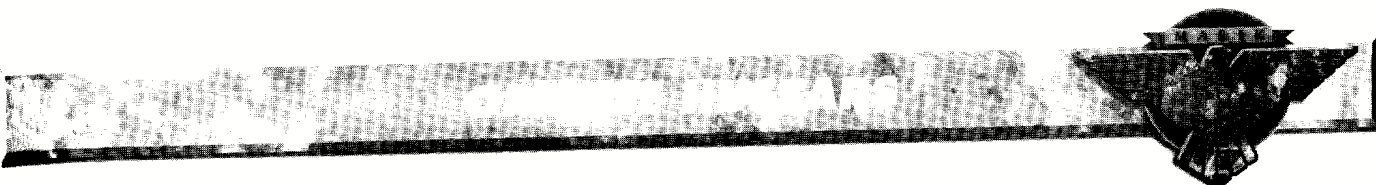
11th Sierra Cavalry

Brigade/Green/Reliable

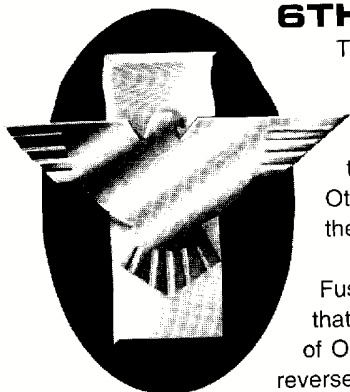
Armor Cmdr: Force Commander Yevdokia Angelov

Troop Cmdr: Lieutenant Colonel Xavier Dinelli

A hybrid of light armor and mechanized infantry, the Eleventh Sierra Cavalry makes extensive use of wheeled and hover vehicles, allowing them to quickly outrun other units on the northern prairies near the Hussars' base.



6TH ORIENTE HUSSARS



The original Sixth Hussars was destroyed in 3015 while fighting against Anton Marik's rebel forces, and the survivors were absorbed into the *Fusiliers of Oriente*. The reconstitution of the regiment has prompted mixed reactions within the FWLM. Several surviving members of the original Sixth protested the unit's re-creation; they claim that the new Sixth Hussars have no right to use the history, traditions or colors of the original regiment, whose members died in the League's bitter civil war. Other members of the Oriente Hussars see the creation of a new Hussars regiment as vindication of their struggle for recognition within the FWLM.

The newly formed Sixth has also added fuel to the simmering feud between the Hussars and the Fusiliers. The Sixth has become embroiled in a bitter dispute with the Fusiliers over the latter's claim that, because the original Sixth was absorbed into the Fusiliers, the new unit should be the Sixth Fusiliers of Oriente rather than the Sixth Oriente Hussars. The LCCC fully supports the Hussars and refuses to reverse its decision.

Having existed for less than four months, the new Sixth has yet to see active duty. Approximately one third of the unit's MechWarriors came from existing units, but most are new recruits from the Allison MechWarrior Institute and Princefield Academy. The LCCC hopes that the unit's posting on the Canopian border, where it will mainly face Periphery pirates and smugglers, will prove challenging enough to give the Sixth valuable experience without exposing the predominantly green troops to more than they can handle.

As a new regiment, the Sixth has yet to earn the right to display a unit insignia.

OFFICERS

The Sixth Hussars is Colonel Astoria Jaka's first regimental command. Formerly executive officer of the *Eighteenth Marik Militia*, she has considerable experience in the day-to-day routine of command and is expected to have few problems running the unit.



6th Oriente Hussars

Regiment/Green/Reliable

CO/1st Batt: Colonel Astoria Jaka

XO: Force Commander Luis Brunnel

2nd Batt: Force Commander Magda Ybarra

3rd Batt: Force Commander Narcis Serra

The Sixth Hussars make extensive use of new equipment, with almost 40 percent of its BattleMechs either new designs or upgrades. The remaining 'Mechs are hand-me-downs from other units currently undergoing upgrade/refit programs.



6th Hussars Aerospace

Squadron/Regular/Reliable

Wing Cmdr: Lieutenant Commander Alfredo Kraus





STEWART DRAGOONS

STEWART DRAGOONS: LOYALTY UNBOUNDED

The first principality to join the newly formed Free Worlds League, the Stewart Commonality has long been a loyal supporter of the League, despite the province's forcible integration into the nascent House. The marriage of Ana Stewart, daughter of Earl Androcles Stewart, to Captain-General Janos Marik in 2998 inextricably entwined the fate of the Stewart Dragoons with that of the Marik family.

In the early days of the Succession Wars, the Stewart Dragoons fielded five full BattleMech regiments. Today that number

has dwindled to **two** understrength, **poorly** equipped units.

Though presently **serving** as garrison troops, the Stewart Dragoons have a long history of battlefield excellence in a wide range of roles. Upholding the traditions of their forefathers, the modern Dragoons continue to train for a wide variety of missions in addition to their standard duties.

Though overshadowed by their half-brother Thomas Marik, Paul and Kristen Marik, together with Paul's daughter Corrine, remain at the forefront of League politics and play a major role in the Dragoons' attitude

toward the Marik-Liao alliance. The Dragoons do not share the fierce anti-Liao bias of many other FWLM units but would nonetheless prefer the Stewart-connected Paul or Corrine Marik to assume the Captain-Generalcy after Thomas's death rather than allowing Sun-Tzu Liao to gain control of the League through his marriage to Thomas's daughter Isis.

COMMANDING OFFICER

Though command of the Stewart Dragoons is traditionally the province of the lord of the Stewart Commonality, the aged Earl of Stewart has requested the FWLM to appoint officers to act in his stead. Fortunately for the Dragoons, both General

Balkema and his predecessor, General Bjornsson, had considerable experience with the Stewart regiments prior to assuming the command position and are thus familiar with the Dragoons' quirks.

Now retired after more than fifty years' service to the League, General Bjornsson, a native of Tania Borealis, retains considerable influence with the Stewart Dragoons. Though General Balkema found Bjornsson's input welcome during the early days of his command, he has lately begun to regard

Bjornsson's persistent contact with the regiments as interference and has recently warned the retired officer against undermining his authority.

FORCES

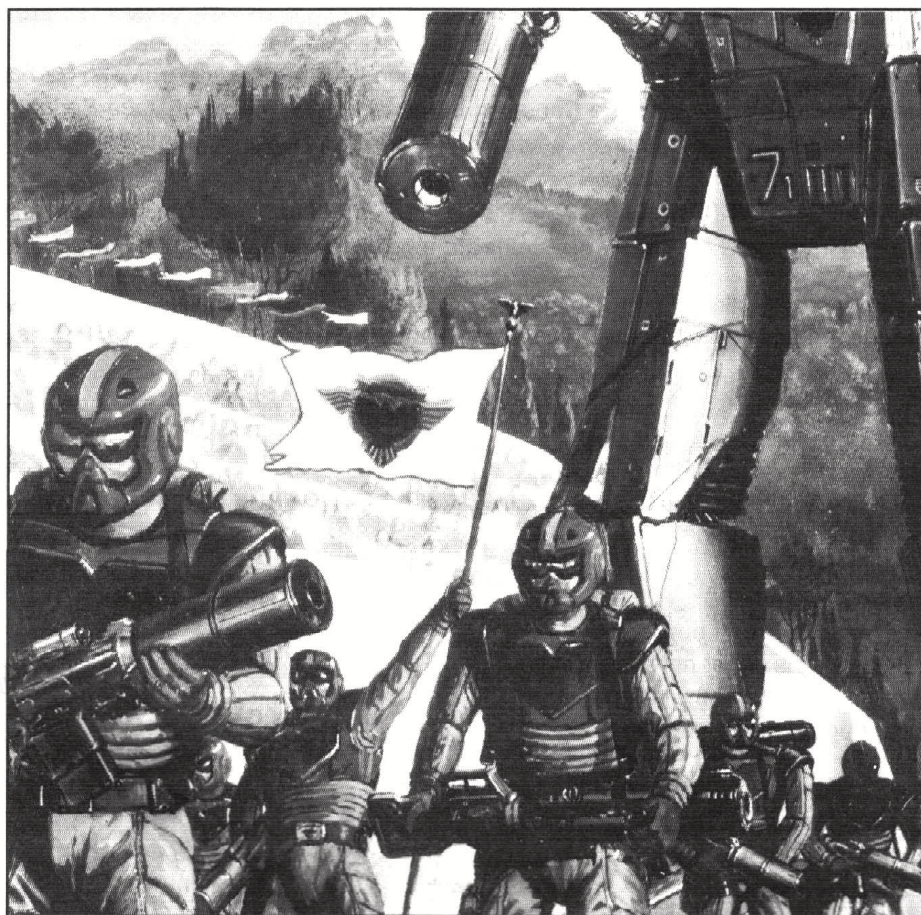
With solid ties to the Marik family and the League government, the Stewart Dragoons place high on the LCCC's list to receive supplies and upgraded equipment. In addition, the Stewart family's relationship with Corean Enterprises on the planet Stewart has allowed the Dragoons to field-test several new BattleMech designs produced at the plant.

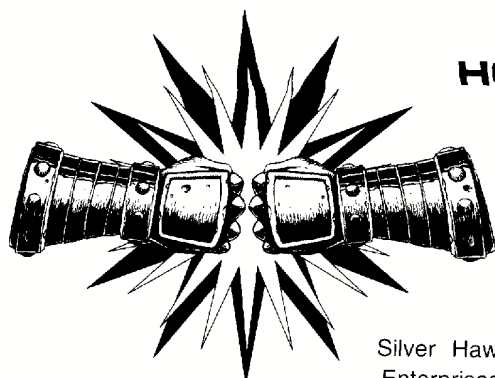
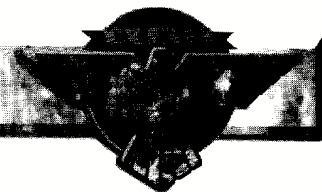
Though ostensibly on garrison duty, both regiments serve as mobile reserve forces

along their respective borders. Until recently involved in near-constant action, both BattleMech units maintain high levels of combat proficiency. The armor and infantry forces attached to both Dragoons regiments lack the equipment and experience of their BattleMech colleagues, resulting in inferior ratings.

COLORS AND INSIGNIA

Elements of the Stewart Dragoons use a red and gray paint scheme with scarlet highlights. The Dragoons' insignia is a green and purple thistle in a white square, usually displayed on the left arm and right leg of BattleMechs. Some units display a stallion silhouetted against a field of fire.





HOME GUARD

The Stewart Dragoons Home Guard traces its origins back to the armor units that defended the Commonality against the newly formed Free Worlds League in 2293. The Commonality's ruler, Roderic Stewart, received a major shock when Captain-General Juliano Marik jumped his fleet directly into the Stewart system and landed eleven regiments of combat troops on Stewart. Outnumbered three to one, the defending armor regiments put up a brave struggle, but at the end of the brief war only two battalions remained. One of these surviving units became the Stewart Home Guard.

Though officially a mobile reserve for the worlds in the Stewart Commonality and the Silver Hawks Coalition, the Stewart Dragoons Home Guard primarily defends the Corean Enterprises plant on Stewart. Two Guard battalions occupy a barracks at the factory complex and receive unlimited access to Corean Enterprises testing ranges. By engaging in daily mock battles, these units have honed their skills to a fine edge despite the recent quiet along the Stewart Commonality border.

The Third Battalion guards the planetary capital and has spent much of the past few years on ceremonial duties. Though the position is considered prestigious, many Dragoons feel such duties prevent the battalion from maintaining proper combat readiness. To counteract this concern, Home Guard battalions spend one month in the capital followed by two at the Corean Enterprises plant.

OFFICERS

Colonel Virginia Nash comes from a family with a long military tradition. Her father and grandfather served in the Marik Militia and her brother Alex, who became a member of the Word of Blake, serves with the Fourth Free Worlds Legionnaires. The Nash piloting skill and grasp of tactics have bred true in Virginia, though unlike the rest of her family she has little patience for what she regards as the petty politics of the League.

The unit's executive officer is Kelly Stewart, the granddaughter of the Earl of Stewart and the youngest child of Colonel Leonard Stewart, commander of the Juggernaut regiment. Though a merely competent 'Mech pilot and mediocre gunner, this young woman is supremely skilled at handling regimental bureaucracy as well as being an above-average field commander. If her current rate of advancement continues, Stewart is likely to attain a regimental command within the next five to ten years, making her one of the youngest colonels in the FWLM.

TACTICS

Though the Home Guard has had little recent combat experience, continual drilling at the Corean Enterprises plant maintains the soldiers' abilities at above-average levels. In particular, the unit excels at defensive operations and urban combat. The constant rotation of troops gives the Home Guard little experience working together in regimental-scale operations.



Stewart Home Guard Regiment/Veteran/Reliable

CO/1st Batt: Colonel Virginia Nash

XO: Force Commander Kelly Stewart

2nd Batt: Force Commander Kien Vong Lee

3rd Batt: Force Commander Isolde Gunther

Having traded their LAMs for medium 'Mechs and additional aerospace fighters in 3032 because of maintenance problems, the regiment—with one light, one medium and one heavy battalion—falls solidly in the medium-weight class. In the past ten years the Home Guard has undergone a major refit, and nearly 60 percent of the unit's 'Mechs use recovered technology. The locally produced GOL-3M *Goliath* and LCT-3M *Locust* are common sights, as are the HBK-5M *Hunchback* and ON1-M *Orion* produced on Kalidasa. The unit has a full company of OmniMech prototypes, mainly the Irian-built *Firestarter-O*, but also including the new *Perseus* design.



The Stewart Shield 2 Wings/Veteran/Reliable

Wing Cmdr: Admiral Paul Hadji-Ristic



The 7th Stewart Defenders Battalion/Regular/Reliable

Armor Cmdr: Force Commander Jason Pickering



Corean Protectors Regiment/Green/Questionable

Troop Cmdr: Lieutenant Colonel Kenneth Shaw

Hired by Corean Enterprises to provide additional security at the manufacturing plant, the Protectors are subordinate to the Home Guard, though they are unlikely to become involved in actions outside their immediate area of responsibility.



STEWART DRAGOONS



JUGGERNAUT

Raised in 2509, Juggernaut is the Stewart Dragoons' primary assault force. This heavy unit's first major military engagement came in 2528 following Capellan Chancellor Calvin Liao's invasion of the Andurien region, which turned much of the region between the Duchy of Oriente and the Magistracy of Canopus into a constantly shifting war zone.

Like many other units assigned to the conflict, Juggernaut found itself spread across several worlds, with individual battalions facing whole Capellan regiments. Throughout the three-year war Juggernaut held its own, winning a surprising number of engagements despite being grossly outnumbered.

Juggernaut's performance in the Second Andurien War typified the unit's achievements throughout its history. Despite dwindling resources, the unit made do with the materiel and supplies at hand and, more often than not, pulled victory from the jaws of defeat.

When Anton Marik rebelled against the lawful authority of his brother Janos in 3014, the Stewart Dragoons pledged their support to Captain-General Janos Marik. Within eight weeks of the declaration, Juggernaut found itself facing rebel troops on Asellus Borealis. The regiment took severe casualties but held out long enough for Loyalist troops to secure the world. Janos Marik personally acknowledged the unit's efforts by financing its reconstruction and awarding numerous decorations to the troops.

To keep the Magistracy of Canopus from raiding the League while it recovered from the civil war, Juggernaut deployed to the world of Payvand on the Periphery border in 3016. As the LCCC had hoped, the unit's fearsome reputation persuaded the Periphery nation that adventurism would not be a wise policy.

OFFICERS

The Earl of Stewart plans to retire within the next ten years, and so unit commander Colonel Leonard Stewart stands to inherit both his father's title and overall command of the Dragoons. Though he is a sound tactician and strategist, Leonard Stewart has a gruff attitude and fierce temper that will likely hinder his acceptance by the general public as the new Earl of Stewart.

TACTICS

Formerly adept at assault operations, Juggernaut shifted its tactics during its long sojourn on the Periphery border. The unit retains its aggressive reputation but now specializes in shock raids, attacking with company-sized units and using speed and firepower to overwhelm opponents. Against Periphery pirates this tactic has proved devastating; however, save for occasional raids against the Magistracy of Canopus, Juggernaut has not faced a regular military unit since being deployed to Payvand.



Juggernaut

Regiment/Regular/Reliable

CO/1st Batt: Colonel Leonard Stewart

XO: Force Commander Vasta Nakrani

2nd Batt: Force Commander Sydney Pugh

3rd Batt: Force Commander John Lohmu

Having recently received a number of new BattleMechs, a battalion from Juggernaut raided the Idrisid Caliphate on the planet Astrokaszy as part of a series of reprisals for attacks on League worlds bordering the Periphery. This raid gave the unit an excellent opportunity to become familiar with the new equipment and to inflict serious damage on the Caliphate's defenders with little risk of retaliation.



Yamada's Sharks

Reinforced Wing/Veteran/Reliable

Wing Cmdr: Commodore Reiji Yamada

The Sharks' distinctive color scheme strikes fear into the unit's primary opposition, Periphery pirates. Commodore Yamada, orphaned in a pirate raid on Huntingdon, has made

the elimination of such scum his life's work. His uncompromising attitude has led him into conflict with the FWLM on several occasions and he has received at least two warnings about the use of excessive force.



Payvand Hoplites

Regiment/Veteran/Reliable

Armor Cmdr: Force Commander Mitch Rodziewicz

Having spent considerable time battling Periphery bandits, the Hoplite heavy armor regiment shows extreme competence for a planetary militia unit.



26th Regular Mechanized Infantry

Regiment/Green/Questionable

Troop Cmdr: Lieutenant Colonel Otto Welsh

Formerly stationed on Helios Minor, the Twenty-sixth Regular lodged an official protest with the LCCC immediately upon its assignment to the backwater of Payvand.

ORLOFF GRENADIERS: WARRIOR TRADITION

Formerly part of the Grand Duchy of Oriente, the Duchy of Orloff has established itself as the military heart of the Free Worlds League. The Orloff Military Academy on the planet Vanra produces first-rate officers, most of whom go on to occupy senior positions in the FWLM.

Throughout the Succession Wars, the Orloff BattleMech regiments epitomized the region's military traditions, consistently winning victories against Capellan and Lyran forces.

During Anton Marik's revolt of 3014–15, the Grenadiers formed a crucial part of Janos Marik's defenses against the Lyran Commonwealth, holding the world of Nestor against elements of the Donegal Guards. Having ensured the safety of Nestor's valuable industrial complexes, the Grenadiers returned to the civil war and helped secure the rebel fortress on Tiber. Following a lightning assault from orbit, the Grenadiers sallied from the beachhead created by a fellow FWLM unit, the Second Regular Hussars. Within two weeks the League troops had pacified the planet. The battle exacted a heavy price: of the four Grenadier regiments that had landed, only seven battalions remained.

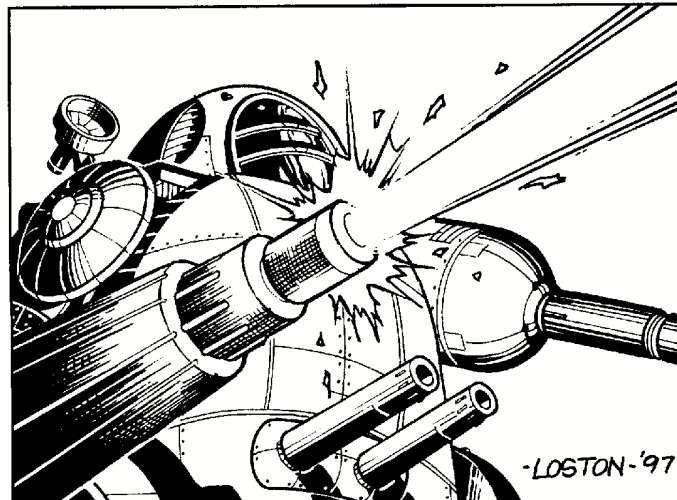
The survivors reorganized into three provisional regiments and prepared to resume the offensive. Before the units could re-deploy, news reached Tiber that Wolf's Dragoons had turned on the rebels, killing Duke Anton and ending the war. In the decades since, the Orloff Grenadier regiments have rebuilt and continue to operate in varied roles throughout the League.

COMMANDING OFFICER

The LCCC hopes that General Rod Davis, a staunch supporter of Thomas Marik, will eventually bring the Orloff Grenadiers into line with the rest of the FWLM. The first overall commander with no previous Grenadier service record, Davis's appointment by the LCCC may well backfire on the Captain-General by increasing resentment of Thomas Marik's military reforms rather than promoting their acceptance. Having commanded the Grenadiers since 3053, the general has gained grudging acceptance from the regimental colonels. Despite acknowledging General Davis's competence as a military commander, however, several Grenadiers officers still maintain that his appointment is symptomatic of the Marik's disregard for the Grenadiers' traditions.

FORCES

Grenadier BattleMech regiments maintain a tradition of quality equipment and leadership, accepting only seasoned warriors. Prior to the Military Reorganization Act of 3046, membership in the Orloff Grenadiers was restricted to citizens of the duchy who had at least five years of service in the armed forces and possessed either a Distinguished Service Award or membership in the Order of the Saber. Exceptions were allowed only



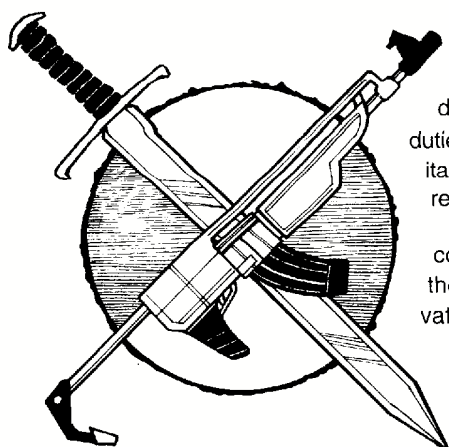
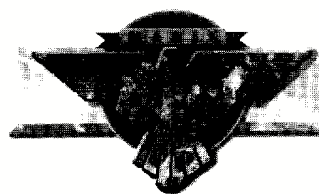
by permission from the Duke of Orloff. Since 3046, the LCCC has controlled assignments to the unit, creating a rift between the normally loyal duchy and the Captain-General. The unit's commanding officer argues that the Military Reform Act has destroyed the Grenadiers' unique heritage, relegating them to the status of a regular House unit.

The Captain-General's position is that changes in the nature and goals of the League necessitate some modification of the Grenadiers' command structure and recruitment policy, just as these reforms have forced every FWLM unit to adapt. Specifically, while the LCCC willingly allows the Grenadiers to retain many of their traditions, it feels that, as part of a unified FWLM, the Grenadiers must allow the LCCC to reassign officers as it sees fit. In addition, the LCCC argues that the abolishment of the Home Defense Act requires the unit to allow non-Orloff citizens of the League to apply for membership in the Grenadiers.

Currently, however, the greatest bone of contention between the LCCC and the Grenadiers is the Captain-General's order for the Orloff units to cease conducting secret initiation ceremonies in which the inductee promises never to turn on House Orloff or the Grenadiers. Long a part of unit tradition, these ceremonies successfully bound the units together as a unified whole, but the LCCC and the Captain-General believe that the pledge to Orloff rather than the League fosters divisiveness. Despite the Captain-General's orders, there is little doubt that these ceremonies continue to take place.

COLORS AND INSIGNIA

The Orloff Grenadiers use a two-tone green paint scheme for their parade colors. The legs and lower torso of each 'Mech are painted a drab olive-green, while a brighter lime-green covers the upper torso, arms and head. The Grenadiers' insignia shows a pair of lances against a yellow and red disc. Beneath the lances is inscribed the unit's motto: *Guerra cominciata, inferno scatenato* (War commenced, hell unchained).



1ST ORLOFF GRENADIERS: SOLDIERING IN PURPLE

The oldest of the Grenadier units, the First spends much of its time carrying out the public duties known as "wearing the purple"—a reference to the parade colors of the Marik Militia. Such duties involve parades, inspections and guard assignments intended to show off the abilities of the military unit performing them. "Wearing the purple" maintains the people's trust and bolsters military recruitment.

To keep up its public image, the First maintains rigid discipline and strict adherence to dress codes. Any officers or troops found with incorrect or dirty uniforms are heavily fined; few make the same mistake twice. Persistent offenders or those who involve the Grenadiers in public or private disputes face censure at best, dismissal at worst.

For the past ten years the First Grenadiers have taken part in the Orloff Show, public exhibitions of martial prowess held on the Duke of Orloff's estate. Broadcast annually throughout the League in late June, the show prompts a noticeable increase in applications to the FWLM, with many seeking to join the Grenadiers.

Though best known for its public duties, the First maintains combat readiness by continually training for conventional soldiering. These preparations proved beneficial in 3057 when the LCCC included the First in Operation Guerrero. Together with the Twentieth Marik Militia, the unit attacked the planet Oliver, using BattleMechs and armor to exploit the Third NAIS Cadre's weak defensive position. Ultimately the League troops forced the green Federated Commonwealth unit to withdraw.

The regiment's insignia shows a rifle and a sword, crossed over the Orloff yellow and red disc.

OFFICERS

In a practice unusual even for the diverse FWLM, the Grenadiers hold elections to select their commander. Each lance in the regiment has one vote that theoretically may be cast in favor of any regimental warrior. Since 3037, however, the LCCC has insisted that command must be handled by a qualified individual, limiting the official candidates to less than a dozen people.

With the victory on Oliver fresh in the minds of the unit, Colonel Douglas Hoppe—who led the operation—won a record sixth term as commander of the First Grenadiers in the March 3058 elections. A native of Carbonis and a strict believer in Orloff's military traditions, the colonel graduated from the Orloff Military Academy in 3010 and earned a diamond Distinguished Service Award pin by 3023. The colonel's immaculate appearance soon earned him the nickname "Dapper Don." The nickname, combined with some of his less well-known exploits, has garnered him a reputation as a womanizer.

Despite his opposition to the Captain-General's military reforms, Hoppe is an excellent officer and consummate soldier who respects the chain of command. At this time neither SAFE nor the LCCC have reason to believe Colonel Hoppe or the First Grenadiers pose a threat to League security.

TACTICS

Primarily deployed in the center of the largest urban sprawl on Vanra, the First Grenadiers undergo extensive training in urban warfare. The unit practices a wide range of offensive and defensive operations, preparing for almost any eventuality. Unable to fight their mock battles on the actual streets of Vanra, the unit uses a series of custom-built urban-combat ranges two hundred kilometers north of the city, as well as the sophisticated simulators of the Orloff Military Academy.



1st Orloff Grenadiers
Regiment/Regular/Reliable

GO/1st Batt: Colonel Douglas Hoppe

XO: Force Commander Aumi Shapiro

2nd Batt: Force Commander Gerald Tarrant

3rd Batt: Force Commander Simeon Yar Adua



1st Orloff Aerospace
Wing/Regular/Reliable

Wing Cmdr: Commodore Philip Zissimou



2nd Vanra Armored Militia
Regiment/Regular/Reliable

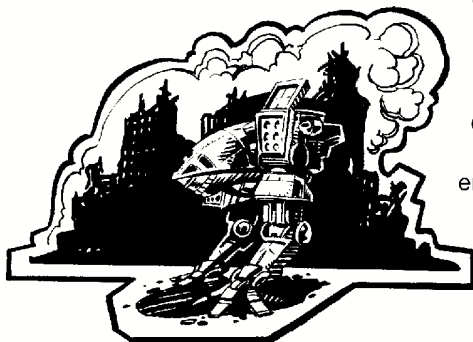
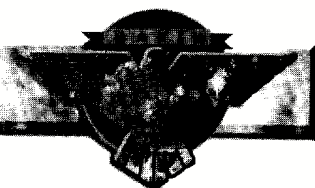
Armor Cmdr: Force Commander Jadwiga Szragh

Though ostensibly part of Vanra's planetary garrison, the Second Militia supported the Grenadiers during their recent operations on Oliver. The unit's preponderance of light tanks, particularly the new Galleon variant, proved a decisive factor in the battle.



14th Orloff Irregulars
Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Phoebe Hughes



6TH ORLOFF GRENADIERS: THE LUCKY SIXTH

Created in 2840 from new troops and survivors of the Fourth Grenadiers, which had been shattered on the world of Suzano just two years earlier, the Sixth has led a charmed life. On several occasions the unit has narrowly escaped destruction. In March of 2842, for example, the unit served in a task force sent to relieve League defenders on the factory world of Irian. The reinforcements took the Lyrans attackers by surprise, but securing the world took a month. At one point the Sixth found itself facing the heavier and more experienced Seventh Donegal Guards. Through a combination of luck and brilliant strategy, the Grenadiers lured the Lyrans unit into a trap, destroying almost two companies before withdrawing.

The unit's next major break came in 2870, during a redeployment to Colfax on the Lyrans border. En route, one of the unit's *Overlord* DropShips developed a drive fault, forcing an entire battalion to wait while the vessel underwent repairs. A merchant DropShip took the stricken craft's place on the commercial JumpShip that had been carrying it. Soon afterward, the JumpShip suffered a mis-jump and was lost with all hands.

In recent years, the Sixth's skills have come to the fore. The unit handily defeated the First Knights of St. Cameron on the Lyrans world of Poulsbo during Operation Dagger and successfully defended the planet Cerillos against raids by the Federated Commonwealth's Forty-second Avalon Hussars and Circinian troops.

In mid-3058 yet another Circinian raid prompted the LCCC to order reprisals. The Sixth descended on the Circinus Federation like demons, inflicting grievous damage on the McIntyre Guard before withdrawing. The political disruption this caused in the Federation has given the League's anti-spinward regions, mainly the Trinity worlds and the Abbey District, a brief respite from Circinian raids.

The Sixth Grenadiers' insignia shows the smoking remains of a BattleMech standing in front of a ruined city.

OFFICERS

Formerly an officer in the Second Free Worlds Guards, Colonel Patricia Loge is a fanatical supporter of the Captain-General and his policies. A superb diplomat and competent tactician, Colonel Loge has continued to build on the solid relations established with the local community by her predecessors, Colonels Chilung and Duborg. However, she is well aware that the unit's recent inactivity has cost it in terms of experience and performance.

TACTICS

The Sixth Grenadiers excel at combat in open terrain, using speed and maneuverability to considerable effect. The unit coordinates well with its support troops, using the special abilities of each to the utmost. The Sixth often subdivides into three combined-arms regiments, each with one battalion of 'Mechs and one battalion each of light armor and mechanized infantry.



6th Orloff Grenadiers

Regiment/Regular/Fanatical

CO/1st Batt: Colonel Patricia Loge

XO: Force Commander Jamie Kemp

2nd Batt: Force Commander Chan Tai Keong

3rd Batt: Force Commander Eduard McGrath

Favoring versatile medium 'Mechs, the Sixth Orloff is well served by the League's current manufacturing program. Though almost half the equipment used by the regiment dates back more than one hundred years, the unit's technical support staff maintains all the unit's 'Mechs in equally good condition. The increasing use of new technologies, however, has begun to strain the unit's logistics train. The shortage of Artemis IV-compatible missiles became a particularly acute problem on Cerillos.



6th Orloff Aerospace

Wing/Regular/Fanatical

Wing Cmdr: Commodore Stefan De Haan



53rd Regular Light Armor

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Bimalakshu Chaudrey

Assigned to Cerillos in 3041, the Fifty-third has cooperated with the Grenadiers and the local militia, making them one of the few Regular units trusted by the LCCC.



9th Guerreros a Caballo

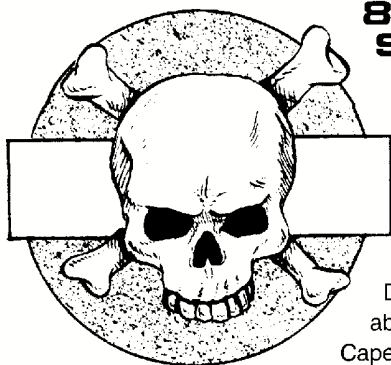
Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Homer Constantinou

Raised locally, the Ninth is a mechanized infantry unit. Unlike most League units, the Ninth is made up almost entirely of male soldiers, reflecting the ingrained prejudices of the Southwestern worlds.



CHAPTER 2



8TH ORLOFF GRENADIERS: SCOURGE OF THE PERIPHERY

For much of the thirty-first century, the Eighth Grenadiers fought engagements along the Periphery border—primarily defensive actions, but also occasional raids to discourage pirate activity. Astrokaszy, the Illyrian Palatinate and the Magistracy of Canopus suffered greatly from these raids, which were officially described as counterstrikes against worlds belonging to particular Periphery realms. However, the collateral damage caused by the Eighth earned them the enmity of most minor Periphery powers.

Such carelessness did not sit well with the LCCC when the Eighth battled secessionists in the Duchy of Andurien. The unit's tactics proved decisive on Sadurni in 3038, but the Eighth took considerable criticism for wanton destruction of property. The LCCC nonetheless assigned the Eighth to pacify the Capellan border world of Lurgatan in early 3039, because the Eighth got results.

Though both Lurgatan and the planet Andurien remained in rebel hands, League intelligence indicated that all the remaining Andurien 'Mechs were stationed on Andurien, leaving only a handful of infantry and armor units holding Lurgatan. Threats of Capellan action against Lurgatan prompted the League to pacify it prior to assaulting the Andurien capital. The Eighth's reputation had preceded it; the mere threat of deploying it prompted Lurgatan's planetary government to surrender to its rightful League overlords.

The Eighth's assignment to help liberate Andurien provoked a bitter response from the commander of the Eleventh Atrean Dragoons, who had served with the Grenadiers on Sadurni. Sensing the potential problems in the joint operation, the Captain-General designated the Eighth as a reserve regiment. The League forces met stiff rebel resistance, however, and the Eighth was soon in the thick of the action.

Following brief R&R, the unit resumed its old duties. In late 3054 a religious conflict on the planet Jiddah escalated into civil war and the Eighth was deployed as peacekeeping troops. The presence of the infamous unit soon quelled the unrest, but sporadic outbreaks of violence caused the unit to remain for another two years enforcing the truce. The Second Battalion was detached to Campoleone in 3058; the Third Battalion currently guards a supply depot on Tematagi.

The Eighth Orloff's insignia is a skull and crossbones in a red circle, crossed by a white bar.

OFFICERS

An honors graduate from the Orloff Academy, Colonel Sandra Relph has gained a reputation as a loose cannon. Though an excellent pilot and superior tactician, her violent temper and gung-ho attitude have earned her few friends.

Force Commander Hannah D'Arcy was an ideal choice for the recent detachment to Campoleone. Her calm manner has smoothed the relationship between Word of Blake and Free Worlds League factions, as well as demonstrating to the Magistracy of Canopus the Captain-General's commitment to peace.

TACTICS

The Eighth excels at several combat tactics, but its anti-pirate activities have forced it to concentrate on small engagements, particularly in urban environments.



8th Orloff Grenadiers

Regiment/Regular/Reliable

CO/1st Batt: Colonel Sandra Relph

XO: Force Commander Mitchell Blucher

2nd Batt: Force Commander Hannah D'Arcy

3rd Batt: Force Commander David Fleischman

Stationed on the edge of nowhere and split into its constituent battalions, the Eighth Orloff has high personnel turnover; few MechWarriors stay with the unit for more than three years.



8th Orloff Aerospace

2 Wings/Veteran/Reliable

Wing Cmdr: Commodore Maggie Jordan

Because it must constantly react to raids, the Eighth Orloff aerospace is one of the few League units with permanently

assigned transport vessels. In addition to two wings of light fighters piloted by veteran warriors, the unit has sufficient DropShips and JumpShips to re-deploy the entire regiment and its supporting assets in a single operation.



29th Light Recon

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Tudor Jones

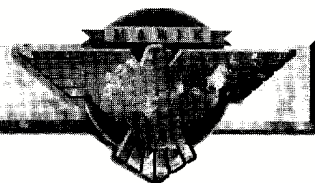


The Bashi-Bazook

Regiment/Regular/Questionable

Troop Cmdr: Colonel Dexter Lindsay

The Bashi-Bazook ("Irregular Soldiers") are mercenaries under long-term contract to the FWLM. Infamous for their brutality and lawlessness, they often fall afoul of League regulations.



REGULAN HUSSARS: WAR TO THE KNIFE

Though the LCCC regards the Regular Hussars as questionably loyal, the unit has a long history of exemplary service to House Marik. Indeed, in the years after the civil war between Elise and Oliver Marik, the Hussars displayed unswerving loyalty to the Captain-General. In gratitude, the Captain-General granted knighthood to every Hussar officer of battalion command and above. (To this day, battalion and regimental officers in the unit are addressed as "lord" or "sir.")

The dependable loyalty of the Hussars ended suddenly in 2973, when Captain-General Stephan Marik abandoned the Sixth Hussar Regiment on Loric for more than two years. Since then, the loyalties of the Hussar regiments have varied considerably. During Anton's Revolt, for example, the First and Second Regiments supported Janos Marik, while the Fourth and Fifth Regiments initially supported Anton. Those divided loyalties severely strained relationships between the Hussar regiments, and considerable animosity exists between so-called loyalist and rebel units even today.

Despite such divisions, the Hussars remain unified in the cause of Regular independence and in opposition to the Captain-General's reforms—which they claim will erode Hussar traditions and ultimately cause the dissolution of the Principality of Regulus. Though the unit solidly supports the new Regular Prince, Kirc Cameron-Jones, and has been slow to carry out certain LCCC directives, the Hussars have not yet failed to obey any direct LCCC order. Still, the Regular Hussars represent the most serious potential obstacle to the Captain-General's reform program.

COMMAND STRUCTURE

The Hussars' acceptance of standardized League command and rank structures is grudging at best. Technically, all Regular units have adopted League rank structure, but many Hussar officers still use the Andurien-style ranks (and most unit personnel modify their uniforms to reflect Regular tastes).

Hussar General Tomaso Kinchuhara is a former commander of the First Regular Hussars. A stern disciplinarian and career military officer, Kinchuhara has a gruff attitude and forthright views that have earned him the respect of his troops. Though Kinchuhara displays little patience for politics, he remains a

close friend of Kirc Cameron-Jones, the newly installed Prince of Regulus. Cameron-Jones, a former aerospace pilot with the First Hussars and veteran of the Andurien War, has used his influence to ensure that Kinchuhara remains in command of the Hussars, despite LCCC attempts to replace him with a more controllable officer.

Like all Regular units, the Hussars maintain the tradition of challenge by combat, which gives any unit MechWarrior the right to challenge a senior officer for the right to command. This system of trials, reminiscent of those within the Clans, operates under a sophisticated series of rules to ensure that such challenges do not disrupt Hussar operations in the field. Though the system has so far ensured that the Hussars always operate under competent leadership, the LCCC has tried—unsuccessfully—to eliminate the practice.

FORCES

The Hussar 'Mech regiments encompass a wide range of MechWarrior experience, 'Mech weight and technology.

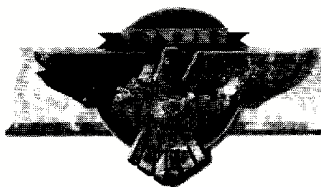
Though the LCCC has attempted to restrict the Hussars' access to recovered technology until the unit accepts the League's reforms, the Prince of Regulus regularly diverts a percentage of Regular tax revenues to the Hussar units for refits. Despite the availability of upgrades, every Hussar regiment still upholds the tradition of Hussar *Trebuchet* lances by maintaining least two such lances, which typically contain two or more of these effective fire-support 'Mechs.

Despite the fact that the Hussars generally remain opposed to the Captain-General's reforms, they have been quick to adopt the incorporation of 'Mech units into combined-arms brigades. (On seeing a copy of the Military Reorganization Act, General Kinchuhara reportedly said, "Tommyboy has one bright idea in this rag, and he plagiarized that from the Humphreys.") Apparently, the Andurien use of combined-arms tactics during the Andurien War greatly impressed Hussar commanders.

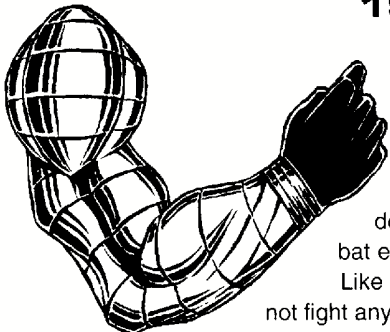
COLORS AND INSIGNIA

The Regular Hussar regimental banner consists of a bat-winged banshee standing on a map of the Principality of Regulus (which includes the now independent Principality of Gibson and Regular Free States). This design is usually displayed on the left torso and arm of the unit's BattleMechs and on the side of vehicles. Personnel wear patches bearing the insignia on the left sleeves of their field uniforms.





1ST REGULAN HUSSARS: THE STEEL HUSSARS



The First Regular Hussars maintain high standards of discipline and performance that have enabled the unit to attain an internal cohesion unparalleled in the League military. The First is considered the most effective provincial force after the Fusiliers of Oriente, despite the fact that the LCCC has virtually prohibited the transfer of new technology to the unit in retribution for political differences between the Regulans and the Captain-General. Most recently, the Hussars demonstrated their capabilities by twice defeating the better equipped Sixth Marik Militia during combat exercises.

Like the rest of the Regular Hussars, the First saw almost no action during the Andurien War and did not fight any substantial engagements until the final months of the campaign when it fought on Andurien. Since that time, the First Hussars have fought an average of one major engagement against foreign troops per year.

Junior officers within the unit have suggested that only one real military challenge remains for the First Hussars—fighting the Clans. Considering the unit's questionable loyalty, however, the LCCC is unlikely to send the First Hussars on any operation beyond the League's borders. The LCCC has repeatedly refused the Hussars' request for duty against the Clans, claiming that "the League is not currently involved in hostilities against the Clans"—despite the fact that the Captain-General authorized the Knights of the Inner Sphere to join the multi-national task force created to eject Jade Falcon troops from the Lyran world of Coventry.

OFFICERS

Colonel Mark Brandhauber replaced Baron Gerald Cameron-Jones as regiment commander when the Cameron-Jones became Harmony's representative in 3044. Previously, Brandhauber commanded the Eastern Star Strike Battalion. He served with distinction during the battalion's raids against the Lyran Commonwealth in 3027 and received the Regular Ankh for his part in the action on Dixie.

The First's executive officer, Paul DeVries, originally joined the Hussars to gain experience in 'Mech combat for a reality-simulator game he was creating. He became so enthralled with the MechWarrior life that he left his nascent game company to his brother Ross in order to pursue a military career.

TACTICS

The First Regular Hussars are renowned for their ferocity in battle and their ability to sustain their initiative, keep their enemies off balance and minimize their own casualties. Though the actions of the unit's 'Mechs often appear wild and uncontrolled in battle, the Steel Hussars' seemingly reckless close-combat tactics disguise sophisticated battle plans and keep Hussar opponents under considerable pressure.



1st Regular Hussars

Regiment/Elite/Questionable

CO/1st Batt: Colonel Mark Brandhauber

XO: Force Commander Paul DeVries

2nd Batt: Force Commander Perry Wolfe

3rd Batt: Force Commander Rose Snow

The LCCC's refusal to supply the Hussars with new equipment and materiel has forced the unit's support crews to jury-rig many systems on the 'Mechs in the predominantly heavy regiment. Colonel Brandhauber ensures that the primary Hussar assault unit—the Eastern Star Strike Battalion—receives the best equipment and the lion's share of Hussar technical support.



1st Hussars Aerospace

Reinforced Wing/Elite/Questionable

Wing Cmdr: Commodore Martin Vekaria

One squadron from the First Hussars aerospace is assigned to each Hussar 'Mech battalion, while the remaining

Fourth Squadron serves as a mobile reserve force to provide close air-support and combat air patrol whenever necessary. The unit also has an *Avenger* class combat DropShip modified for duty as a strategic bomber.



3rd Keeling Armor Regiment

Regiment/Veteran/Questionable

Armor Cmdr: Force Commander Savheil Nasser

Though the LCCC has generally proved unwilling to allow Regular support troops to operate with the Hussars, Colonel Brandhauber managed to get the Third Keeling assigned to the First Hussars by calling in a number of favors. Like Brandhauber himself, the heavy armor unit's leader, Force Commander Savheil Nasser, is a graduate of the Princefield Military Academy.



9th Atreus Light Infantry

Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Audry Richards



2ND REGULAR HUSSARS: THE PENITENTS

The Second Regular Hussars specialize in assault operations and planetary invasions. The unit has served in a number of engagements along the Federated Commonwealth and Capellan borders, and it gained a certain notoriety for storming Masterson in 3045 and Chamdo in 3048.

In late 3054, the Second Regular Hussars received a new commander, a development that would have dramatic consequences for the unit and the League. The new commander, Nathan Roush, was a staunch opponent of Thomas Marik's policies, particularly the Captain-General's creation of the Knights of the Inner Sphere. But unlike most of the Captain-General's critics, Roush actively sought to discredit Marik by covertly supporting a movement to oust the Word of Blake personnel on Gibson, providing the planet's insurgents with tactical nuclear weapons from the Regular arsenal and secretly transferring the unit's Second Battalion to Gibson.

Unwittingly, Roush had led the battalion into a political quagmire, and eventually the Hussars found themselves fighting alongside the Word of Blake forces against the Knights of the Inner Sphere and the insurgents Roush had previously supported. The final battle ended when the insurgents launched their tactical nuclear missiles—an act that earned Roush the scorn of all the assembled 'Mech commanders on the field and prompted the Word of Blake commander to surrender his troops to the authority of the Captain-General and the Knights.

Afterward, the Captain-General disbanded the discredited Regular battalion and awarded its equipment to the Knights as spoils of war. Only the personal intervention of the Prince of Regulus saved the entire unit from being struck from the FWLM rosters; instead, the LCCC stripped the remaining Second Regular Hussars of their support assets and exiled the units to the Periphery border.

OFFICERS

Thomas Marik personally appointed Colonel Oskar Hausen commanding officer of the Hussars following the Gibson incident and SAFE's subsequent investigation of the unit. A former Marik Militia officer, Hausen is disliked by many within the regiment. In fact, many Hussars assume that Hausen is a political lackey of the Captain-General or a SAFE operative.

Force Commander Maire Lowe commands the Hussars' primary assault force, the Green Monster Assault battalion. A native of Cameron, the savvy officer has become the de facto leader of opposition to Hausen, and in the near future she will likely invoke the Hussars' challenge-by-combat tradition to wrest command of the unit from Hausen.

TACTICS

The Second Hussars favor frontal assaults and typically depend on the momentum and the resilience of their BattleMechs to carry the day. As such tactics are ill suited to bandit-hunting operations in the Periphery, the unit is learning a new range of skills "on the fly."

4TH REGULAR HUSSARS: THE



2nd Hussars

2 Battalions/Regular/Questionable

CO/1st Batt: Colonel Oskar Hausen

XO: Force Commander John Shearer

2nd Batt: Force Commander Maire Lowe

The Second Hussars 'Mech forces contain a mix of medium, heavy and assault machines. The unit's First Battalion contains a mix of medium and heavy BattleMechs, while the Second Battalion—the so-called Green Monster Assault battalion—contains no 'Mech under seventy tons.

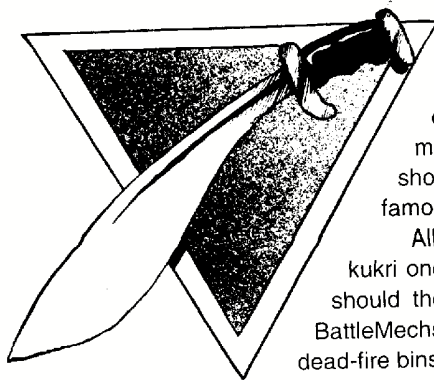
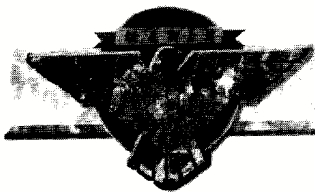


2nd Hussars Aerospace

Squadron/Regular/Questionable

Wing Cmdr: Lt. Commander Emmanuelle Marks

The Second Hussars aerospace squadron provides the Hussar 'Mech regiments' main defense against enemy fighter attack. Though all squadron pilots are trained in ground-support operations, their light fighters carry few bombs and lack sufficient armor to survive fire from ground units.



KUKRI

The veteran Fourth Regular Hussars favor light BattleMechs and specialize in raiding and quick-strike tactics. Founded during the Kerensky Regency, the Fourth Hussars have earned a fearsome reputation over their three hundred-year history. Originally, the unit drew its members almost exclusively from the Nepalese settlers of Muscida, and even today the Fourth shows the ferocity and determination that first made the Nepalese Gurkha regiments of Terra famous more than a thousand years ago.

All members of the Fourth carry the traditional Gurkha *kukri*, a vicious curved knife. Not using a kukri once it has been drawn is viewed as dishonoring the weapon, and so a wielder will cut himself should the weapon need to be returned to its scabbard before it is used. The Hussars hold their BattleMechs in similar esteem; whenever the unit is deployed to a new location, it establishes a series of dead-fire bins so that each MechWarrior can make a token weapons attack if he must return to base without first firing on an enemy.

The Hussars also operate under a strict code of honor, which has led them to maintain a fifty-year feud with the Capellan Confederation's Stapleton's Grenadiers. The feud began during battles on Fuentes in 3005, when the Capellan unit destroyed valuable crops and food stores, causing famine and starvation on the world and, in the eyes of the Hussars, dishonoring the basic precepts of MechWarrior behavior. The feud has provided a link between the Hussars and the Atrean Dragoons, who maintain their own feud with the Capellan unit. The Dragoons and Hussars have shared considerable intelligence on their common foe and had been planning a series of coordinated raids against the Liao worlds of Ingersoll, Propus and Eom when the Captain-General announced the Marik-Liao alliance.

OFFICERS

Colonel Falco Palmero joined the Hussars as a MechWarrior recruit in 3013, fresh from the Aitutaki Academy. Though the Hussars initially supported Anton's Revolt, the regiment switched sides before it saw battle, and Palmero received his first combat experience during the bloody engagement with *Wolf Dragoon's Alpha and Gamma regiments* on Vanra. The engagement had a lasting impression on Palmero, who continues to view mercenary troops as dishonorable soldiers unacquainted with the true spirit of warfare.

TACTICS

The Fourth Hussars' light 'Mech force is best suited to quick-strike reconnaissance missions and raids, and the unit's acquisition of Beagle Active Probes and MASC technology has considerably boosted the Hussar's success at such operations in recent years. Much of the credit for the unit's performance must go to the Hussar's skilled technical support staff, which ensures that the unit always has a large number of combat-ready 'Mechs.



4th Hussars

Regiment/Veteran/Questionable

CO/1st Batt: Colonel Falco Palmero

XO: Force Commander Tom Brunell

2nd Batt: Force Commander Gilbert Powell

3rd Batt: Force Commander Rie Earnest

Colonel Palmero has worked long and hard to procure upgraded technology for his troops. The Hussar's disfavor with the LCCC has made the task incredibly difficult, but the colonel's persistence and diplomatic skills have enabled him to persuade the LCCC to provide twelve new BattleMechs and twelve upgrade kits to the unit.



4th Hussar Aerospace

2 Squadrons/Regular/Questionable

Wing Cmdr: Commodore Stanislav Leben

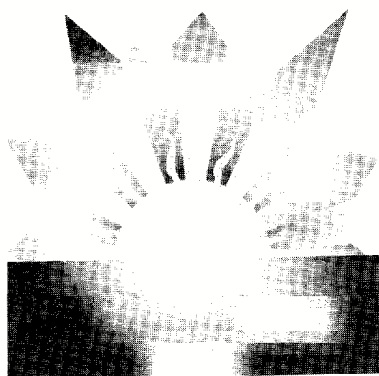
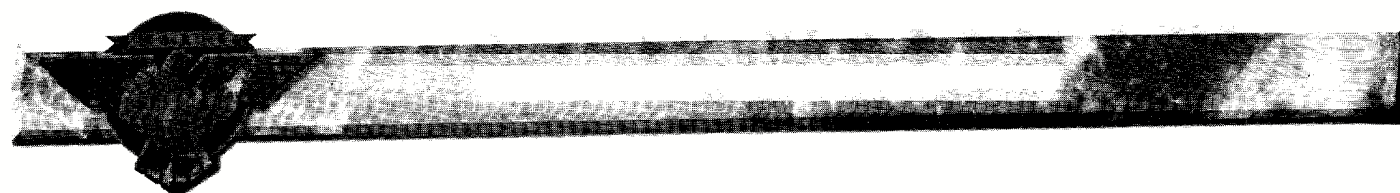


4th Hussar Infantry

2 Regiments/Regular/Questionable

Troop Cmdr: Lieutenant Colonel Suzuki Yoshida

The Fourth Hussar's infantry force consists of two mechanized-infantry battalions and one jump-infantry battalion. The unit possesses no integral artillery assets or air support.



9TH REGULAR HUSSARS: PLANNING FOR THE FUTURE

The consistent inexperience of the Ninth Regular Hussars can be traced back to 2995, when the unit encountered the Liao Reserve unit Vincent's Commandos on Berenson. Lured into an ambush, the Ninth lost almost two-thirds of its listed strength before escaping the trap. A single company, led by Owen Montgomery, sacrificed itself so that the remaining Hussars could escape. To this day, the Ninth Hussars honor Montgomery with an annual memorial service.

Several LCCC members advocated disbanding the unit, but Captain-General Janos Marik decided to rebuild the regiment. With a little less than a battalion of troops remaining in service, however, the LCCC had to employ extraordinary measures to restore the Hussar's ranks. At the Captain-General's order, graduates from the League military academies were assigned to the unit. The surviving Hussar personnel formed the core of the new regiment and acted as a training cadre.

Stationed on the Lyran border at McAffe, the unit saw regular action and the initial batch of recruits soon became seasoned troops. Rather than allow the unit's experience to build, the Quartermaster-General transferred approximately one battalion's worth of the most promising young Hussars and assigned more new recruits to take their places. The Quartermaster-General repeated this procedure each year, effectively preventing the Hussars' experience level from rising above regular.

The LCAF soon caught on to this cycle, and in 3012 it staged a major raid against the Hussars' base less than a month after a batch of new recruits had arrived. Though the Hussars lost few personnel, they took a humiliating beating that shattered their morale. Since the defeat, however, the Quartermaster-General has modified the transfer schedule to reduce the number of recruits entering the unit at any single time.

Since 3037, the LCCC has insisted that the Hussars accept graduates from all League academies. The resulting variety of recruits has steadily diluted the unit's ties to the Principality of Regulus, and so SAFE recently upgraded the Ninth Hussars' loyalty rating to reliable.

The Ninth's insignia is a blazing sunrise.

OFFICERS

Colonel Melvin Stone replaced Hussar commander Jo Lobietto in December of 3050 and has proved a great asset to the unit. A former instructor at the Princefield Military Academy, Stone views command of the regiment as a continuance of his previous posting and strives to build on the basic training new recruits have received in the League's academies. His idealism and vigor have inspired unit members, and he has achieved great success at impressing upon new Hussars a sense of purpose and a desire to contribute to the League's future.

TACTICS

Because they remain little more than a training cadre, the Ninth Hussars have not developed any tactical specialty.



9th Regular Hussars

Regiment/Green/Reliable

CO/1st Batt: Colonel Melvin Stone

XO: Force Commander Julius Meyer

2nd Batt: Force Commander Nicola Russel

3rd Batt: Force Commander Rajenda Vadyama

The Ninth rarely sees combat, and so the LCCC has assigned a low priority to upgrading the unit's 'Mechs. As a result, the Ninth possesses less than twelve advanced-tech BattleMechs, which are assigned to new recruits on an ad-hoc basis.



9th Hussars Aerospace Wing

Wing/Regular/Reliable

Wing Cmdr: Commodore Chaim Hunter

Unlike the Ninth's MechWarriors, the pilots of the Ninth Hussar aerospace wing are all combat veterans. This discrepancy in experience levels causes considerable friction between the MechWarriors and pilots of the regiment, and the two groups rarely mix outside of combat exercises and drills.

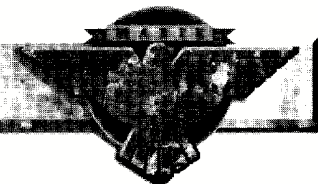


27th McAffe Rifles

Regiment/Regular/Reliable

Troop Cmdr: Lieutenant Colonel Olaf Graichen

Colonel Olaf Graichen's McAffe Rifles handle base security and support the Ninth Hussars in the field. The Rifles contain two companies of troops trained in anti-Mech warfare, as well as two battle-armor squads, which Hussar commanders use to introduce new MechWarriors to "the new realities of warfare."



5TH REGULAR HUSSARS: DIVIDED LOYALTIES

The Fifth Hussars have been stationed on Chertan, near the Lyrans border, for the past forty years. As a result of this long isolation from the Principality of Regulus, the unit's loyalty to its home realm has waned and its relationship with Regulus's ruling Cameron-Jones family has steadily deteriorated. Despite this desirable weakening of regional loyalty, the LCCC remains skeptical of the unit's loyalty to the FWL and continues to voice suspicions about the Fifth Hussars' actions on Wyatt during the Fourth Succession War's Operation Dagger. (During the invasion of Wyatt, the Fifth Regular and the Twenty-fifth Marik Militia arrived at separate jump points. The Regulars met with no resistance, while the Marik Militia was ambushed by Lyrans aerospace forces waiting at the militia's arrival point. The official incident report implicated a mole within SAFE, but many FWLM commanders continue to suspect Hussar treachery.)

During the Skye Crisis, the Fifth Hussars made several raids into the Lyrans Commonwealth's Isle of Skye, causing further unrest in the Lyrans province and tying up numerous troops that could have been used to attack the League as the FWLM fought to regain Andurien. The Hussar raid on Milton in 3035 proved the most successful strike, netting the Hussars large quantities of ammunition and spare parts from the planet's LCAF facilities. The Hussars took moderate damage during the raid, but the LCCC quickly allocated materiel to rebuild the unit.

Though members of the Fifth are highly disciplined on the battlefield, they have earned a reputation as "party animals" in their off hours. Apparently, the Hussar command staff subscribes to the maxim "Work hard, play hard," and it turns a blind eye to the off-duty behavior of unit members. The unit commanders, however, do impose a 5 percent levy on every Hussar's pay to defray the costs of damage caused while off-duty.

The Fifth's insignia shows a shooting star against a midnight-blue background.

OFFICERS

A graduate of the Orloff Military Academy, Colonel Thomas Orffelt served with the Fifth Marik Militia and the First Orloff Grenadiers before assuming command of the Fifth Hussars. Orffelt is best known for his service during the defense of Les Halles with the Grenadiers, and he is widely respected in the FWLM. However, his non-Regular origins do not sit well with Hussar General Tomaso Kinchuhara, and the two argue frequently.

TACTICS

The Fifth is a mixed-weight force that specializes in mobile warfare. Typically, the unit uses its light armor forces to pin down the enemy while its two medium 'Mech battalions flank the enemy force. Generally, the Hussars' heavy 'Mech battalion remains in reserve, waiting for the opportunity to exploit any breaks in the enemy formation created by the lighter units.



5th Regular Hussars

Regiment/Veteran/Questionable

CO/1st Batt: Colonel Thomas Orffelt

XO: Force Commander Imrie Swain

2nd Batt: Force Commander Desmond Weir

3rd Batt: Force Commander Romesh Thakar

The Fifth Hussars are currently split over whether to support the Principality of Regulus's stand against Thomas Marik and his reforms. The pro-Marik faction centers around Colonel Orffelt and includes approximately half of the unit's warriors. The anti-Marik group follows the lead of Force Commander Thakar, who has made three unsuccessful challenges for command of the regiment to date.



5th Regular Hussar Aerospace

Wing/Regular/Reliable

Wing Cmdr: Lieutenant Commander Rachel Prior

The former commander of the Fifth Regular Hussar aerospace wing died in a ground-car accident in late 3058.

Lieutenant Commander Prior of the heavy "Meteor" squadron has assumed command of the group until the LCCC names a new wing commander.



11th Chertan Heavy Armored Regiment

Regiment/Regular/Reliable

Armor Cmdr: Force Commander Noel Joliceur



14th Zion Mobile Infantry

Regiment/Regular/Questionable

Troop Cmdr: Lieutenant Colonel Theda Lim

SAFE considers the Fourteenth Zion Mobile Infantry regiment the least reliable Regular unit and has assigned several operatives to monitor the unit's actions.



FREE WORLDS LEAGUE MILITARY

(Deployment as of 1 January 3059)

Commander: Captain-General Thomas Marik
Aide: General Selim Halas
BattleMech Strength: 73 regiments, 2 battalions

LEAGUE TROOPS

FREE WORLDS LEGIONNAIRES

Commander: General Calderon "Silent Cal" Bengé
Aide: General Adolf Tauber
BattleMech Strength: 7 regiments, 1 battalion

Unit Name	Experience	Loyalty	Homeworld
1st Free Worlds Legionnaires (CO: General Tracy Fenton)	Veteran	Reliable	Andurien
2nd Free Worlds Legionnaires (CO: General Alice Denichuk)	Veteran	Reliable	Sadurni
3rd Free Worlds Legionnaires (CO: General Pierre Mondou)	Veteran	Reliable	Kyrkbacken
4th Free Worlds Legionnaires (4 battalions) (CO: General Adiss Sullivan)	Regular	Reliable	Sirius
5th Free Worlds Legionnaires (CO: General Salvatore "Misha" Orloff)	Regular	Fanatical	Lopez
6th Free Worlds Legionnaires (CO: General Kerry-Jayne Anderson)	Regular	Reliable	Denebola
7th Free Worlds Legionnaires (CO: General Lucy Mountash)	Regular	Reliable	Irian

FREE WORLDS GUARDS

Commander: General Tamara Findlay
Aide: Colonel Robyn Shiver
BattleMech Strength: 3 regiments, 1 battalion

Unit Name	Experience	Loyalty	Homeworld
1st Free Worlds Guards (CO: Colonel Dana Briggs)	Elite	Fanatical	Callison
2nd Free Worlds Guards (4 battalions) (CO: Colonel Kamps Stattun)	Veteran	Fanatical	Bella I
3rd Free Worlds Guards (CO: Colonel Duane Hanson)	Regular	Fanatical	Zion

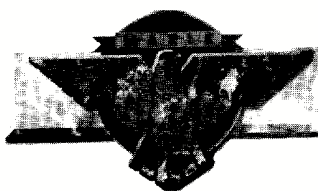
ATREAN HUSSARS

Commander: Colonel Reber Bennundo
Aide: Colonel Harvey Eaton
BattleMech Strength: 1 regiment

Unit Name	Experience	Loyalty	Homeworld
Atrean Hussars (CO: Colonel Reber Bennundo)	Regular	Reliable	Talitha

ATREAN DRAGOONS

Commander: General Julian Langsdorf
Aide: Colonel Said Berridge
BattleMech Strength: 3 regiments



Unit Name	Experience	Loyalty	Homeworld
1st Atrean Dragoons (CO: Colonel John Orzechoskie)	Regular	Fanatical	Nestor
11th Atrean Dragoons (CO: Colonel Evelyn Panfili)	Regular	Fanatical	Matheran
1st Battalion (CO: Colonel Evelyn Panfili)	Regular	Fanatical	Matheran
2nd Battalion (CO: Force Commander Nicola Vachek)	Regular	Fanatical	Calloway VI
3rd Battalion (CO: Force Commander Barry "Hyper" Knight)	Regular	Fanatical	Marcus
12th Atrean Dragoons (CO: Colonel Kelian Brackey)			

MARIK MILITIA

Commander: General Samuel Garibaldi
Aide: Colonel Lloyd Reissin
BattleMech Strength: 16 regiments, 1 battalion

Unit Name	Experience	Loyalty	Homeworld
1st Marik Militia (CO: Colonel Siva Rashpurtay)	Veteran	Fanatical	Fletcher
2nd Marik Militia (CO: Colonel Alva Gierke)	Green	Reliable	Hassad
4th Marik Militia (CO: Colonel Kenneth Gunderson)	Green	Reliable	Park Place
5th Marik Militia (CO: Colonel Lavern Hendon)	Regular	Reliable	Les Halles
6th Marik Militia (CO: Colonel David Kyster)	Veteran	Fanatical	Megrez
9th Marik Militia (CO: Colonel Theodore Kauk)	Regular	Reliable	Carbonis
10th Marik Militia (CO: Colonel Cindy Meyer)	Veteran	Reliable	Bernardo
13th Marik Militia (CO: Colonel Lloyd Reissing)	Regular	Questionable	Irian
15th Marik Militia (4 battalions) (CO: Colonel Alex Farragher)	Regular	Reliable	Berenson
18th Marik Militia (CO: Colonel Jerome Merz)	Green	Questionable	Connaught
20th Marik Militia (CO: Colonel Jerome Stewart)	Regular	Reliable	Concord
23rd Marik Militia (CO: Colonel Hazel Ward)	Green	Questionable	Keystone
25th Marik Militia (CO: Colonel Anita Webel)	Green	Reliable	Dieudone
30th Marik Militia (CO: Colonel Stephen Harter)	Regular	Fanatical	Wing
31st Marik Militia (CO: Colonel David Sloane)	Green	Reliable	Uhuru
34th Marik Militia (CO: Colonel William Adams)	Green	Reliable	Amity

KNIGHTS OF THE INNER SPHERE

Commander: Captain-General Thomas Marik
Aide: Colonel Sir Paul Masters
BattleMech Strength: 2 regiments

Unit Name	Experience	Loyalty	Homeworld
1st Knights (CO: Colonel Paul Masters)	Elite	Fanatical	Atreus
2nd Knights (CO: Colonel Andrei de Souza)	Elite	Fanatical	Epsilon

PROVINCIAL FORCES

FUSILIERS OF ORIENTE

Commander: General Marissa Morgan
Aide: Colonel Royal Buchanan
BattleMech Strength: 6 regiments

Unit Name	Experience	Loyalty	Homeworld
Ducal Guard (CO: Colonel Fannie Halas)	Elite	Fanatical	Tamarind
1st Brigade (CO: Colonel Roy Chapman-Potemkin)	Elite	Fanatical	Griffith
2nd Brigade (CO: Colonel Donald Angstead)	Veteran	Reliable	Maxwell
3rd Brigade (CO: Colonel Lionel Asuelo)	Veteran	Reliable	Promised Land
4th Brigade (CO: Colonel Charleen Day)	Regular	Questionable	Oriente
5th Brigade (CO: Colonel Jerry Wagner)	Regular	Reliable	Thermopolis

PROTECTORATE GUARD

Commander: General Loren Bryce-Marik
Aide: Colonel Delroy Roche
BattleMech Strength: 2 regiments

Unit Name	Experience	Loyalty	Homeworld
Iron Guard (CO: Colonel Virgil Ridgeway)	Regular	Fanatical	Zosma
Steel Guard (CO: Colonel Marilyn Stroud)	Green	Reliable	Asuncion

SIRIAN LANCERS

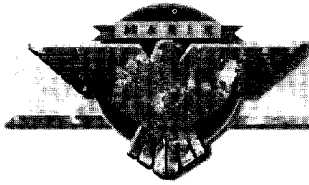
Commander: General Helen Thrall
Aide: Colonel Martin Honish
BattleMech Strength: 3 regiments

Unit Name	Experience	Loyalty	Homeworld
1st Lancers (CO: Colonel Ginny Ebaugh)	Green	Questionable	Sirius
2nd Lancers (CO: Colonel Davis Csencsics)	Regular	Questionable	Procyon
3rd Lancers (CO: Colonel Sally Hoffman)	Green	Questionable	Procyon

SILVER HAWK IRREGULARS

Commander: General Martha "Slice 'n' Dice" Zuritas
Aide: Colonel Fran Jeankins
BattleMech Strength: 2 regiments

Unit Name	Experience	Loyalty	Homeworld
Falcons (CO: Colonel Glendon Lorch)	Regular	Reliable	Dubhe
Gryphons (CO: Colonel Petra Fisher)	Regular	Reliable	Kalidasa



ORIENTE HUSSARS

Commander: General Bruce Gierke

Aide: Colonel Vandy Jolibois

BattleMech Strength: 6 regiments

Unit Name	Experience	Loyalty	Homeworld
1st Hussars (CO: Colonel Roger Harsila)	Veteran	Reliable	Trellisane
2nd Hussars (CO: Colonel Arthur Rivernider)			
1st Battalion (CO: Colonel Arthur Rivernider)	Regular	Reliable	Oriente
2nd Battalion (CO: Force Commander Orguz Celim)	Regular	Reliable	Shiro III
3rd Battalion (CO: Force Commander Elizabeth Mills)	Regular	Reliable	Oriente
3rd Hussars (CO: Colonel Simon Dumoss)	Regular	Reliable	Van Diemen IV
4th Hussars (CO: Colonel Sherrie Dragoo)	Regular	Questionable	Wasat
5th Hussars (CO: Colonel Keith Kruchoski)	Green	Reliable	Sierra
6th Hussars (CO: Colonel Astoria Jaka)	Green	Reliable	Eleusis

STEWART DRAGOONS

Commander: General Richard Balkema

Aide: Colonel Steven Harrison

BattleMech Strength: 2 regiments

Unit Name	Experience	Loyalty	Homeworld
Home Guard (CO: Colonel Virginia Nash)	Veteran	Reliable	Stewart
Juggernaut (CO: Colonel Leonard Stewart)	Regular	Reliable	Payvand

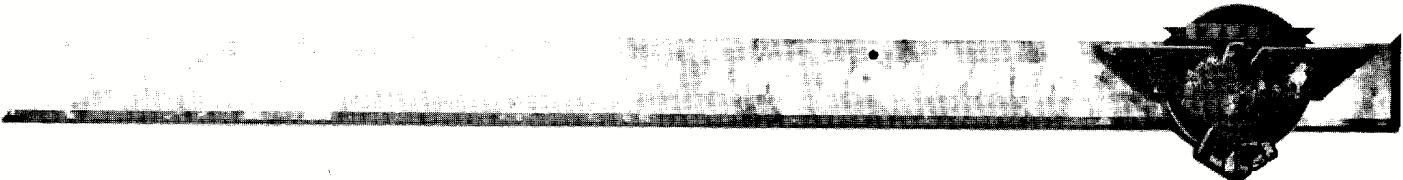
ORLOFF GRENADIERS

Commander: General Rod Davis

Aide: Colonel Larry Fallis

BattleMech Strength: 3 regiments

Unit Name	Experience	Loyalty	Homeworld
1st Grenadiers (CO: Colonel Douglas "Dapper Don" Hoppe)	Regular	Reliable	Vanra
6th Grenadiers (CO: Colonel Patricia Loge)	Regular	Fanatical	Cerillos
8th Grenadiers (CO: Colonel Sandra Relph)			
1st Battalion (CO: Colonel Sandra Relph)	Regular	Reliable	Lesnovo
2nd Battalion (CO: Force Commander Hannah D'Arcy)	Regular	Reliable	Campoleone
3rd Battalion (CO: Force Commander David Fleischman)	Regular	Reliable	Tematagi



REGULAN HUSSARS

Commander: General Tomaso Kinchuhara

Aide: Colonel Chester Taylor

BattleMech Strength: 4 regiments, 2 battalions

Unit Name	Experience	Loyalty	Homeworld
1st Hussars (CO: Colonel Mark Brandhauber)	Elite	Questionable	Regulus
2nd Hussars (2 battalions) (CO: Colonel Oskar Hausen)	Regular	Questionable	Goth Khakar
4th Hussars (CO: Colonel Falco Palmero)	Veteran	Questionable	Avior
5th Hussars (CO: Colonel Thomas Orrfelt)	Veteran	Questionable	Chertan
9th Hussars (CO: Colonel Melvin Stone)	Green	Reliable	McAffe

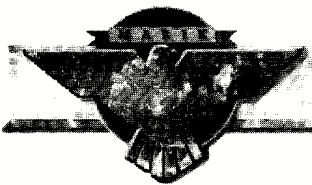
MERCENARY UNITS

Chief Liaison Officer: General Mike Webster

Aide: Colonel Allen Mukamagera

BattleMech Strength: 12 regiments

Unit Name	Experience	Loyalty	Homeworld
Bad Dream (CO: Colonel Harry Bortman)	Veteran	Reliable	Kendall
Barrett's Fusiliers (CO: Colonel Nikita Barrett)	Veteran	Questionable	Shuen Wan
Blackhearts (CO: Colonel Marcus Johnson)	Regular	Questionable	Wasat
Crater Cobras (CO: Colonel Stephan Prynne)	Veteran	Questionable	Megrez
Dragon's Breath (CO: Colonel Pete Tate)	Regular	Reliable	Rochelle
Greenburg's Godzillas (CO: Colonel Ivo Greenburg)	Veteran	Questionable	Nockatunga
Hermann's Hermits (CO: Colonel Hermann Aufkopfen)	Regular	Reliable	Thurrock
Kristen's Krushers (CO: Colonel Kristen Marik)	Regular	Reliable	Claybrooke
Redfield Renegades (CO: Colonel Edward Redfield)	Veteran	Reliable	Haresfield
Romanov's Crusaders (CO: Colonel Kripsin Romanov)	Regular	Fanatical	Augustine
Stealthy Tigers (CO: Colonel Yuri Rauschenbusch)	Regular	Questionable	Gaph (CM)
Swann's Cavaliers (CO: Colonel Edward Repplier)	Veteran	Questionable	Ibarra



AID FROM THE WORD OF BLAKE

For more than two hundred years, ComStar had secretly maintained a fleet of SLDF WarShips, which it kept hidden in the outermost reaches of the Terran system or in uninhabited star systems. The Word of Blake followers who fled to the League following the Schism in 3052 included a handful of men and women who had served on or maintained these vessels. When the Successor States resurrected their WarShip programs, Free Worlds designers turned to these individuals. Though reluctant to disseminate technological information, Word of Blake personnel realized they would likely need access to WarShips to defeat ComStar and reclaim Terra, and so they provided the League with the locations of several WarShips that ComStar had mothballed as not worth salvaging and the technological assistance required to restore these ships to peak condition.

With this help, the League retrieved and restored eight vessels and salvaged parts from another fourteen between 3054 and 3058. Two of the salvaged vessels, a *Vincent* class corvette and an *Essex* class destroyer, were presented to the Word of Blake in 3057. Commissioned as the WoBS *Blake's Redemption* and the WoBS *Deliverance*, these vessels participated in the 3058 raids on ComStar's fleet facilities at Luyten 68-28 and Ross 248 and effectively neutralized the ComStar fleet during the invasion of Terra. Both Blake vessels were badly damaged during those engagements, the first capital ship battles in the Inner Sphere in more than two hundred years. Both ships managed to return to League shipyards, where they are currently undergoing repairs.

SHIPS OF THE LINE: THE FWLM FLEET

At the height of the Star League, the Free Worlds League and other member-states deployed vast fleets of the combat JumpShips known as WarShips. Capable of maneuvering and fighting in-system as well as any DropShip, these armored behemoths packed enough firepower to devastate other JumpShips and even destroy targets on a planet's surface.

These mighty fleets began to deteriorate during the Succession Wars. The vicious fighting between the Great Houses first claimed the fleet maintenance facilities and eventually the ships themselves. By the Third Succession War, WarShips had disappeared from battle.

For almost a decade, the Successor States allowed their WarShip programs to lie fallow, unwilling to allocate the vast resources needed to construct the vessels and afraid of triggering an arms race that might lead to even greater devastation. The arrival of the Clans in 3050 finally prompted the Great House militaries to resuscitate their WarShip programs as they searched for ways to counter the Clans' own impressive naval fleets.

The Free Worlds League's ample manufacturing capacity and assistance from Word of Blake personnel who served on ComStar WarShips have enabled the League to create one of the most successful WarShip programs in the Inner Sphere. In fact, the ten operational WarShips of the FWL fleet make it the second largest Inner Sphere WarShip fleet after ComStar's.

COMMANDING OFFICER

Fleet Admiral Grace Jakes commands the FWL fleet and answers directly to the LCCC and the Captain-General. An experienced DropShip commander, Jakes appears well suited to the task of developing WarShip tactics.

COLORS AND INSIGNIA

The insignia of the Free Worlds League fleet is a reversed version of the FWLM insignia, with a black Marik Eagle set against a white background. The outline of the eagle is filled with tiny points of light to represent stars and planets.

THE OPERATIONAL FLEET

At present, the FWLM maintains ten fully operational WarShips. In addition, three vessels are undergoing trials and are expected to enter service within three months; eighteen more vessels are undergoing renovations or construction and are expected to be fully operational by 3063. SAFE analysts predict that the FWLM will enjoy 2-to-1 naval superiority over other Inner Sphere navies by 3062 if the League manufacturers meet current production goals.

The WarShips of the FWL WarShip fleet can be divided into two main groups: the "public fleet" of vessels whose existence has been announced to the League constituency and other Houses, and the "secret fleet" of WarShips whose existence is known only to a select number of FWLM commanders.

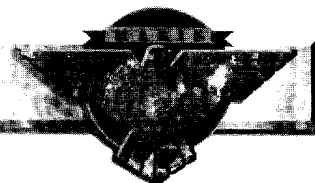
THE PUBLIC FLEET

FWLS *Impavido*

(*Impavido* Class Destroyer)

The first WarShip built by the Free Worlds League in more than two hundred years, the FWLS *Impavido*—flagship of its class—was rushed through trials and entered service almost a year ahead of schedule. A shining testament to the League's recent technological gains, the vessel is stationed at Atreus, where it orbits in plain view.

The *Impavido* is commanded by Commodore Ian Deakin, an appointee who owes his position to his influential family's connections to the SelaSys company on the planet Loyalty. Though the LCCC would prefer to replace Deakin with a more competent commander, his removal could have serious political repercussions for the League. Instead, the LCCC has ensured that a capable leader is close at hand by posting the capable Commander Eloise Hutchins to the crew of the destroyer.



WARSHIPS OF THE FWL FLEET

Ship Name	Ship Class	Commanding Officer
The Public Fleet		
FWLS <i>Impavido</i>	<i>Impavido</i> destroyer	Commodore Ian Deakin
FWLS <i>Janos Marik</i>	<i>Impavido</i> destroyer	Captain Eugene Schlöndorff
FWLS <i>Tirana</i>	<i>Zechetinu</i> corvette	Captain Romero Gorshin
FWLS <i>Menelaus</i>	<i>Agamemnon</i> heavy cruiser	Captain Samra Ghani
The Secret Fleet		
FWLS <i>Liberty</i>	Vincent corvette	Captain William Applebaum
FWLS <i>Karelia</i>	<i>Zechetinu</i> corvette	Commander Rally Mantovani
FWLS <i>Attica</i>	<i>Zechetinu</i> corvette	Captain Mara Halas
FWLS <i>Raven</i>	<i>Essex</i> destroyer	Commodore Thoma Mazure
FWLS <i>Schrack</i>	<i>Essex</i> destroyer	Captain Annabella Shier
FWLS <i>Olympic</i>	<i>Aegis</i> cruiser	Captain Olivier Stymowicz
Vessels Undergoing Trials		Acting Commanders
FWLS <i>Sparta</i>	<i>Zechetinu</i> corvette	Captain Ahmed Pervez
FWLS <i>Phrygia</i>	<i>Impavido</i> destroyer	Lt. Commander Diran Adebeyo
FWLS <i>Aineas</i>	<i>Agamemnon</i> heavy cruiser	Captain Fernando Indurain

FWLS *Janos Marik*

(*Impavido* Class Destroyer)

The *Janos Marik* is stationed at New Olympia, where it serves as the training ship for the Lloyd Marik-Stanley Aerospace School. The vessel is likely to remain at New Olympia until 3061, when a dedicated training vessel will relieve her.

Admiral Eugene Schlöndorff, commandant of the aerospace school, officially has command of the *Janos Marik*, but Captain Angus Shaw oversees the daily tasks of running the ship. Together, Schlöndorff and Shaw exert tremendous influence on the new generations of naval officers and crew members that train aboard the WarShip.

FWLS *Tirana*

(*Zechetinu* Class Corvette)

The *Tirana* is the prototype of the FWL's *Zechetinu* class corvette. Though lightly armed in comparison to other comparable vessels, the 180,000-ton *Tirana's* remarkable maneuverability has enabled it to consistently outclass other corvettes. (*Zechetinu*, the Serbo-Croatian word for *hare*, has proved an apt name for the design.) In fact, the vessel has performed so well that *FWL leaders have authorized construction of ten more Zechetinus.*

The *Tirana* is commanded by Captain Romero Gorshin, who previously headed the crew of an *Achilles* class attack DropShip. Last year, Captain Romero demonstrated the capabilities of the *Zechetinu* and his own considerable tactical expertise when the *Tirana* "destroyed" the FWLS *Aineas* during mock battle exercises.

The *Tirana* is stationed at SelaSys' Loyalty shipyards.

FWLS *Menelaus*

(*Agamemnon* Class Cruiser)

The pride of the Free Worlds fleet, the fleet flagship *Menelaus* is the first of the League's massive *Agamemnon* class

cruisers. Constructed at the newly built ImStar yards at Atreus, the *Menelaus* recently completed public shakedown trials along the Lyran border and serves as the centerpiece of the League's naval re-armament program. Two other *Agamemnon* cruisers are currently in production.

The *Menelaus* is commanded by Captain Samra Ghani, the ruthless, experienced and loyal former commander of the FWLS *Dark Bane*, a *Hamilcar* class assault DropShip.

THE SECRET FLEET

FWLS *Liberty*

(*Vincent* Class Corvette)

In April of 3054, the League retrieved the first of its Star League-era WarShips: the SLS *Richmond*. After on-site repairs and an extensive overhaul at the secret Illium yards above Ionus, the *Vincent* class corvette entered service as the FWLS *Liberty* in October 3056.

Despite its extensive renovation, the *Liberty* exhibits a number of quirks, including the tendency of the guidance system on her forward-mounted missile bays to shut down without warning. The *Liberty's* current commander, Captain William Applebaum, *has technicians working around the clock to eliminate such glitches,* but he does not expect the vessel to be truly combat worthy without another major overhaul.

FWLS *Karelia*

(*Zechetinu* Class Corvette)

The fleet's second *Zechetinu* corvette, the *Karelia* completed trials and entered service in April of 3058. The *Karelia* is stationed above Andurien VII, where it remains concealed within a cloud of nearby cosmic debris. The *Karelia's* crew has orders to use the corvette to aid the First Free Worlds Legionnaires stationed on the planet should any serious rebellion develop. Apart



from the ship's crew itself, only the Legion's commander, General Tracy Fenton, and her executive officer, Colonel Lutger Schülze, know the *Karelia's* location.

Unlike the majority of the League's WarShips, the *Karelia* is commanded by a junior officer, Commander Rally Mantovani. Mantovani is a well-respected officer but lacks the requisite experience to be named a WarShip captain in the FWL navy. The LCCC purposefully stationed the *Karelia* above Andurien to provide Mantovani time to fully integrate her crew and to attain the two years of command experience required of all captains.

FWLS *Attica*

(*Zechetinu* Class Corvette)

The *Attica*, which completed trials in April 3058, stands guard at the League's secret Illium shipyards at Ionus. The *Attica's* commander, Captain Mara Halas, is authorized to use deadly force if necessary to ensure that only authorized FWLM forces approach within sensor range of the shipyard. To maintain operational security, the *Attica* often runs with its IFF transponder de-activated or broadcasting the *Tirana's* ID codes.

Halas is the daughter of Selim Halas, the Captain-General's military aide, and is a second cousin to the Grand Duke of Oriente. Despite her powerful relations, Halas earned her position through hard work rather than political favors, a fact often lost on casual observers.

FWLS *Raven*

(*Essex* Class Destroyer)

In 3055, FWLM forces embarked on one of the most audacious salvage operations ever conducted. Guided by detailed charts provided by Word of Blake personnel, the salvage team's JumpShip traveled to a debris field in the outskirts of the Elgin system. There, the team located the SLS *Oslo*, an *Essex* class destroyer. For the next several months, the team worked "under the nose" of the Federated Commonwealth's Fifth Republican to render the *Oslo* capable of jumping into League territory.

After a few months of renovation at League shipyards, the newly christened *Raven* entered service and now provides security for the LCCC command center on the planet Marik.

Commodore Thomas Mazure commands the *Raven* and also has authority over her sister ship, the *Schrack*.

FWLS *Schrack*

(*Essex* Class Destroyer)

The *Schrack*, another recovered Star League *Essex* class destroyer, is also posted to Marik, where she holds station at a pirate point thirty-six hours (at 1G acceleration) out from the planet near the *Raven*.

The *Schrack* is commanded by Captain Annabella Shier, who formerly served as Commodore Mazure's pilot and executive officer on the *Avenger* class DropShip *Fearless*. A very calm

and precise officer, Shier was assigned command of the *Schrack* on Mazure's personal recommendation.

FWLS *Olympic*

(*Aegis* Class Heavy Cruiser)

Originally, the Free Worlds League purchased the *Olympic* along with several other *Aegis* class cruisers from the SLDF in the late twenty-sixth century. The vessel was lost to a Draconis Combine battle group in 2838, the final year of the so-called ComStar War. The derelict ship was rediscovered drifting in the outer reaches of the Tania Borealis system only two years ago. League engineers judged the *Olympic* suitable for renovation, and several months later the refurbished cruiser re-entered service.

The *Olympic* is commanded by Captain Olivier Stymowicz, a demanding officer who pushes his crew far beyond the standards of most FWL WarShip crews. Some members of the LCCC believe that Stymowicz's command style is too authoritarian, but his aptitude for naval strategy and tactics make him too valuable to replace at this time.

The *Olympic* is stationed at Asuncion.

VESSELS UNDERGOING TRIALS

Three more League WarShips—the *Sparta*, the *Phrygia*, and the *Aineas*—are currently undergoing post-delivery or pre-acceptance trials. All three vessels are expected to enter service within the next few months.

FWLS *Sparta*

(*Zechetinu* Class Corvette)

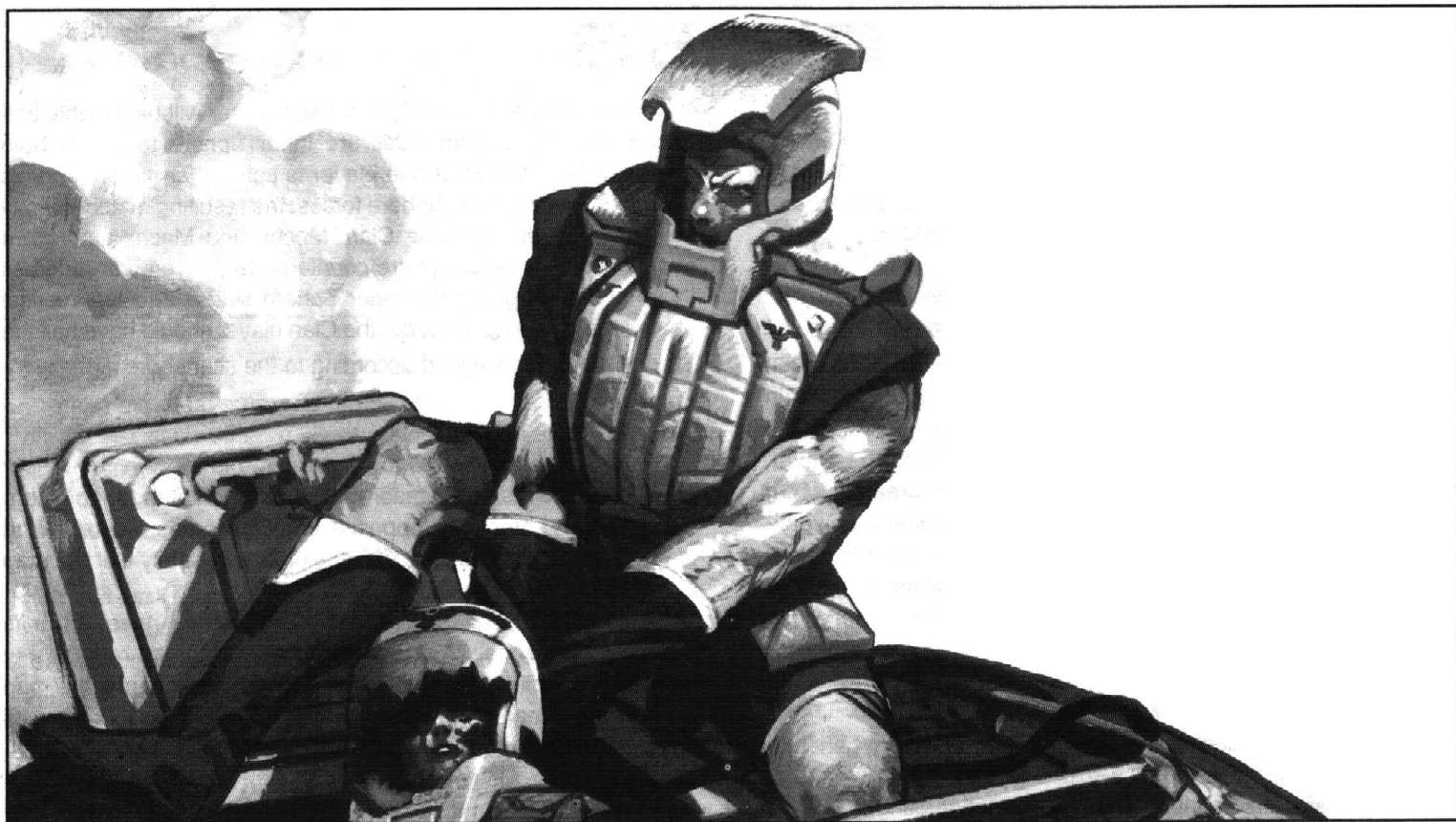
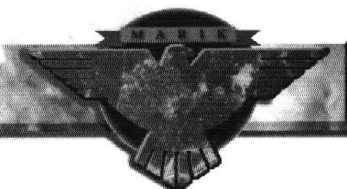
Currently undergoing trials in the isolated Simpson Desert system, the *Sparta* is the latest *Zechetinu* class corvette produced at the Illium shipyards. Though the *Sparta* has proved largely successful during her trials, the ship's engineers are unhappy with stress indications on several major bulkheads, and the *Sparta* will likely return to Illium for further work.

Captain Ahmed Pervez, one of the League's most senior naval engineers, currently commands the *Sparta*. After the ship's trials and shakedown are completed in April, Captain Roberto Gheorghiu is scheduled to become the *Sparta's* first official commanding officer.

FWLS *Phrygia*

(*Impavido* Class Destroyer)

Originally, the *Phrygia* was scheduled to enter service in December of 3058. But problems with the ship's maneuver-drive fittings became apparent after the *Impavido* class destroyer began tests at Brigadier Corporation's MacKenzie yards last November, forcing Brigadier's engineers to reinstall the drive mounts. As a result, the *Phrygia* is completing her final maneuver tests only now. Following the successful completion of these tests, the *Phrygia* is scheduled for a month-long shakedown and approval cruise before entering service.



Lieutenant Commander Diran Adebeyo directs daily operations aboard the *Phrygia*, but no permanent commanding officer has yet been assigned to the destroyer.

FWLS *Aineas* (*Agamemnon* Heavy Cruiser)

Though the *Aineas* is still undergoing trials in the Clipperton system, a series of mishaps has already convinced many personnel that the 815,000-ton heavy cruiser is jinxed. The most serious misfortune to befall the WarShip was a complete failure of her electrical systems during her first maneuver trial. Then a series of technical failures enabled the corvette *Tirana* to "destroy" the 815,000-ton cruiser during combat exercises, seriously demoralizing her crew.

Consequently, Captain Fernando Indurain faces a difficult task in motivating the crew of the *Aineas*, though shepherding the *Aineas* through her acceptance trials remains his most immediate concern.

RENOVATION/ CONSTRUCTION

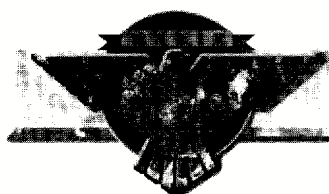
A total of eighteen additional vessels are scheduled to enter service by June of 3063 under the League's ambitious WarShip renovation/construction program.

The *Aegis* class cruiser *Nueva Badajoz* (formerly the SLS *Impetuous*) is currently undergoing a complete overhaul of her

maneuvering and K-F drives at SelaSys' Loyalty shipyards and is not expected to enter service before early 3060.

The *Black Lion* class battlecruiser *Xanthos* (formerly the SLS *Nelson*) is the prize catch of the League fleet. As the *Nelson*, the WarShip amassed an impressive record, winning the Martial Olympiad in 2732 and playing a major role in the war to liberate Terra. The *Nelson's* crew managed to guide the vessel to the SLDF fleet facilities in the Castor system after the ship took heavy damage during the fighting for Oliver, but SLDF commanders deemed repairing the battlecruiser impractical. Consequently, the *Nelson* was scuttled and sent into a long-term elliptical orbit around Castor, where it remained until a League salvage group recovered it in early 3058. Renovation work is currently underway at Illium, but the massive vessel is not expected to enter service for another eighteen months.

Other notable projects of the League's WarShip renovation/construction program include three massive *Thera* class super-carriers and six *Eagle* class frigates intended as escorts for the super-carriers. The 960,000-ton super-carriers—the *Santorini*, the *Sardis* and the *Corinth*—are expected to enter service in 3060, 3062 and 3063, respectively. The super-carriers' six *Eagle* class escorts—the *Lancelot*, *Galahad*, *Tristram*, *Bedeveve*, *Gawain* and *Mordred*—are already under construction at the Illium shipyards.



RULES

This section provides new rules that reflect the unique strengths and weaknesses of FWLM forces. These rules are for use with **BattleTech; MechWarrior, Second Edition (MWII)**; or **BattleSpace** as noted in the text. References to the **BattleTech Compendium: the Rules of Warfare** are abbreviated as **BTC:RoW**.

The **Creating Scenarios** subsection provides rules and tables for quickly creating **BattleTech** scenarios. **Unit Generation** provides guidelines for creating FWLM BattleMech units and tables for randomly assigning FWLM BattleMechs in **MechWarrior** games. **FWLM Regiments** provides optional rules for simulating the unique capabilities of each FWLM regiment. The **Training** section contains special rules for creating **MWII** characters that have attended League academies and universities. The final four sections, **FWLM Battle Armor**, **New Equipment**, **FWLM OmniMech Configurations** and **New WarShips**, provide descriptions and game information for these new weapons and vehicles.

CREATING SCENARIOS

The following guidelines allow players to randomly generate **BattleTech** scenarios using dice rolls. Players also may set any scenario parameters they prefer, rather than generating them with the supplied dice-roll tables.

The random-generation method of creating scenarios consists of two steps: selecting the scenario type and selecting mapsheets.

GENERAL SCENARIO RULES

Unless noted otherwise in the specific rules for each scenario type, the following rules apply to all **BattleTech** scenarios created with this system.

Number of Players

The mission-generation rules are written for two-player scenarios. If more than two individuals are playing, simply divide all players into two opposing teams.

Map Selection

Select scenario mapsheets with the **Selecting Mapsheets** rules beginning on page 122. The total playing area of a scenario is referred to as simply "the map," whether it consists of single or multiple mapsheets.

Force Selection

In most scenarios, the forces on each side will be equal. For example, each side might consist of one Veteran heavy lance, or of one Elite light lance and two Regular medium lances. If both players agree, the composition of each side can be generated randomly using the tables in **Unit Generation**, p. 124.

In general, forces created in this manner will be roughly balanced, but only if both sides are Inner Sphere forces or both sides are Clan forces. If one player is using Clan forces and his opponent is using Inner Sphere forces, the resulting match-up may be quite unequal because Clan 'Mechs and MechWarriors are superior to their Inner Sphere counterparts. Players can address this problem by giving the Inner Sphere side a 2-to-1 numerical advantage over the Clan side; the Clan player should have half the 'Mechs normally assigned according to the scenario.

Set-Up

Both players roll 2D6 to begin. The player with the higher result chooses his *home* map edge—the edge of the map where his units will enter. The opposite edge becomes the opposing player's home map edge. A player's units can safely exit the map only through his or her home edge.

Roll Initiative for the first turn per standard rules. All units start play off the map. A player's units may enter the map on any hex along the player's home edge. Each unit must enter the map on a full hex nearest the home edge, and that hex counts as its first hex of movement.

Movement and Retreat

Scenario maps are fixed once play begins. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered destroyed. Units that exit the map from their home edge have retreated—they remain out of play for the remainder of the scenario and cannot return. Units that retreat do not count as destroyed units when determining victory.

Units may exit the map by intentionally moving off the map or being forced off by an opposing unit using a push, charge, or death-from-above attack.

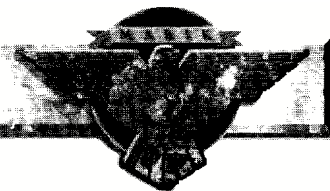
Half-hexes along the edge of the map, even those with hex numbers in them, are not considered part of the map. A unit that enters one of these half-hexes for any reason automatically exits the map.

Ending the Game

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario type, however, a player may need to achieve additional or alternate goals to claim victory.

SCENARIO TYPE

If desired, one player may roll 1D6 and consult the Scenario Type Table to randomly generate a scenario type to play. Brief descriptions and victory conditions for each scenario type follow the table. Alternatively, players may simply select a scenario type or use the types as models to create their own.



SCENARIO TYPE TABLE

1D6	Scenario Type
1	Stand-Up Fight
2	Hide and Seek
3	Hold the Line
4	Extraction
5	Breakthrough
6	The Chase

Stand-Up Fight

In a stand-up fight, two forces of roughly equal size square off against each other. Only one side will leave the field alive. The scenario ends when all the units on one side have been destroyed or have retreated off the map. The surviving side wins the scenario.

Hide and Seek

In the hide-and-seek scenario, one player assumes the role of attacker and the other becomes the defender. The defending player is "it"—his forces hide, and the attacker attempts to find and destroy them.

Set the attacking force at twice the size of the defending force. For example, if the defending player controls a single lance, the attacking player may use two lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

Use half the number of mapsheets (rounded up) recommended in the **Selecting Mapsheets** rules (p. 122). If possible, avoid using the **Large Lakes** or **Lake Area BattleTech** mapsheets. Urban mapsheets are ideal if the maps contain buildings. Otherwise, avoid these mapsheets as well, because they provide few hiding places for the defender's units.

After the attacking player selects a home map edge, the defending player sets up his units using the **Hidden Units** rules (p. 89, **BTC:RoW**; or p. 53, **CityTech, Second Edition**). The defending units may be placed on any hex of any part of the map, except for Clear and Paved hexes. Additionally, the defending player may set minefields (see p. 93, **BTC:RoW**; or p. 54, **CityTech, Second Edition**). For each BattleMech or unit in his force, the defender may set one single-hex conventional minefield. For example, if the defender's force consists of a single four-Mech lance or a single four-tank armor lance, he can set four minefields.

The scenario ends when all of one player's units have been destroyed or retreated off the map. The player whose forces control the map or simply survive at the end wins the scenario.

Hold the Line

In a hold-the-line scenario, the defending player must stop a larger attacking force. Set the attacking player's force at twice the size of the defender's force. For example, if the defending player controls a single lance, the attacking player may use two

lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

Set the experience levels of the defending player's forces at one level higher than those of the attacker's forces. For example, if the attacking force consists of Regular units, the defender uses Veteran units.

The defending units may not intentionally leave the map for any reason.

The scenario ends when all the units on one side have been destroyed or retreated off the map. If the defenders destroy a number of opposing units equal to the number of defending units that started the scenario (or more), the defending player wins. For example, if the defending player begins with a single lance, he can claim victory if he manages to destroy four or more attacking units. In all other cases, the player whose forces survive or control the map at the scenario's end wins.

Extraction

In an extraction scenario, the attacking player attempts to extract a target, such as a secret weapon, an important diplomat or a computer memory core, from behind the defender's lines.

After the players roll dice and select their home map edges, the attacker secretly chooses a target hex for the extraction. The target hex must be within 4 hexrows of the defender's home edge and cannot be within 4 hexes of any other map edge. The attacker then writes down the target hex's number and mapsheet name on a slip of paper, which he folds and gives to a neutral party for safekeeping (or the defending player can simply put the paper in his pocket without looking at it).

The attacking player can reveal the target hex to the defender during any End Phase. Any attacking unit can pick up the extraction target simply by occupying the hex during an End Phase. Additionally, a unit that retrieves the target can pass it to any friendly unit in the same hex or an adjacent hex during any End Phase.

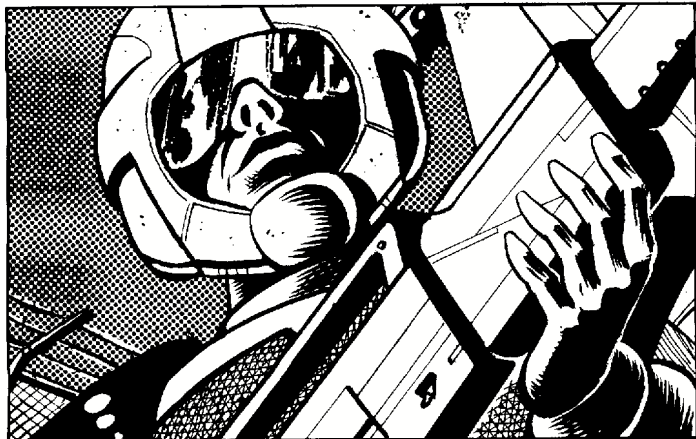
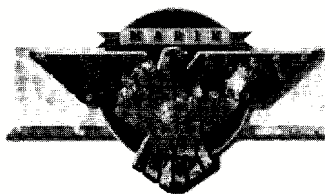
If a unit carrying the extraction target is destroyed, place the slip of paper in the hex occupied by the unit when it was destroyed. Any unit in play can retrieve the extraction target by occupying that hex during any End Phase.

If the attacker can move a unit carrying the extraction target off his home map edge, he wins the scenario. Otherwise, the defender wins.

Breakthrough

In a breakthrough scenario, the attacking player's forces have become trapped behind enemy lines. To reach safety, his units must cross the scenario map and break through the defender's forces.

Use one more mapsheet than the number recommended in **Selecting Mapsheets**, p. 122. For example, if eight 'Mechs will be in play, use three mapsheets rather than two. When setting up the mapsheets, place them in a single, long row with their short edges touching.



Next, both players roll 2D6. The player who achieves the higher result may choose to be the defender or attacker for the scenario. The attacker then chooses one of the narrow edges of the map where his forces will enter. The attacker's home edge is the one opposite the edge where his forces enter. (The attacker's objective is to exit his forces at his home edge.)

The defender may set up his forces in any hexes on the map. Additionally, he may position up to half of his units (round down) using the **Hidden Units** rules.

The scenario ends when all the defending units have been destroyed or retreated off the map, or when all attacking units have retreated or been destroyed or crippled. For the purposes of this scenario, units become crippled when they lose one or more legs or their gyros are destroyed. Attacking units may intentionally exit the map only at their home edge.

If all the attacking units survive and exit at their home edge, the attacking player wins a complete victory. If all the attacking forces are destroyed or crippled and none exit at their home edge, the defending player wins a complete victory.

If neither of these conditions is met, consult the **Breakthrough Victory Points Table** to determine each player's Victory Points. The player with the most points wins a Marginal victory. If both players achieve equal numbers of Victory Points, the scenario ends in a draw.

The Chase

In a chase scenario, the attacker's forces must race across the map to reach their DropShip before a larger force of pursuing defenders can reach them. Chase scenarios use the same rules as breakthrough scenarios, with the following exceptions.

Set the defender's force at twice the size of the attacking force. For example, if the attackers form a single lance, the defending force contains two lances.

The defending player does not deploy his forces before Turn 2. During Turn 1, the attacking units may enter the map and move unopposed per standard rules. The defending units enter the map during the Movement Phase of Turn 2, from the same map edge where the attacking units entered.

SELECTING MAPSHEETS

After selecting a scenario type, generate the terrain for the scenario by selecting mapsheets. Certain scenarios call for specific types of mapsheets in their descriptions. In most scenarios, however, players can simply select whichever mapsheets they like or make dice rolls and consult the appropriate mapsheet tables to randomly select mapsheets.

Before selecting mapsheets, determine how many mapsheets you want to use. For most **BattleTech** play, one mapsheet per every four 'Mechs or units works best. For example, a scenario that pits one lance of attackers against one lance of defenders (eight 'Mechs total) will work best with two mapsheets. A scenario that pits one company of attackers against a company of defenders (twenty-four total 'Mechs) will work best with six mapsheets. Different scenarios may work best with other mapsheet/unit ratios, so check the scenario-type description.

Using the Mapsheet Tables

Players may use one of two groups of mapsheet tables to randomly select mapsheets. When using the Terrain-Specific Mapsheet Tables, one player rolls 1D6. The result indicates which terrain mapsheet table is used. For example, on a result of 1, use the Flatlands Terrain table; on a result of 2, the Hill Terrain table; and so on. (Alternatively, the players may simply select a specific terrain and skip this step.) Note that the Urban terrain type is set off from the others. Generally, urban terrain is only suitable for scenarios involving buildings, so players may simply select this terrain when appropriate.

Then select mapsheets from the appropriate table by rolling 1D6. If using two mapsheets, roll twice; if using four mapsheets, roll four times; and so on.

When using the Random Mapsheet Tables, make two 1D6 rolls for each mapsheet. The first roll indicates which of the six Random Mapsheet Tables the mapsheet is selected from. From example, on a result of 1, use Random Mapsheet Table 1. The second roll indicates which map from the table is used.

All of the mapsheet tables assume that players possess one copy each of **BattleTech Map Sets 2-5**. (For easy reference, each mapsheet name is followed by an abbreviation of the map set or boxed game that contains the mapsheet.) If any roll result indicates a mapsheet that is unavailable, simply repeat the roll.

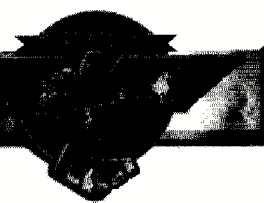
BREAKTHROUGH VICTORY POINTS TABLE

Attacker Points

- 2 for each attacking unit that safely exits at home edge
- 1 for each defending unit destroyed

Defender Points

- 3 for each attacking unit destroyed or crippled
(destroyed units forced off map only count for 2)



TERRAIN-SPECIFIC MAPSHEET TABLES

Table 1: Flatlands Terrain

1D6	Mapsheet
1	Open Terrain #1 (MS5)
2	Open Terrain #2 (MS5)
3	Desert Hills (MS2)
4	City Ruins (MS2)
5	City Street Grid/Park #1 (MS4)
6	City Street Grid/Park #2 (MS4)

Table 4: Badlands Terrain

1D6	Mapsheet
1	Desert Sinkhole #1 (MS3)
2	Desert Sinkhole #2 (MS3)
3	Moonscape #1 (MS5)
4	Moonscape #2 (MS5)
5	Desert Mountain #1 (MS3)
6	Desert Mountain #2 (MS3)

Table 6: Wooded Terrain

1D6	Mapsheet
1	Scattered Woods (MS2)
2	BattleTech Map (BT, MS2)
3	River Valley (MS2)
4	Rolling Hills #1 (MS3)
5	Heavy Forest #1 (MS4)
6	Heavy Forest #2 (MS4)

Table 2: Hill Terrain

1D6	Mapsheet
1	Desert Hills (MS2)
2	Rolling Hills #1 (MS3)
3	Rolling Hills #2 (MS3)
4	City (Hills/Residential) #1 (MS3)
5	City (Hills/Residential) #2 (MS3)
6	Large Lakes #2 (MS4)

Table 5: Wetland Terrain

1D6	Mapsheet
1	Scattered Woods (MS2)
2	Lake Area (MS2)
3	Large Lakes #1 (MS4)
4	Large Lakes #2 (MS4)
5	River Delta/Drainage Basin #1 (MS4)
6	River Delta/Drainage Basin #2 (MS4)

Urban Terrain Table

1D6	Mapsheet
1	City Ruins (MS2)
2	CityTech Map (CT, MS2)
3	City (Hills/Residential) #1 (MS3)
4	City (Hills/Residential) #2 (MS3)
5	City Street Grid/Park #1 (MS4)
6	City Street Grid/Park #2 (MS4)

Table 3: Mountain Terrain

1D6	Mapsheet
1	Mountain Lake (MS2)
2	River Valley (MS2)
3	Desert Mountain #1 (MS3)
4	Desert Mountain #2 (MS3)
5	Large Mountain #1 (MS5)
6	Large Mountain #2 (MS5)

Abbreviations: MS = Map Set, CT = **CityTech** boxed game, BT = **BattleTech** boxed game

RANDOM MAPSHEET TABLES

Table 1

1D6	Mapsheet
1	Scattered Woods (MS2)
2	Desert Hills (MS2)
3	City Ruins (MS2)
4	Mountain Lake (MS2)
5	BattleTech Map (BT, MS2)
6	CityTech Map (CT, MS2)

Table 3

1D6	Mapsheet
1	Rolling Hills #1 (MS3)
2	Rolling Hills #2 (MS3)
3	City (Hills/Residential) #1 (MS3)
4	City (Hills/Residential) #2 (MS3)
5	Heavy Forest #1 (MS4)
6	Roll both dice again

Table 5

1D6	Mapsheet
1	River Delta/Drainage Basin #1 (MS4)
2	River Delta/Drainage Basin #2 (MS4)
3	Deep Canyon #1 (MS5)
4	Deep Canyon #2 (MS5)
5	Large Mountain #1 (MS5)
6	Roll both dice again

Table 2

1D6	Mapsheet
1	River Valley (MS2)
2	Lake Area (MS2)
3	Desert Mountain #1 (MS3)
4	Desert Mountain #2 (MS3)
5	Desert Sinkhole #1 (MS3)
6	Desert Sinkhole #2 (MS3)

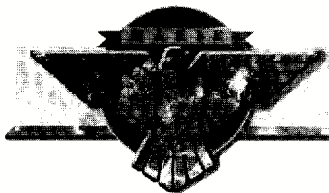
Table 4

1D6	Mapsheet
1	Heavy Forest #2 (MS4)
2	City Street Grid/Park #1 (MS4)
3	City Street Grid/Park #2 (MS4)
4	Large Lakes #1 (MS4)
5	Large Lakes #2 (MS4)
6	Roll both dice again

Table 6

1D6	Mapsheet
1	Large Mountain #2 (MS5)
2	Moonscape #1 (MS5)
3	Moonscape #2 (MS5)
4	Open Terrain #1 (MS5)
5	Open Terrain #2 (MS5)
6	Roll both dice again

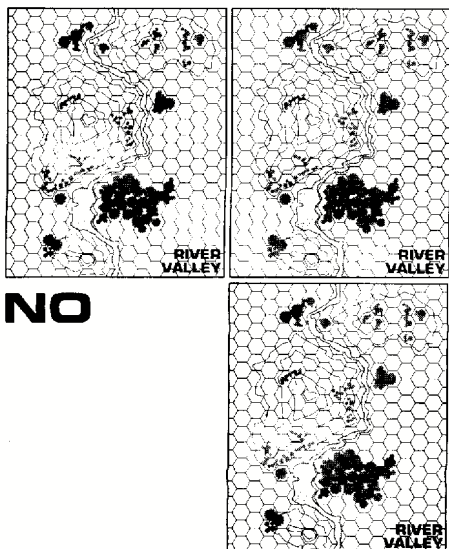
Abbreviations: MS = Map Set, CT = **CityTech** boxed game, BT = **BattleTech** boxed game



Laying Out the Mapsheets

To begin laying out the mapsheets, the players roll 2D6. The player with the higher roll places the first selected mapsheet on the table or floor. The other player then places the next selected mapsheet. The players continue to alternate laying out the remaining mapsheets.

Each mapsheet must be placed with one of its short edges touching the short edge of a mapsheet already placed or with one of its long edges touching the long edge of a mapsheet already placed. Additionally, the mapsheets must be placed so that they form a single, continuous, rectangular or square playing area. Within these and any guidelines provided in the scenario-type description, players may arrange the mapsheets as they see fit.



UNIT GENERATION

After selecting the scenario type and mapsheets, generate the units that will take part in the scenario. Players can generate their forces in two ways. First, they may simply assemble any units they wish based on the descriptions provided in the **FWLM Rosters** sections. The battlefield strength of a unit is determined by its size, weight class, equipment level and experience level, and so players who want to create evenly matched battles should take note of these factors when assembling their forces. Players should also select appropriately sized forces for the chosen scenario.

Alternatively, players may use dice rolls to randomly generate forces. When using this system, players perform three steps: determine their forces' composition, assign BattleMechs and set unit experience levels. This system may not always produce evenly matched forces, but players may increase the likelihood of generating balanced forces by setting a specific weight class, equipment rating, and experience level for both forces before rolling the dice to generate their forces.

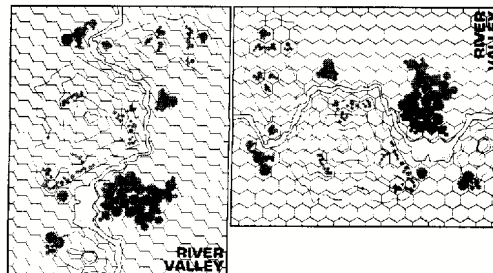
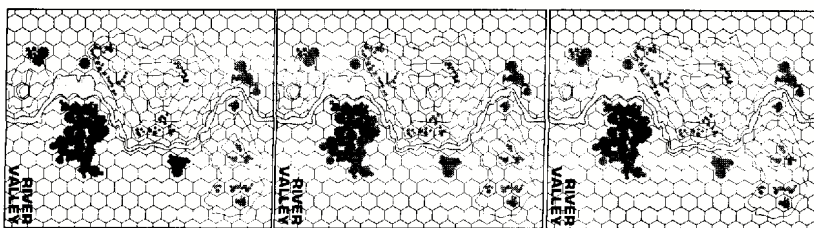
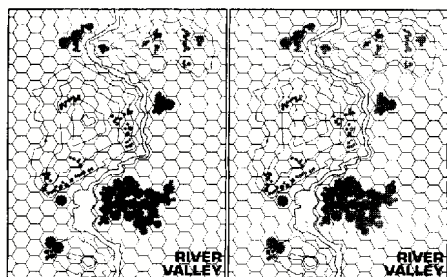
Though the tables used in this system assume that players' forces will consist entirely of BattleMechs, these tables can be easily adapted to accommodate armor, infantry and other units.

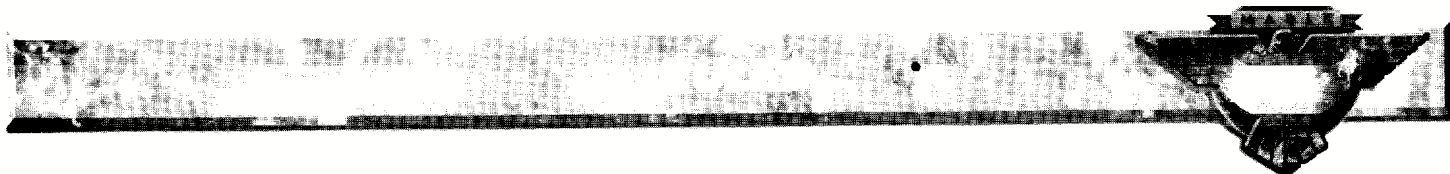
FORCE COMPOSITION

Begin assembling forces by determining the size of each force. Often, the specific conditions of a scenario may suggest a particular size. Players may wish to consider available playing time as well—larger engagements may take considerably longer to complete than smaller ones. Most engagements pit two four-Mech lances against one another, but players are free to use any size forces they desire.

After determining the size of each force, determine its weight class. For lance-sized forces, roll 2D6 and consult the Lance Type section on the Random Weight-Class Table. For company-sized forces, roll 1D6 and consult the Company Type section of the table. If a company-sized force contains more than three lances, use the Lance Type section to determine the weight class of the extra lances.

After determining the weight classes of the lance(s) in each force, use the Lance Composition Table to determine the weight classes of the BattleMechs in each lance.





RANDOM WEIGHT-CLASS TABLE

Lance Type

2D6	Weight Class
2-4	Light
5-9	Medium
10-11	Heavy
12	Assault

Company Type

1D6	Lance Weight Classes
1	2 Light, 1 Medium
2	1 Light, 2 Medium
3	3 Medium
4	2 Medium, 1 Heavy
5	1 Medium, 2 Heavy
6	1 Medium, 1 Heavy, 1 Assault

LANCE COMPOSITION TABLE

Light Lance Composition

1D6	'Mech Weight Classes
1	4 Light
2-3	3 Light, 1 Medium
4-5	2 Light, 2 Medium
6	3 Light, 1 Heavy

Medium Lance Composition

1D6	'Mech Weight Classes
1	1 Light, 3 Medium
2-3	1 Light, 2 Medium, 1 Heavy
4-5	4 Medium
6	3 Medium, 1 Heavy

Heavy Lance Composition

1D6	'Mech Weight Classes
1	1 Medium, 3 Heavy
2-3	2 Medium, 2 Heavy
4-5	4 Heavy
6	3 Heavy, 1 Assault

Assault Lance Composition

1D6	'Mech Weight Classes
1	1 Medium, 2 Heavy, 1 Assault
2-3	1 Medium, 2 Heavy, 1 Assault
4-5	3 Heavy, 1 Assault
6	2 Heavy, 2 Assault

ASSIGNING 'MECHS

After determining the weight classes of the BattleMechs in each force, use the Random 'Mech Assignment Table, p. 126, to determine the specific 'Mech designs.

To use the table, the players must first set the equipment ratings (A, B, C, D or F) of their forces. If playing lances or companies from specific FWLM regiments, consult **FWLM Regiments**, pp. 128-133, to determine the equipment rating of each force. Alternatively, the players may simply set equipment ratings for their forces (Equipment Rating C is average). Or the players may each roll 1D6 to determine their force's equipment rating; a result of 1 provides a rating of "A", a result of 2 a rating of "B," and so on. On a result of 6, repeat the roll.

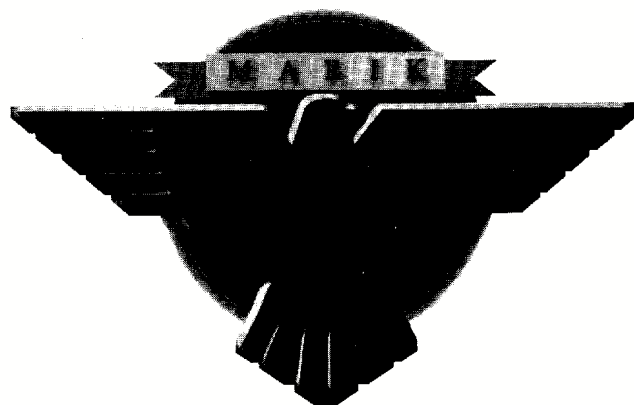
Keep in mind that using similar equipment ratings for both sides will increase the likelihood of an evenly matched battle.

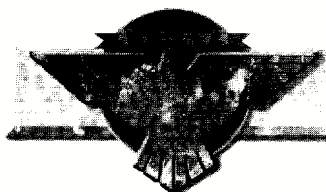
Though the Random 'Mech Assignment Table in this book can be used to determine the composition of any Inner Sphere force, it is designed specifically for use with Free Worlds League units. When using non-League units, use the Random 'Mech Assignment Table from the appropriate **BattleTech Field Manual** for more accurate force composition.

Assigning 'Mechs in MechWarrior

The Random 'Mech Assignment Table can also be used to assign the starting 'Mech for a new **MechWarrior** character who comes from the Free Worlds League. In this case, use this table instead of the standard **MechWarrior** 'Mech-assignment table (p. 20, **MWII**). Base the character's equipment rating on the character's current unit (or the unit with which he last served).

If the character has not served in a unit, assume he has a rating of D. Increase the rating by one level for each of the following advantages the character possesses: Land Grant, Title, an appropriate Contact (such as FWLM), or Well-Connected (Free Worlds League).





RANDOM 'MECH ASSIGNMENT TABLE: FREE WORLDS LEAGUE

Light 'Mechs

2D6	A	B	Equipment Rating	C	D	F
2	FS9-0 Firestarter	FS9-0 Firestarter	ZPH-1A Tarantula	OTT-7J Ostscout	UM-R60 UrbanMech	JVN-10N Javelin
3	FNHK-9K Falcon Hawk	ZPH-1A Tarantula	OTT-7J Ostscout	UM-R60 UrbanMech	JVN-10N Javelin	FS9-H Firestarter
4	ZPH-1A Tarantula	ZPH-1A Tarantula	STG-5M Stinger	JVN-10P Javelin	STG-3R Stinger	STG-3R Stinger
5	WSP-3M Wasp	WSP-3M Wasp	STG-3R Stinger	STG-3R Stinger	WSP-1A Wasp	WSP-1A Wasp
6	LCT-3M Locust	STG-5M Stinger	WSP-3M Wasp	LCT-1V Locust	LCT-1V Locust	LCT-1V Locust
7	STG-5M Stinger	LCT-3M Locust	LCT-1V Locust	LCT-1V Locust	FS9-H Firestarter	SDR-5V Spider
8	HER-3S Hermes	LCT-3M Locust	LCT-3M Locust	FS9-H Firestarter	PNT-9R Panther	JVN-10N Javelin
9	HMR-3M Hammer	WSP-3M Wasp	PNT-9R Panther	PNT-9R Panther	JR7-D Jenner	JVN-10N Javelin
10	SDR-7M Spider	SDR-7M Spider	JR7-D Jenner	HMR-3M Hammer		PNT-9R Panther
11	JA-KL-1532 Jackal	HER-3S Hermes				
12	OW-1 Owens	HMR-3M Hammer				

Medium 'Mechs

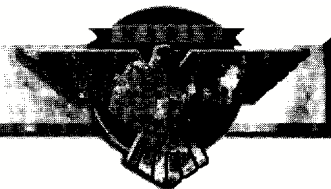
2D6	A	B	Equipment Rating	C	D	F
2	APL-1M Apollo	APL-1M Apollo	VT-5M Vulcan	GRF-1N Griffin	GRF-1N Griffin	GRF-1N Griffin
3	PXH-3M Phoenix Hawk	SCP-10 Scorpion	HBK-5M Hunchback	TBT-5J Trebuchet	TBT-5N Trebuchet	TBT-5N Trebuchet
4	SHD-5M Shadow Hawk	CDA-3M Cicada	GRF-3M Griffin	TBT-5N Trebuchet	HBK-4G Hunchback	HBK-4G Hunchback
5	WVR-7M Wolverine	SHD-5M Shadow Hawk	GRF-1N Griffin	HBK-4G Hunchback	SHD-2H Shadow hawk	SHD-2H Shadow hawk
6	HER-5S Hermes II	HER-5S Hermes II	PXH-1 Phoenix Hawk	SHD-2H Shadow hawk	PXH-1 Phoenix Hawk	HER-2S Hermes II
7	TBT-7M Trebuchet	TBT-7M Trebuchet	SHD-2H Shadow hawk	PXH-1 Phoenix Hawk	WVR-6M Wolverine	PXH-1 Phoenix Hawk
8	GRF-3M Griffin	GRF-3M Griffin	TBT-7M Trebuchet	HER-2S Hermes II	HER-2S Hermes II	WTH-1 Whitworth
9	TR 1 Wraith	WVR-7M Wolverine	HER-5S Hermes II	HER-2S Hermes II	WTH-1 Whitworth	CDA-2A Cicada
10	HBK-5M Hunchback	GRF-3M Griffin	CDA-2A Cicada	DV-6M Dervish	DV-6M Dervish	DV-6M Dervish
11	CDA-3M Cicada	HBK-5M Hunchback	CDA-3M Cicada	VL-2T Vulcan	CN9-A Centurion	CN9-A Centurion
12	BJ2-O Blackjack	TR 1 Wraith	SCP-10 Scorpion	SCP-1N Scorpion	WVR-6M Wolverine	WVR-6M Wolverine

Heavy 'Mechs

2D6	A	B	Equipment Rating	C	D	F
2	ANV-3M Anvil	HRC-LS-9000 Hercules	HRC-LS-9000 Hercules	OTL-4D Ostsol	OTL-4D Ostsol	OTL-4D Ostsol
3	HRC-LS-9000 Hercules	QKD-5M Quickdraw	OTL-5M Ostsol	RFL-3N Rifleman	ON-1K Orion	ON-1K Orion
4	WHM-7M Warhammer	RFL-5M Rifleman	QKD-4G Quickdraw	WHM-6R Warhammer	MAD-3M Marauder	MAD-3M Marauder
5	MAD-5M Marauder	MAD-5M Marauder	ARC-4M Archer	MAD-3M Marauder	TDR-5S Thunderbolt	TDR-5S Thunderbolt
6	CRD-5M Crusader	ARC-4M Archer	ON-1K Orion	TDR-5S Thunderbolt	ARC-2R Archer	ARC-2R Archer
7	TDR-7M Thunderbolt	CRD-5M Crusader	TDR-5S Thunderbolt	ARC-2R Archer	WHM-6R Warhammer	WHM-6R Warhammer
8	ON1-M Orion	OTL-5M Ostsol	WHM-6R Warhammer	ON-1K Orion	CRD-3R Crusader	CRD-3R Crusader
9	ARC-4M Archer	ON1-M Orion	CRD-5M Crusader	CRD-3R Crusader	QKD-4G Quickdraw	QKD-4G Quickdraw
10	WHM-7M Warhammer	WHM-7M Warhammer	MAD-5M Marauder	QKD-4G Quickdraw	RFL-3N Rifleman	RFL-3N Rifleman
11	TMP-3M Tempest	TMP-3M Tempest	CPLT-C1 Catapult	GHR-5H Grasshopper	GHR-5H Grasshopper	GHR-5H Grasshopper
12	P1 Perseus	WR-DG-02-FC War Dog	GLT-5M Guillotine	CPLT-C1 Catapult	CPLT-C1 Catapult	CPLT-C1 Catapult

Assault 'Mechs

2D6	A	B	Equipment Rating	C	D	F
2	ALB-3U Albatross	VTR-9K Victor	AWS-9M Awesome	CGR-1A1 Charger	GOL-1H Goliath	GOL-1H Goliath
3	GRN-D-01 Grand Crusader	LGB-7Q Longbow	AWS-8Q Awesome	GOL-1H Goliath	CGR-1A1 Charger	CGR-1A1 Charger
4	LGB-7Q Longbow	CP-11-A Cyclops	CP-10-Z Cyclops	AWS-8Q Awesome	AWS-8Q Awesome	AWS-8Q Awesome
5	STK-5M Stalker	CP-11-A Cyclops	STK-3F Stalker	STK-3F Stalker	STK-3F Stalker	STK-3F Stalker
6	AWS-9M Awesome	STK-5M Stalker	STK-3F Stalker	BLR-1G BattleMaster	BLR-1G BattleMaster	BLR-1G BattleMaster
7	AWS-9M Awesome	STK-3F Stalker	BLR-1G BattleMaster	BLR-1G BattleMaster	BLR-1G BattleMaster	BLR-1G BattleMaster
8	BLR-3M BattleMaster	BLR-3M BattleMaster	BLR-1G BattleMaster	CP-10-Z Cyclops	CP-10-Z Cyclops	CP-10-Z Cyclops
9	AS7-K Atlas	AWS-9M Awesome	VTR-9B Victor	CP-10-Z Cyclops	BNC-3E Banshee	BNC-3E Banshee
10	GOL-3M Goliath	GOL-3M Goliath	GOL-1H Goliath	BNC-3E Banshee	BNC-3E Banshee	BNC-3E Banshee
11	T-IT-N10M Grand Titan	BNC-5S Banshee	BNC-3E Banshee	ZEU-6S Zeus	ZEU-6S Zeus	ZEU-6S Zeus
12	MR-V2 Cerebus	AS7-D Atlas	ZEU-6S Zeus			



EXPERIENCE LEVEL

After determining the 'Mech designs employed by each force, the players determine the Piloting and Gunnery Skills of the MechWarriors in their forces. If the players agree, they can simply assign all MechWarriors the standard starting skill levels (Piloting 5, Gunnery 4).

Alternatively, each player may use the Random Skills Table to randomly determine the skill levels of his MechWarriors. Before using the table, however, the players must determine the experience levels (Green, Regular, Veteran or Elite) of their forces. If the players are using units from specific FWLM regiments, they can consult the **FWLM Rosters** (beginning on page 33) to determine experience levels. Alternatively, the players may simply set any experience levels they wish or use the Random Experience Level Table to set experience levels. (Players can help ensure a balanced battle by setting the same level for both forces.)

After determining the experience level of his forces, each player determines the Gunnery and Piloting Skills of his MechWarriors using the Random Skills Table. To do so, each player makes two 1D6 rolls for each MechWarrior in his force. (Add 2 to each roll result for Clan MechWarriors.) The first die roll result determines the MechWarrior's Piloting Skill; the second, the MechWarrior's Gunnery Skill.

RANDOM EXPERIENCE LEVEL TABLE

2D6	Experience Level
2-5	Green
6-9	Regular
10-11	Veteran
12	Elite

RANDOM SKILLS TABLE (EXPANDED)

1D6 (Green)	1D6 (Regular)	1D6 (Veteran)	1D6 (Elite)	Piloting	Gunnery
1	—	—	—	7	6
2-3	—	—	—	6	5
4-5	1-2	—	—	6	4
6-7	3-4	1-2	—	5	4
8	5-6	3-4	1-2	4	3
—	7-8	5-6	3-4	3	2
—	—	7-8	5-6	2	1
—	—	—	7-8	1	0

FINISHING TOUCHES

If all players agree, they can "fine tune" their units by shifting 'Mechs between lances after they have generated all the 'Mechs and MechWarriors in their forces, though MechWarriors may not

be removed from their assigned 'Mechs. Fine tuning a force in this manner enables a player to group 'Mechs with similar movement capabilities in lances and arrange effective C³ networks.

Commanders

In some cases, players may wish to designate lance, company, battalion or regiment commanders within their forces. Usually, the MechWarrior with the highest skills and/or heaviest BattleMech in each unit is the unit's commander, but players may use any criteria they want when designating commanders. After selecting commanders, each player should identify command units as such on those units' record sheets.

FWLM REGIMENTS

Each FWLM regiment possesses certain specialties and skills based on its experience and the abilities of its commanders. The regiment descriptions in **FWLM Rosters** (beginning on page 33) provide detailed discussions of these characteristics. The following entries provide game rules to simulate these characteristics.

The following rules are intended to supplement existing **BattleTech** and **MWII** rules. They are designed to add variety to and enhance game play, not to give unfair advantage to players, so gamemasters and players should all agree on any supplemental rule before using it in play. Similarly, the 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, beginning on p. 120. The 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 UNIT RULES

Certain regiments can use the **Hidden Units** rules (p. 89, **BTC:RoW**) to set up part or all of their forces when scenario circumstances allow. If a scenario offers no such opportunity, such regiments cannot exercise this option. In a chase scenario, for example, both sides move right from the start, so neither side can employ these rules. In a stand-up fight scenario, however, one side has the opportunity to 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 of a scenario type already call for a hidden units set-up, ignore the regiment's special ability to set up hidden units.

OVERLAPPING ABILITIES

If opposing forces possess identical bonuses, the bonuses cancel each other out and neither side receives the advantage. For example, if two opposing units both have the bonus of choosing the side of the map where they enter, ignore the bonus and use standard rules to determine where the units enter.



RULES

FORCING THE INITIATIVE

Several FWLM regiments have the ability to “force the Initiative” and gain bonuses to their Initiative rolls in **BattleTech** games (see p. 14, **BTC:RoW**). The bonus is equal to the number of enemy units the regiment destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a regiment with this capability receives a +2 Initiative bonus if it destroyed 4 enemy units and lost 2 of its own during the previous turn.

OVERRUN COMBAT

Some FWLM forces 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 units, note the dice roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The end result equals the number of individual units that may move, designate and resolve their fire before any other units move and fire. “Extra” successes do not carry over into later turns. For example, an overrun-capable unit makes an Initiative Roll of 11, while its opponent rolls only a 6. That gives the overrun-capable unit 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 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.

EQUIPMENT RATINGS

The name of each of the following regiments is followed by a letter in parentheses. This letter is the unit's equipment rating, which represents the unit's access to advanced BattleMechs and other equipment. The rating is used when assigning 'Mechs to a unit with the Random 'Mech Assignment Table, but it also describes the unit's relationship with the LCCC and LGAO—which determines how easily the unit can obtain equipment and supplies.

Rating	Description	Example
A	Top Priority	Knights of the Inner Sphere
B	Very Good	First Free Worlds Guards
C	Good	Third Free Worlds Guards
D	Poor	Fourth Marik Militia
F	Awful	Third Sirian Lancers

FREE WORLDS LEGIONNAIRES

1st Free Worlds Legionnaires (A)

The First Legionnaires use lightning-fast strikes against their opponents. Consequently, the unit receives a +2 Initiative bonus when fighting engagements in hill terrain. In urban or mountain terrain the bonus is +1.

2nd Free Worlds Legionnaires (A)

The Second Legionnaires receive a +1 Initiative bonus when fighting in flatland terrain and also possesses overrun capabilities.

3rd Free Worlds Legionnaires (B)

When acting as the attackers in any scenario other than a hide-and-seek scenario, the Third Legionnaires gain a +2 Initiative bonus and their controlling player may select half of the mapsheets used in the scenario.

The unit suffers a -2 Initiative penalty under any of the following conditions: the unit is the scenario defender, the unit is outnumbered by 2-to-1 or greater, or the unit is the attacker in a hide-and-seek scenario.

4th Free Worlds Legionnaires (B)

The Fourth Legionnaires' close ties with the Word of Blake provide the unit with access to sophisticated technologies. When assigning 'Mechs, the Fourth's controlling player may roll on Column A of the Random 'Mech assignment table once per lance. (The Word of Blake Battalion—the Fourth Battalion—uses only 'Mechs from Column A.)

5th Free Worlds Legionnaires (A)

The armor and infantry units attached to the Fifth Legionnaires are not well versed in mobile warfare. All the unit's conventional vehicles suffer double the normal attacker movement modifiers for weapon attacks. Though infantry are not normally subject to attacker movement modifiers, the Fifth's infantry suffer the running modifier (+2) if they move on the ground; the Fifth's jump infantry suffer the jumping modifier (+3) if they move more than 1 hex. The Fifth's vehicles receive a -1 to-hit number modifier when stationary.

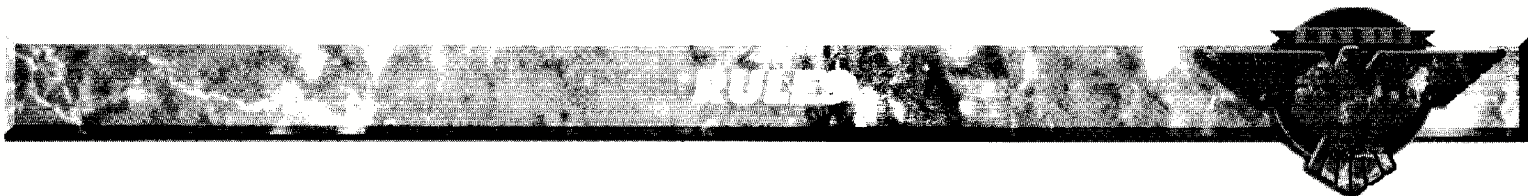
The unit's 'Mechs favor mobile warfare, however, and so a Fifth Legionnaires force comprised entirely of BattleMechs gains a +1 Initiative bonus.

6th Free Worlds Legionnaires (A)

The inexperienced Sixth automatically suffers a -5 Initiative penalty on the first turn of a scenario. Reduce this penalty by 1 during each subsequent turn (in the second turn the unit receives a -4 penalty; in the third, a -3 penalty; and so on). After Turn 5, the penalty no longer applies.

7th Free Worlds Legionnaires (B)

The Seventh Legionnaires' state-of-the-art BattleMechs make the unit a “walking advertisement” for the Free Worlds League's war industries. Once per lance when determining forces, the Seventh's controlling player may select 'Mechs from any column on the Random 'Mech Assignment Table.



FREE WORLDS GUARDS

1st Free Worlds Guards (B)

Specialists in assault operations, the First Guards are adept at firing on the move. Consequently, the Guards suffer only half (round down) the standard to-hit modifiers for attacker movement (no modifier for walking; +1 for running or jumping).

2nd Free Worlds Guards (B)

The Second Guards specialize in reconnaissance operations, always carefully studying battlefield terrain and only fighting where it suits them. To reflect this, the unit's controlling player may choose the mapsheets used for a scenario.

Furthermore, the unit has an excellent technical support staff, and so the controlling player receives a +1 bonus to all rolls when using the Scavenging and Repair rules (see pp. 94–5, **BTC:RoW**).

3rd Free Worlds Guards (C)

Members of the Third Guards specialize in close-combat tactics; reduce by 1 all their to-hit numbers for short-range and physical attacks.

The unit does not operate well in large groups, however. If more than 12 unit 'Mechs are involved in a battle, the Third suffers a –1 Initiative penalty for every 4 'Mechs, or part thereof, beyond 12. For example, if 20 unit 'Mechs are fighting, the Third receives a –2 penalty; if 22 unit 'Mechs are fighting, it receives a –3 penalty.

ATREAN HUSSARS

Atrean Hussars (C)

A fast and maneuverable force, the Atrean Hussars receive a +1 Initiative bonus. In addition, the unit may force the Initiative.

ATREAN DRAGOONS

1st Atrean Dragoons (B)

Many of the First Atrean Dragoon's MechWarriors are trained to act as forward observers, so First Dragoon units receive a –2 bonus when adjusting artillery fire within LOS. However, spotting units may not move or fire.

11th Atrean Dragoons (B)

When deployed in company-sized or smaller units, the Eleventh Atrean Dragoons receive a +1 Initiative bonus. Furthermore, units commanded directly by Christian Hampton may roll an additional 1D6 prior to each Initiative Phase. On a result of 1 or 2, add +1 to the Initiative roll result. On a result of 5 or 6, subtract –1 from the Initiative roll result.

12th Atrean Dragoons (C)

When dropping from a DropShip, members of the Twelfth Atrean Dragoons gain a +2 bonus to their Landing Rolls and atmospheric re-entry Control Rolls (see pp. 37–38, **BattleSpace** rulebook).

MARIK MILITIA

1st Marik Militia (A)

When acting as the attacker in scenarios set in wooded terrain, the First Militia gains a +1 Initiative bonus. Furthermore, the unit's aerospace forces receive a –1 to-hit modifier during ground-attack missions (pp. 84–85, **BattleSpace** rulebook, or pp. 72–75, **BTC:RoW**).

2nd Marik Militia (C)

The Second Militia has come to rely on information provided by reconnaissance craft (any conventional vehicle or aircraft with extra tonnage devoted to sensors or reconnaissance cameras), VTOLs and drones (such as the PathTrack and NapFind). The unit gains a +3 Initiative bonus if any such craft are operating in conjunction with the unit during a scenario. However, if the unit finds itself without such assets, it suffers a –2 Initiative penalty.

4th Marik Militia (D)

The Fourth Militia can outflank an opponent by detaching up to one third of its starting force at the beginning of a scenario, then entering the detached units on to the map later. To do so, the Fourth's controlling player must designate the detached units as a flanking force and write down the map-edge where the flanking force will enter. At the start of each turn the player rolls 2D6. If the result is equal to or lower than the number of the current turn, the flanking units arrive and enter the map through the designated map-edge during the turn's Movement Phase.

However, the Fourth Militia performs poorly when operating in conjunction with other regiments. In such circumstances, the Fourth receives a –2 Initiative penalty.

5th Marik Militia (C)

Force Commander Proulx's wide-ranging experience provides all members of the Fifth Militia's Third Battalion with **double** the normal Skill Point awards when using the Tactics Skill.

6th Marik Militia (B)

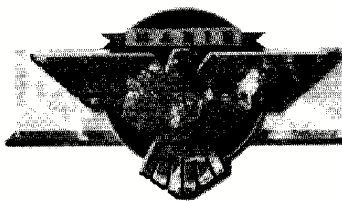
The Sixth Marik Militia specializes in assault operations and combat drops. The unit possesses overrun capabilities and may force the Initiative. Additionally, the Sixth Militia gains a +1 bonus for Landing Rolls and atmospheric re-entry Control Rolls (see pp. 37–38, **BattleSpace** rulebook).

9th Marik Militia (C)

Led by an unimaginative officer, all units of the Ninth Marik Militia suffer a –1 Initiative penalty. However, the Ninth Militia has an excellent technical-support staff and gains a +1 bonus to all rolls when using the Scavenging and Repair rules (see pp. 94–95, **BTC:RoW**).

10th Marik Militia (B)

The Tenth Militia gain a +1 Initiative bonus when fighting on flatland, wooded or hill terrain.



13th Marik Militia (D)

The Thirteenth specializes in covert operations and automatically wins the Initiative during the first 3 turns of a scenario.

Furthermore, the Thirteenth Militia unit may achieve "tactical surprise" when acting as the scenario attacker. (Only use this rule if playing with **MechWarrior** statistics for the unit commander.) To achieve tactical surprise, the unit's controlling player makes a Tactics Skill Roll for the Thirteenth's commander. Each point in the roll's Margin of Success prevents one enemy unit from deploying at the start of the scenario (to a maximum of half the defending force). Roll 1D6 during the End Phase of each game turn for each unit not initially deployed. On a result of 6, the unit may enter the mapsheet at its home map-edge during the Movement Phase of the following turn.

When acting as scenario defender, up to half of the Thirteenth Militia's units may deploy under the hidden unit rules.

15th Marik Militia (B)

The Fifteenth Militia's close ties with the Word of Blake provide the unit with access to sophisticated technologies. When assigning 'Mechs, the Fifteenth's controlling player may roll on Column A of the Random 'Mech Assignment Table once per lance. (The Word of Blake Battalion—the Fourth Battalion—uses only 'Mechs from Column A.)

Ever since the battle of Berenson, unit members have had a particular dislike of mercenary units. To reflect this, unit members receive a +2 Initiative bonus when facing mercenaries. Additionally, militia members suffer a -2 penalty when forced to work with such units.

The Fifteenth Militia may force the Initiative.

18th Marik Militia (F)

Colonel Merz is a poor commander, and so the Eighteenth suffers a -2 penalty to Initiative when fighting under his command.

Because the Eighteenth Militia has one of the lowest supply priorities in the FWLM, unit personnel have become expert at scrounging equipment. To reflect this expertise, unit members gain the Scrounge Skill at Level 1 as a bonus and receive triple the standard Skill Point awards for using the Scrounge Skill.

The unit's supporting Sixth Connaught Light Recon has an equipment rating of C, but the uneasy relationship between the Sixth Connaught and the Eighteenth Militia forces militia members to negotiate constantly with the Sixth Connaught. Consequently, members of the Sixth Connaught receive double the standard Skill Point awards when using the Negotiation Skill.

20th Marik Militia (C)

The Twentieth Marik Militia uses information provided by reconnaissance craft (any conventional vehicle or aircraft with extra tonnage devoted to sensors or reconnaissance cameras), VTOLs and drones (such as the PathTrack and NapFind). The unit gains a +1 Initiative bonus if any such craft are operating in conjunction with the unit during a scenario.

Furthermore, members of the regiment are adept at exploiting the weaknesses of enemy forces. To reflect this, the Twentieth's controlling player may designate up to one-third of his forces as a reserve force. For every 2 reserve units at the start of a scenario, the Twentieth receives a +1 Initiative bonus, up to a maximum of +6 (in addition to any Initiative bonus provided by reconnaissance units).

The controlling player may activate 1 reserve unit for every 3-point Margin of Success on an Initiative roll. Reserve units enter through the player's home edge during the Movement Phase. Entering reserve units do not reduce the Initiative bonus.

23rd Marik Militia (C)

The Twenty-third has considerable experience operating in urban or industrial terrain, and so its members have few problems moving at speed on paved surfaces. All units receive a +2 bonus if required to make a Piloting Skill Roll for skidding on such surfaces.

25th Marik Militia (D)

The Twenty-fifth receives a +1 Initiative bonus when acting as scenario defender.

Though the Twenty-fifth is renowned for the tolerance of its members, considerable friction between younger and older unit members has led to several minor fights in recent months. As a result, all unit members receive double the standard Skill Point award for use of the Unarmed Combat Skill.

30th Marik Militia (C)

The warriors of the Thirtieth routinely undertake hit-and-run missions. Consequently, unit members receive no attacker-to-hit modifier for movement if traveling at less than half of their walking/cruising speed. Additionally, the Thirtieth receives a +1 Initiative bonus if acting as the attacker in an extraction scenario.

31st Marik Militia (C)

The Thirty-first's technical-support crews are renowned throughout the FWLM, and so the unit receives a +2 bonus to all rolls on when using the Scavenging and Repair rules (see p. 94–95, **BTC:RoW**).

Further, the unit's ground troops gain a -1 to-hit modifier against aerial targets, including VTOLs, "flying" LAMs and aerospace and conventional fighters (see pp. 86–87, **BattleSpace** rulebook, or p. 75, **BTC:RoW**).

34th Marik Militia (C)

Though a new unit, the Thirty-fourth Militia has developed extensive contacts throughout the League and has access to better equipment than its equipment rating suggests. When determining the composition of a Thirty-fourth unit for a scenario, the controlling player may roll twice on the Random 'Mech Assignment Table and can choose which roll result to use.



KNIGHTS OF THE INNER SPHERE

The Gold Knights (A)

The Gold Knights favor extremely flexible tactics and thus gain a +2 Initiative bonus in all terrain. Furthermore, the unit may force the Initiative and overrun opponents.

The unit's chivalrous nature prevents unit members from shooting foes in the back. Therefore, Gold Knights will not fire on a unit if the attack would enter through the target's rear hex-side—unless the target unit has declared an attack against the firing unit in the current turn.

The Silver Knights (A)

The members of the Silver Knights are well versed in tactics against multiple opponents and do not suffer the standard penalties for firing at multiple targets.

However, the unit does not perform well in large groups and receives a -2 Initiative penalty if more than 12 of its 'Mechs are deployed.

FUSILIERS OF ORIENTE

Ducal Guard (A)

The Ducal Guard presents an intimidating presence on the battlefield; if the Guard outnumbers an opponent by 2-to-1 or more, it automatically wins the Initiative.

Additionally, the members of the Ducal Guard are adept at zero-G operations, and so they do not receive the standard +2 penalty to their Piloting Skill target numbers when making Control Rolls in zero-G environments (see p. 85, **Explorer Corps**).

1st Brigade (B)

The First Brigade is a well-rounded and flexible unit, at home in any battlefield. As a result, the First's opponents lose any terrain-based Initiative bonus. When acting as the attacker in a scenario, the First receives a +1 Initiative bonus to reflect its unpredictable behavior. Additionally, the unit may overrun opponents (see p. 128).

2nd Brigade (C)

The Second Brigade's experience in mountain fighting provides the unit with a +1 Initiative bonus when fighting in mountain terrain. Additionally, any snow- or ice-related Piloting Skill Roll modifiers are reduced by 1 for Brigade members.

Members of the regiment's Bug Blaster aerospace unit gain a +1 bonus on Piloting or Control Rolls and are considered conventional fighters when determining "free" turns in atmosphere (see p. 83, **BattleSpace** rulebook).

3rd Brigade (C)

When dropping from a DropShip, members of the Third Brigade receive +2 bonuses to their Landing and atmospheric re-entry Control Rolls (see pp. 37–38, **BattleSpace** rulebook).

4th Brigade (D)

Members of the Fourth suffer few problems when moving at speed on paved surfaces. They receive a +2 bonus if forced to make a Piloting Skill Roll for skidding on pavement. Furthermore, they receive a +1 Initiative bonus when fighting in urban terrain.

5th Brigade (B)

The Fifth Brigade receives a +2 Initiative bonus when acting as the attacker in a scenario, and may force the Initiative and overrun opponents (see pp. 128).

The unit suffers a -2 Initiative penalty when fighting on flat-land terrain.

PROTECTORATE GUARD

Iron Guard (C)

Force Commander Ghcorgeh Sukir is an excellent advanced instructor. Consequently, characters under his command may reduce by 1 the number of Adventure Points (AP) needed to improve Piloting, Gunnery and Tactics Skills, provided the skills are already at Level 3 or above.

Steel Guard (D)

The Steel Guard specializes in defensive operations in restricted terrain. The unit receives a +1 Initiative bonus when acting as scenario defender or operating on urban terrain. If the unit is simultaneously acting as scenario defender and operating in urban terrain, it receives a +2 bonus.

SIRIAN LANCERS

1st Lancers (D)

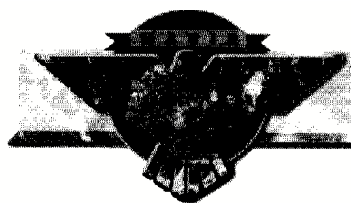
The close cooperation between the First Lancers and their aerospace forces provides the unit's fighter pilots with a -1 to-hit modifier during ground-attack missions. However, if any air-to-ground attack within 2 hexes of a friendly unit misses, re-roll the attack against the Lancer unit. If several friendly units are within 2 hexes of a missed attack, the attack is resolved against the closest unit (randomly determine which unit is hit if more than one equally distant unit is in place).

2nd Lancers (C)

The Second Lancers are adept at night fighting, and so they suffer only a +1 penalty for night-time combat. Furthermore, the lightning-quick reactions of the unit's MechWarriors enable them to torso-twist when declaring attacks between shots, a capability that effectively increases their front firing arcs. Units must still declare their weapon attacks per standard rules. Note that Lancer units may not make additional torso twists during Physical Attack Phases.

3rd Lancers (F)

The Third Lancers receive a +1 Initiative bonus when acting as the attacker in a hide-and-seek or extraction scenario.



SILVER HAWK IRREGULARS

Falcons (C)

Any Falcon 'Mech may use Sprint mode and move at a rate equal to its standard Running MP rate plus 2. The controlling player must declare his intention to use Sprint mode at the start of the Movement Phase, just as the player would declare walking, running or standing still. Any unit moving in Sprint mode cannot make any attacks and suffers a +2 penalty to Piloting Skill Rolls.

When operating in lance-sized units, the Falcons gain a +2 Initiative bonus. This bonus drops to +1 for Silver Hawk units between lance and company size. However, the independent nature of the unit's officers hampers the Silver Hawks ability to perform in larger operations; when operating in a force larger than 12 'Mechs, Silver Hawk units receive a -2 Initiative penalty.

Gryphons (B)

The Gryphons specialize in brute-force tactics, so they receive a +2 Initiative bonus when taking part in stand-up fight scenarios, defending in a hold-the-line scenario, or attacking in a breakthrough scenario. They may also force the Initiative.

ORIENTE HUSSARS

1st Hussars (C)

The First Hussars' controlling player may pre-plan the unit's movement for a turn. To do so, the player must first write down the hexes into which each affected Hussar unit will move and the targets at which it will fire (specific units or hexes may be designated as targets). While following its pre-planned orders, a Hussar unit receives a -2 to-hit modifier for Piloting and Gunnery Rolls. Affected units follow pre-written orders as closely as possible but will not enter prohibited terrain or hexes occupied by enemy units. If a Hussar BattleMech's movement is halted by the presence of an enemy unit, the Hussar MechWarrior may execute a charge attack at his or her discretion.

Using pre-planned actions may slow game play considerably, so players may want to agree on a time limit for planning moves. A good guideline is one minute per lance.

Additionally, all First Hussars receive a +1 modifier to all attacks (physical and weapon) against targets at a range of 1 hex or less.

2nd Hussars (C)

The "Crazy Second" often uses erratic movements to confuse its opponents. To use this tactic, at the start of the turn the Second's controlling player must declare his intention to use it and specify which units will employ the tactic. Any unit using evasive movement must move at least 2 hexes. Any opposing unit trying to attack an evading Hussar unit receives a +1 to-hit modifier. However, any Hussar unit using evasive movement receives a +1 to-hit modifier for attacks against opponents and Piloting Rolls.

When operating in units of company size or smaller, the Second receives a +1 Initiative bonus.

3rd Hussars (C)

Members of the Third may pre-plan their movement and attacks in the same manner as the First Hussars.

4th Hussars (C)

The Fourth Hussars receive a -2 Initiative penalty when operating in conjunction with other FWLM units or mercenaries. However, the unit's Tong connections provides it with access to better equipment than its C equipment rating suggests. When assigning 'Mechs, the unit's controlling player may roll on Column B of the Random 'Mech Assignment Table once per lance.

5th Hussars (C)

The Fifth Hussars may choose their home map-edge when playing extraction or breakthrough scenarios.

6th Hussars (B)

The Sixth Hussars are composed largely of Green troops, and so reduce by 1 the result of any roll made on the Random Experience and the Random Skills Tables. Treat results lower than the minimum as the minimum value.

STEWART DRAGOONS

Home Guard (B)

The Home Guard's considerable skill in defensive operations provides the unit with a +1 Initiative bonus when fighting on urban terrain or when acting as the defender in a scenario. If both conditions apply, the unit gains a +2 bonus.

Juggernaut (C)

When operating in groups of company size or smaller, Juggernaut units may overrun opponents.

When facing pirate or bandit units, the Juggernaut side gains a +1 Initiative bonus.

ORLOFF GRENADIERS

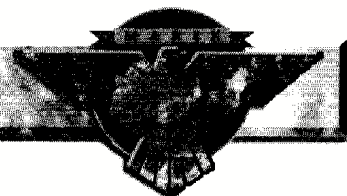
1st Grenadiers (B)

Members of the First Grenadiers have considerable skill in urban operations and gain a +2 Initiative bonus in urban terrain. They also gain a +2 Piloting Skill bonus when forced to make a Piloting Skill Roll for skidding on pavement.

The unit suffers a -1 Initiative penalty when fighting in flatland or wetland terrain.

6th Grenadiers (B)

When operating in flatland terrain or as part of a combined arms force, the Sixth Grenadiers gain a +1 Initiative bonus. If both conditions apply, the unit receives a +2 bonus.



8th Grenadiers (C)

When BattleMechs or vehicles of the Eighth Grenadiers enter a Building hex, the building suffers damage equal to the unit's tonnage divided by 5.

Pirate and bandit forces facing the Eighth suffer a -1 Initiative penalty.

REGULAN HUSSARS

1st Hussars (D)

The First Regular Hussars specialize in close combat; apply a -1 to-hit modifier for all physical attacks and reduce by half the penalties for firing weapons under minimum range (round down). The First Hussars also may force the Initiative.

The Hussars' technical-support staff is stretched to the limit and suffers a -1 penalty when using the Scavenging and Repair rules (see pp. 94-95, **BTC:RoW**)

2nd Hussars (F)

The Second Hussars gain a +2 Initiative bonus when deployed in forces of battalion size or larger. Units of company size or smaller suffer a -1 Initiative penalty.

The unit also may force the Initiative.

4th Hussars (C)

The Fourth Hussars gain a +1 Initiative bonus when fighting mercenaries but suffer a -1 penalty when forced to work with such units.

Unit 'Mechs may use Sprint movement as well (see the **Falcons** entry in the **Silver Hawk Irregulars**, p. 132, for details).

5th Hussars (D)

Dueling is common among the Fifth Regular Hussars, and so each member receives triple Skill Point awards for use of the Blade Skill.

When operating as part of a combined-arms force, Fifth Hussar units may also use the reserve-unit rules (see the **Twentieth Marik Militia** entry, p. 130, for details).

9th Hussars (F)

The Ninth's newfound strength of spirit is reflected by a +1 Initiative bonus.

TRAINING

The following rules supplement the standard character skill packages described in **MechWarrior: Second Edition (MWII)** and the **MechWarrior Companion**. The rules enable a player to simulate the skills a character may learn at the League military academies described in **The Eagle's Talons** (pp. 13-25).

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 (p. 13-15, **MWII**). 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, **MWII**) 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: 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.

Unless the Marik Officer Training College (MOTC) is selected as part of an expanded University Package, characters may not attend more than one institution.

AITUTAKI ACADEMY

All characters attending Aitutaki must purchase either the Basic or Advanced University Packages. Each candidate must then make a successful Charisma Saving Roll. Add 1 to the roll result for each level of Well Connected and Title Advantage the character possesses, provided that these Advantages relate to the Principality of Regulus. If the roll fails, the academy has washed out the cadet, who must then select skills from the lists provided on page 19 of **MWII** (the Aerospace Pilot MOS is not available).

On graduation, an Aitutaki cadet may increase his Blade Skill by 1 level, free of charge. Unlike other skill increases, this may raise the skill level above 3.

BattleMech Pilot MOS

Required: Blade, Gunnery/BattleMech, Piloting/BattleMech, Small Arms, Survival

Electives: Leadership, Medtech, Tactics, Technician/BattleMech, Unarmed Combat

Cavalry MOS

Required: Blade, Gunnery/Conventional, Drive/Ground or Piloting/Aerospace (VTOL), Small Arms

Electives: Leadership, Medtech, Survival, Tactics, Technician/Weapons, Unarmed Combat

Infantry MOS

Required: Blade, Medtech, Small Arms, Support Weapons, Unarmed Combat

Electives: Drive/Ground, Gunnery/Artillery, Leadership, Survival, Tactics

Support MOS

Required (Choose 2): Technician/BattleMech, Technician/Electronics, Technician/Mechanic, Technician/Weapons

Electives: Blade, Leadership, Medtech, Small Arms, Survival, Unarmed Combat



RULES

Command FOS

Required: Bureaucracy, Computer, Leadership

Electives: Negotiation, Strategy, Training

ALLISON MECHWARRIOR INSTITUTE (AMI)

MechWarriors attending the AMI must purchase the Basic or Advanced Academy Package. Study at AMI may be combined with subsequent attendance at the MOTC.

Increase by 1 the Build Attribute of any AMI cadet to reflect the Institute's physical training program. This increase may not raise the Attribute beyond the standard maximum.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Survival, Piloting/BattleMech, Small Arms

Electives: Blade, Leadership, Medtech, Protocol, SI: Military History, Tactics, Technician/BattleMech, Unarmed Combat

ATHENE COMBAT SCHOOL (ACS)

Entrance to the ACS is open to all, but the school accepts only the fittest and brightest candidates. Applicants must make successful Athletic and Mental Saving Rolls (both at +2) to gain admittance.

ACS cadets may choose any package, though a Basic or Advanced University Package is required for the Armored Infantry or Command FOS.

All ACS graduates receive a +1 bonus to both Build and Reflexes Attributes, but these bonuses may not raise the Attributes beyond the standard maximum. Furthermore, graduates may purchase the Toughness and Sixth Sense Advantages for a combined total of 3 points.

Infantry MOS

Required: Medtech, Protocol, Small Arms, Support Weapons, Unarmed Combat

Electives: Drive/Ground, Gunnery/Artillery, Leadership, Survival, Tactics

Support MOS

Required (Choose 2): Technician/Battle Armor, Technician/Electronics, Technician/Mechanic, Technician/Weapons

Electives: Blade, Leadership, Medtech, Protocol, Small Arms, Survival, Unarmed Combat

Armored Infantry FOS

Required: Gunnery/Battle Armor, Piloting/Battle Armor

Electives: Leadership, Survival, Tactics, Technician/Battle Armor, Unarmed Combat

Command FOS

Required: Bureaucracy, Computer, Leadership

Electives: Negotiation, Strategy, Training

LEGIONARY TRAINING ACADEMY

All characters attending the Legionary Training Academy must purchase the Basic or Advanced University Package. The Legions' aerospace forces do not cross-train, so cadets may not combine the Aerospace Pilot MOS with any other MOS. Additionally, the academy's Recon FOS may be combined only with the Infantry MOS. Other academy MOS may be combined with FOS per standard rules.

On graduation, every academy cadet may increase his Tactics Skill by 1 level, free of charge. This bonus may not raise the skill level above 3. If the character has no Tactics Skill, he gains it at Level 1.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Piloting/BattleMech, Small Arms, Survival

Electives: Leadership, Medtech, Tactics, Technician/BattleMech, Tinker, Unarmed Combat

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Piloting/Aerospace, Small Arms, Zero-G Operations

Electives: Leadership, Medtech, Survival, Tactics, Technician/Aerospace, Unarmed Combat

Cavalry MOS

Required: Gunnery/Conventional, Drive/Ground or Piloting/Aerospace (VTOL), Medtech, Small Arms

Electives: Gunnery/Artillery, Leadership, Survival, Tactics, Technician/Mechanic, Technician/Weapons, Unarmed Combat

Infantry MOS

Required: Medtech, Small Arms, Support Weapons, Unarmed Combat

Electives: Blade, Drive/Ground, Gunnery/Artillery, Leadership, Survival, Tactics

Armored Infantry MOS

Required: Gunnery/Battle Armor, Medtech, Piloting/Battle Armor, Small Arms

Electives: Blade, Leadership, Survival, Tactics, Technician/Battle Armor, Unarmed Combat

Recon FOS (requires Infantry MOS)

Required (Choose 2): Demolition, Perception, Security Systems, Stealth, Tracking

Electives: Disguise, Escape Artist, Interrogation, Streetwise

Command FOS

Required: Bureaucracy, Leadership

Electives: Computer, Negotiation, Protocol, Strategy, Training

Bonus: Legion-trained officers who have taken the Command FOS receive a +1 bonus to their Tactics Skill when commanding combined-arms forces.



**LLOYD-MARIK STANLEY
AEROSPACE SCHOOL (LMS)**

Characters attending the LMS may purchase any Academy or University Package. However, any character who selects a University Package must take the DropShip Pilot MOS and the JumpShip Pilot FOS.

Increase by 1 the Reflexes Attribute of all LMS cadets to reflect the school's physical training program. This increase may not raise the Attribute beyond the standard maximum.

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Zero-G Operations
Electives: Leadership, Small Arms, Survival, Tactics, Technician/Aerospace

DropShip Pilot MOS

Required: Medtech, Piloting/Spacecraft, Small Arms, Zero-G Operations
Electives: Communications/Conventional, Computer, Gunnery/Spacecraft, Leadership, Survival, Technician/Spacecraft

JumpShip/WarShip Pilot FOS

Required: Computer, Navigation
Electives: Perception, Strategy, Tactics, Training

**MARIK OFFICER
TRAINING COLLEGE (MOTC)**

Attendance at the MOTC may be combined with study at another academy as part of a University Package. Applicants must pass a Mental Saving Roll to gain entry to the college.

The MOTC provides extensive training in command techniques, etiquette and protocol that provides all graduates with a +1 bonus to their Charisma Attribute.

Command FOS

Required: Bureaucracy, Leadership, Tactics
Electives: Negotiation, SI: Military History, Strategy, Training

ORLOFF MILITARY ACADEMY (OMA)

Entry into the OMA is strictly by invitation only. All applicants must have the Well Connected or Title Advantage at Level 2 or higher, as well as Athletic and Mental Characteristics of 10 or lower. All OMA cadets must purchase a Basic or Advanced University Package.

To graduate, OMA cadets must have Leadership, Protocol and Tactics Skill target numbers of 7 or lower.

On graduation, every OMA cadet may increase his Leadership and Protocol Skills by 1 level, free of charge. This bonus may not raise the skill level above 3. Additionally, OMA graduates may select any BattleMech of the appropriate weight class, rather than rolling on the Random 'Mech Assignment Table.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Leadership
Piloting/BattleMech, Protocol, Small Arms, Tactics
Electives: Blade, Medtech, SI: Military History, Strategy, Survival, Unarmed Combat

PRINCEFIELD MILITARY ACADEMY

To gain admission to Princefield, an applicant must have the Well Connected or Title Advantage at Level 1 or higher, and he must make a successful Charisma Saving Roll. If the roll fails, Princefield rejects the candidate, who must seek entrance to another school.

All characters attending Princefield must purchase an Advanced University Package. All cadets taking the BattleMech or Aerospace Pilot MOS must have a Piloting/ (BattleMech and/or Aerospace) Skill Target Number of 5 or lower, and a Gunnery/(BattleMech and/or Aerospace) Skill Target Number of 4 or lower before they can graduate. If this is not possible, the cadet washes out and gains no further benefits from Princefield.

All Princefield graduates automatically gain the Blade Skill at Level 2 at no cost. The player may choose to raise the skill level per standard rules if desired. Princefield graduates may also increase any Well Connected Advantage by 1 level (to a maximum of 3) or gain the Advantage at Level 1 if they don't already have it.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Piloting/BattleMech, SI: Military History, Small Arms
Electives: Leadership, Medtech, Protocol, Survival, Tactics, Unarmed Combat

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Piloting/Aerospace, SI: Military History, Zero-G Operations
Electives: Leadership, Medtech, Protocol, Small Arms, Survival, Tactics, Unarmed Combat

Cavalry MOS

Required: Gunnery/Conventional, Drive/Ground or Piloting/Aerospace (VTOL), Small Arms, SI: Military History
Electives: Gunnery/Artillery, Leadership, Medtech, Protocol, Survival, Tactics, Unarmed Combat

Infantry MOS

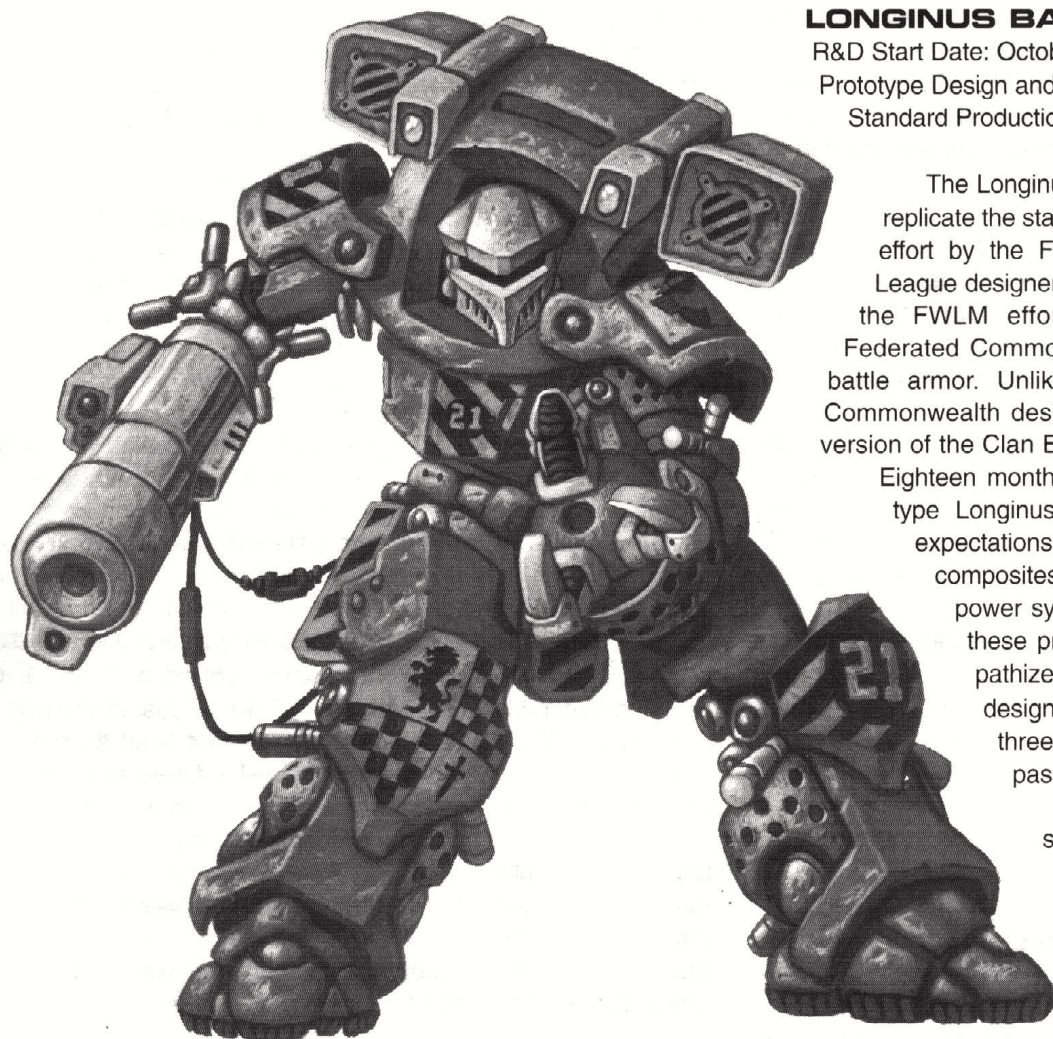
Required: Medtech, Small Arms, SI: Military History, Support Weapons, Unarmed Combat
Electives: Drive/Ground, Gunnery/Artillery, Leadership, Protocol, Survival, Tactics

Command FOS

Required: Bureaucracy, Leadership, Riding (horses)
Electives: Computer, Negotiation, Strategy, Training



RULES



FWLM BATTLE ARMOR

Like the other Inner Sphere militaries, the Free Worlds League has devoted considerable resources to developing battle armor. With the assistance of the Word of Blake, the FWLM has designed, manufactured and deployed two classes of battle armor—the Longinus class battle-armor suit and the Achileus class battle-armor suit. Many FWLM commanders appreciate the tactical benefits of battle armor, and as a result demand has outstripped supply. Battle-armor production is set to increase considerably over the next few months, and the FWLM hopes to equip every regiment with a company or battalion of battle-armor support troops within the next five to ten years.

Unless otherwise noted in the Game Rules section following each entry, FWLM battle armor follows the standard battle-armor rules provided in the **BTC:RoW** (pp. 66–69) and the **MechWarrior Companion** (pp. 95–97).

All FWLM battle armor is considered Level 2 **BattleTech** equipment.

LONGINUS BATTLE ARMOR

R&D Start Date: October 3054

Prototype Design and Production: April 3056

Standard Production: December 3057

The Longinus suit represents the FWLM's attempt to replicate the standard Clan Elemental battle armor. A joint effort by the FWLM and the Word of Blake enabled League designers to create an impressive design, though the FWLM effort proceeded more slowly than the Federated Commonwealth and Draconis efforts to create battle armor. Unlike comparable DCMS and Federated Commonwealth designs, however, the Longinus features a version of the Clan Elementals' SRM launcher.

Eighteen months after initial research began, the prototype Longinus began trials on Atreus. Despite high expectations, these first trials proved disastrous. Armor composites shattered under test firing and the suit's power systems failed without warning. Eventually, these problems were traced to a ComStar sympathizer on the design staff. After some minor design revisions, a second prototype was tested three months later. This time, the Longinus passed its initial trials.

Capable of stopping a large laser or small-caliber autocannon hit, the Longinus met every criteria set by the LCCC, save one—cost. The Longinus's sophisticated armor composites—near perfect copies of Clan battle-armor composites—required new manufacturing processes, a consideration that dramatically drove up the cost of manufacturing the battle armor. The LCCC initially balked at the price, until the Captain-General himself authorized additional funding for the project.

The first Longinus suits entered service with the FWLM in December 3057, too late for use in Operation Guerrero.

Game Rules

The Longinus functions as standard Inner Sphere powered armor and follows the standard Inner Sphere battle-armor rules, with two exceptions. First, the suit may mount a single SRM-2 launcher but may fire only a single missile salvo. Until the salvo is launched (and the launcher jettisoned) the unit may not use jumping movement or make anti-BattleMech leg or swarm attacks. In addition, a single suit of Longinus battle armor costs 425,000 C-bills.

ACHILEUS LIGHT BATTLE ARMOR

R&D Start Date: October 3054

Prototype Design and Production: May 3055

Standard Production: July 3057

Concurrent with the design of the Longinus, development of the Achileus was handled by a joint League-Word of Blake research team. Using the Word of Blake's Tornado PA(L) suit as a model, the Achileus team designed the Achileus to serve as a mass-manufactured light battle-armor suit for deployment with both the FWLM and the Word of Blake Militia.

Unlike the Tornado, the Achileus features armor-composite sheaths to contain and protect its layers of myomer musculature. The Achileus also features integral mounts for jump-jets and a gyro-stabilized gun mount in the right arm. Flamers, small lasers and machine guns are the most common weapons of choice, but the gun mount can accommodate a wide range of other anti-Mech weapons as well.

Secondary armament consists of a single anti-personnel weapon, usually an SMG, mounted on the left arm just above the wrist. Rather than a claw, the suit's right arm ends in a fully functional manipulator hand, slaved to the operator's own hand. Though the hand is too bulky to operate weaponry or most equipment, it can be used for lifting. Unlike the Longinus, the Achileus cannot carry an SRM launcher.

BattleTech Game Rules

Achileus units can jump up to 3 MP.

Achileus squads consist of four troopers, all equipped with the same primary weapon.

In **BattleTech** games, every Achileus battle-armor suit has an Armor Value of 6 points, plus 1 additional point for the trooper inside.

The armor also provides excellent stealth abilities. In **BattleTech** games, this means that short-range attacks against Achileus units receive a +1 to-hit modifier; medium-range attacks receive a +4 to-hit modifier in place of the standard medium-range modifier; and long-range attacks take a +7 to-hit modifier in place of the standard long-range modifier. Additionally, Beagle Active Probes and their Clan equivalents cannot locate hidden Achileus units.

MechWarrior Game Rules

Achileus suits are equipped with one primary and one secondary weapon.

Treat the suit as a combination sneak suit with electronic countermeasures, electronic camouflage and infrared-suppression capabilities (pp. 85, 87, **MWII**). Integral rechargers allow the suit's stealth systems to operate indefinitely.

Tech Level: 3

Availability: D

Legality: C

Cost: 320,000 C-bills + cost of primary weapon*

Power Usage: 1/turn

Energy: 2/3

Ballistic: 1/2

Melee: 1/3

Coverage: Full

Damage Capacity: 72

Movement: Full, with jump

Physical: +1

Athletic: +1

BLD: +1

*Primary weapon costs:

Flamer	7,500
Machine Gun	5,000
Small Laser	11,250

NEW EQUIPMENT

In the nine years since the Clans invaded the Inner Sphere, the Free Worlds League has developed a number of new weapons and ordnance, which are described in the following section. Currently, these items are available only to League forces. Given the League's market-driven economy, however, it is likely that these items will soon become generally available.

All of these items are for use in Level 2 **BattleTech**, and so they can be used in tournament play unless specifically prohibited under the rules of individual tournaments.

LRM SPECIAL MUNITIONS

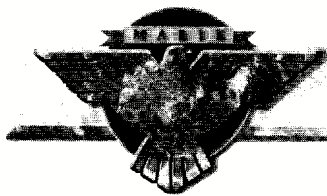
Over the past decade, the FWLM has experimented with a number of special long-range missile munitions. Players should note any special types of munitions on their units' record sheets before starting play. Unless noted, the following ammo types are only available in full-ton lots. To determine the cost of special-munitions LRMs, use the appropriate cost multiplier from the LRM Special Munitions Table, p. 138.

(Two additional special munitions—Swarm and Thunder rounds—are described on pages 120 and 121 of **BTC:RoW**.)

Swarm-I

Like conventional Swarm rounds, the Swarm-I long-range missile deploys multiple submunitions that attack the primary target and any nearby units. Swarm-I LRMs follow all the standard Swarm rules (p. 120, **BTC:RoW**) and also feature an IFF (Identification: Friend or Foe) detector that reduces the chance of a Swarm-I LRM targeting friendly units. To simulate this system, apply a -2 to-hit modifier when a Swarm-I targets a friendly unit. Do not apply this modifier if the friendly unit is a BattleMech with critical damage to its sensors.

Note that Swarm-I LRMs function as standard Swarm LRMs while within the coverage of an active ECM unit.



Fragmentation

Fragmentation LRMs scatter shrapnel when they reach their targets—enough shrapnel to destroy any unarmored troops within 15 meters of the detonation. However, a fragmentation LRM's shrapnel has little effect on targets such as BattleMechs and armored vehicles. Against all infantry targets (excluding battle-armor troops), double the amount of damage inflicted before applying any appropriate modifiers. Against other targets, reduce the damage to 0.

Incendiary

Incendiary LRMs may be used to start fires in any suitable terrain (see pp. 85–86, **BTC:RoW**, for rules on intentional fires). Use a Target Number +5 to determine if an incendiary LRM sets a fire.

Incendiary rounds may be combined with other LRM types, but treat the launcher as the next smaller size on the Missile Hits Table (p. 38, **BTC:RoW**) when calculating the number of missiles striking a target. For example, treat an incendiary-equipped LRM-20 as an LRM-15 on the table, treat an incendiary-equipped LRM-10 as an LRM-6, and so on. Further, apply the 1.5 cost multiplier to the entire missile load, not just the incendiary LRMs in a load.

The volatile chemicals used in incendiary rounds are prone to explode if exposed to high heat levels. To simulate this characteristic, make additional ammo explosion rolls per Inferno rules (p. 118, **BTC:RoW**). If an incendiary explosion occurs, the entire missile load (both standard and incendiary missiles) explodes. In such an event, treat the incendiary missiles as standard LRMs.

Flare

LRM-delivered flares illuminate areas of ground and negate penalties for night-time combat (p. 94, **BTC:RoW**). Flare-LRM rounds are fired at a hex on the map rather than a unit. Apply all standard to-hit modifiers to the shot, including the terrain modifiers for the target hex and a –4 modifier for shooting at an immobile target. Flare LRMs that miss scatter in the same manner as artillery shells (p. 79, **BTC:RoW**).

A flare LRM that reaches its target releases small, parachute-fitted flares that illuminate the target struck and all hexes within a 3-hex range of the target hex. The illumination begins in the turn following the launch and lasts for a number of turns equal to the LRM launcher size divided by 5 (illumination from a flare LRM-5 lasts 1 turn; illumination from a flare LRM-10, 2

turns; and so on). Any unit in an illuminated hex may be fired on without the usual +2 to-hit modifier for night combat.

Semi-Guided

Semi-guided LRMs home in on a point successfully designated by a TAG system (TAG rules are explained in the **Arrow IV Missile System** description on p. 113, **BTC:RoW**). Under such conditions, no target-movement modifiers apply to the missile attack. Additionally, the penalties for indirect fire and spotter movement do not apply for indirect attacks made with semi-guided LRMs. Apply all other appropriate standard modifiers, including attacker movement and intervening terrain modifiers.

LRM MUNITIONS TABLE

Submunitions Type	Damage	Cost Multiplier	Notes
Standard	1	x 1	
Swarm	1	x 2	p. 120, BTC:RoW
Thunder (FASCAM)	1	x 2	p. 121, BTC:RoW
Swarm-I	1	x 3	p. 137
Fragmentation	0/2	x 2	p. 138
Incendiary	0	x 1.5	p. 138
Flares	0	x 1	p. 138
Semi-guided	1	x 3	p. 138

ER SMALL AND MEDIUM LASERS

The Free Worlds League has boasted the most advanced laser technology in the Inner Sphere for decades. In recent years, League laser designers have had the opportunity to study captured Clan extended-range lasers provided by the Draconis and Davion militaries. As a result, Diverse Optics is now producing a new generation of extended-range small and medium lasers.

These lasers use the standard ER-laser rules.

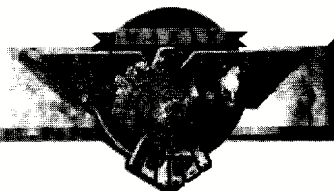
ULTRA AC/10

After producing the Ultra version of the AC/5, developing the Ultra AC/10 was a natural project for Atreus-based Imperator Automatic Weaponry. The manufacturer began testing the new system in mid 3056, and the FWLM field-tested several prototypes during Operation Guerrero. Now the FWLM has approved

FWLM WEAPONS TABLE

Range

	Heat	Damage	Min	Short	Med	Long	Tons	Crits	Ammo
ER Medium Laser	5	5	—	1–4	5–8	9–12	1	1	—
ER Small Laser	2	3	—	1–2	3–4	5	.5	1	—
Light Gauss Rifle	1	8	3	1–8	9–17	18–25	12	5	16
Ultra AC/10	4	10	—	1–6	7–12	13–18	13	7	10



the Ultra AC/10 for general use and Imperator has begun shipping Ultra AC/10s to several line units.

The Ultra AC/10 follow the standard rules for Ultra-series autocannons.

LIGHT GAUSS RIFLE

In July of 3052, the Captain-General directed Imperator Automatic Weaponry of Atreus and Corean Enterprises of Stewart to research ways to reduce the weight of Gauss rifles, in the hope of producing weapons comparable to Clan Gauss rifles.

It soon became clear that simply reducing the weight of the Gauss rifle's magnetic coils would have serious effects. Doing so would also reduce muzzle velocity, in turn reducing both the weapon's range and the kinetic energy of fired shells—and so the damage they produce. The only way to maintain muzzle velocity would be to reduce the weight of the shells, which would still reduce the damage inflicted by the weapon. Consequently, the two firms began a long series experiments to test different materials for the weapon and ammunition, as well as differing calibers.

In May of 3056, the two companies presented their finished design to the LCCC for approval. Though the League designers failed to produce a weapon with the same performance as the Clan Gauss rifle, they did produce a new light Gauss rifle that proved 40 percent more efficient than standard Gauss systems. The new weapon itself essentially weighed the same as the Clan Gauss design, but its nickel-ferrous shells were only half the size of conventional Gauss-rifle rounds. The new weapon fired its shells farther than conventional rounds and at a greater speed—which helped make up for the loss in destructive power of the caused by the ordnance's lower weight.

After a series of tests, the Captain-General approved the design in August 3056. Within six months, units throughout the FWLM began to receive the new weapon.

The light Gauss rifle follows the rules for standard Gauss rifles (p. 116, **BTC:RoW**) except in the case of a critical hit on the weapon that causes capacitor discharge. In this circumstance, the discharge causes only 16 points of damage.

FWLM WEAPON COSTS AND COMBAT VALUES

Type	Cost (unloaded)	Ammo Costs (per ton)	Combat Value
ER Med Laser	80,000	—	41
ER Sm Laser	11,250	—	11
Lt Gauss Rifle	275,000	20,000	140
Ultra AC/10	320,000	12,000	247

FWLM OMNIMECH CONFIGURATIONS

The FWLM recently began deploying the F9-O *Firestarter* and BJ2-O *Blackjack* OmniMechs—two Combine-designed 'Mechs based on captured Clan machines. Both of the new OmniMech configurations support the new weapons described beginning on page 137.

(Full statistics for the *Firestarter* and *Blackjack* appear in the **BattleTech Technical Readout: 3058**.)

F9-OF FIRESTARTER

The FWLM's F9-OF *Firestarter* variants feature the League's new laser weapons. The F-variant employs ER medium and large lasers, which makes the 'Mech ideal for sustained independent operations away from resupply bases. Though the F-variant has been fitted with an extra double heat-sink pod, the new lasers frequently cause heat problems.

Combat Value: 3,213

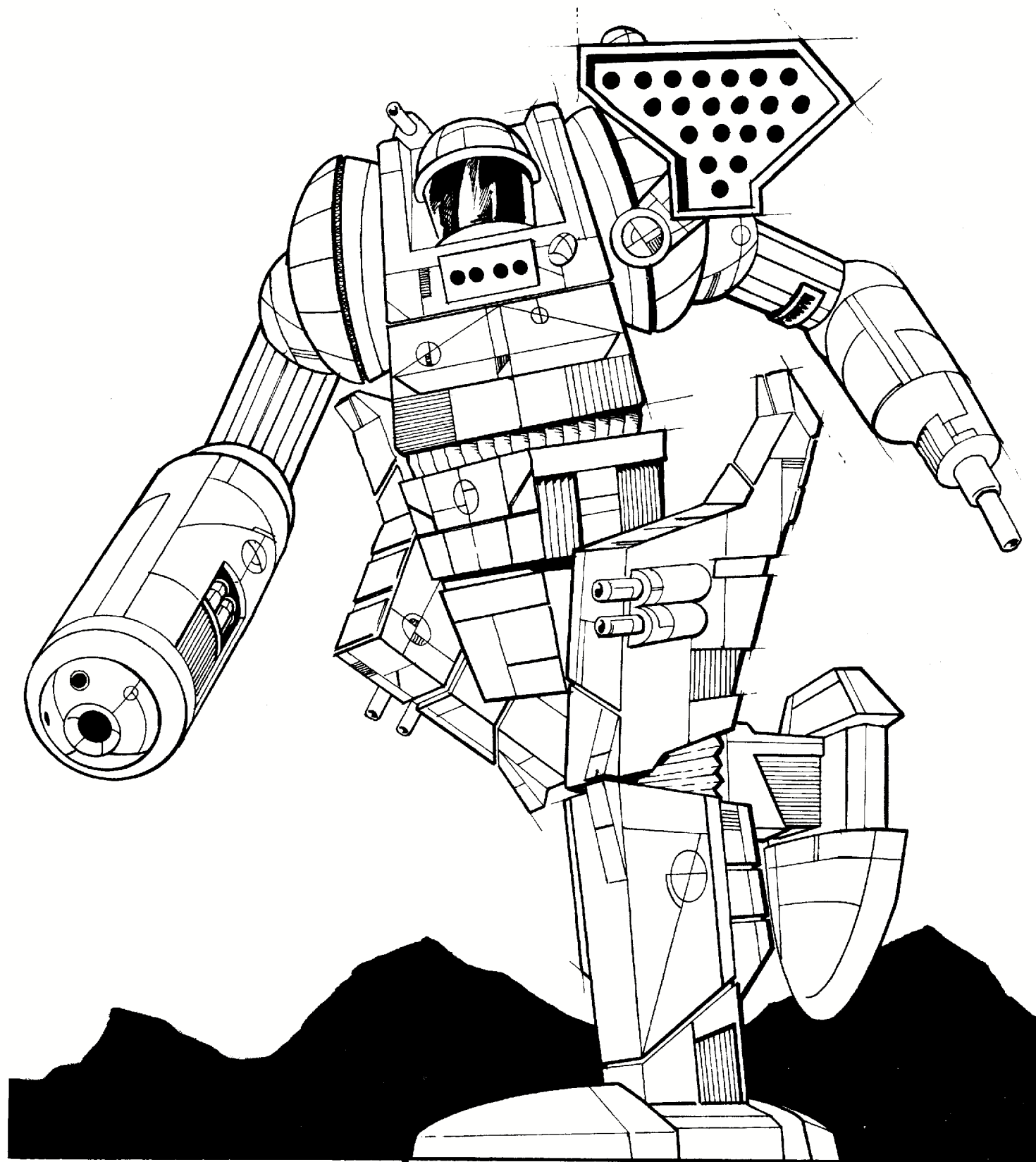
Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration F</i>			
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
ER Large Laser	LA	2	5
ER Medium Laser	LA	1	1
ER Small Laser	H	1	.5
Double Heat Sink	RT	3	1

BJ2-OE BLACKJACK

The DCMS-designed *Blackjack* OmniMech is produced under license on the planet Irian. This new 'Mech gives the FWLM an excellent platform for its new weapon systems. The League's E-configuration features an arm-mounted light Gauss rifle, arm- and torso-mounted ER lasers, and an arm-mounted LRM-10 system with twin ammunition bins.

Combat Value: 3,294

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration E</i>			
Light Gauss Rifle	RA	5	12
Ammo (Gauss) 32	RT	2	2
LRM 10	LA	2	5
Ammo (LRM) 24	LT	2	2
ER Large Laser	LA	2	5
ER Small Laser	CT	1	.5



Armament:

39.5 tons of pod space available

Manufacturer: Kali Yama Weapons Industries

Primary Factory: Kalidasa

Communications System: Irian Orator-5K

Targeting and Tracking System: Wasat Aggressor Type 5 with OmniLink

OVERVIEW

The LCCC has authorized several programs to create League-designed and manufactured OmniMechs. To date, however, only one model—the P1 *Perseus*—has entered service with the FWLM in significant numbers.

The *Perseus* design is based on the *Orion*, widely used in the FWLM, and the new design uses many of the same components as the *Orion*. (In fact, FWLM technicians have christened the new design the “*Omni-Orion*.”) This arrangement has facilitated the integration of the new OmniMech into units equipped with the older machine. Not surprisingly, the external appearances of the two machines are similar, though the cockpit of the *Perseus* is more centrally located than that of its progenitor. And while the two 'Mechs may look similar, the *Perseus* features some distinctive design features, including a completely redesigned and reinforced endo-steel skeleton that can support a diverse range of weapon systems.

CAPABILITIES

The *Perseus* features enough pod space to accommodate almost forty tons of weapons, though the small size of many of the 'Mech's weapon bays limits the types of weapons they can carry. Only the *Perseus*'s arm mounts are large enough to support the FWLM's largest weapons, such as Gauss rifles or the new Ultra AC/10, and the hand and lower-arm actuator assemblies must be removed before such weapons can be installed.

The small bays also limit the number of modern heat sinks that can be fitted in the 'Mech. Consequently, the *Perseus*'s weapons configurations primarily feature missiles, autocannons

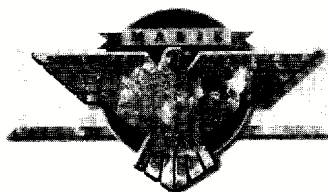
Guardian ECM system provides the *Perseus* with protection against certain enemy systems. The addition of target-acquisition gear in the right leg is intended to provide artillery spotting ability to front-line troops.

The B-variant features one ER large laser and two pulse lasers for its main striking power. An Imperator Gauss rifle provides additional firepower, though the low level of available ammunition relegates the Gauss to use as a secondary weapon.

The *Perseus* C-variant carries the League's two new heavy weapons, the Ultra AC/10 and the light Gauss rifle. The variant carries two tons of ammunition for the arm-mounted Gauss rifle, while two torso-mounted ammunition stores feed the arm-mounted autocannon. A head-mounted SRM-2 Streak launcher and three ER medium lasers provide short-range hitting power, while a rear-mounted medium pulse laser discourages attacks from behind. To offset the heat generated by these systems, this variant features additional heat sinks located in the right and left torso bays.

DEPLOYMENT

So far, only a handful of FWLM units have received the Kali Yama-produced *Perseus*. Many of these new machines are going to units that previously fielded high concentrations of *Orions* and are replacing the older design on a one-for-one basis. The main problems facing widespread deployment of the *Perseus* are that FWLM technicians remain mostly unfamiliar with the modular technology employed in the new OmniMech design, and the FWLM quartermaster has yet to come to terms with the logistics required to support the new design in the field. As a result, few additional *Perseus* 'Mechs will make it to units within the next eighteen months.



Type: **P1 Perseus**

Technology Base: Inner Sphere

Tonnage: 75 tons

Combat Value: 4,817

Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	224	14

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	21
R/L Leg	16	32

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	3 Engine	5
	4 Endo Steel	
Left Torso	3 Engine	5
	4 Endo Steel	
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg		2
Left Leg		2

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
CASE	RT	1	.5
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	RT	2	2
SRM 4	CT	1	2
Artemis IV FCS	CT	1	1
Ammo (SRM) 25	LT	1	1
CASE	LT	1	.5
Medium Pulse Laser	LA	1	2
ER Medium Laser	LL	1	1

ER Medium Laser	LL	1	1
ER Medium Laser	RL	1	1
ER Medium Laser	RL	1	1
ER Small Laser	H	1	.5

Alternate Configuration A

LRM 20	RA	5	10
Artemis IV FCS	RA	1	1
Ammo (LRM) 12	RT	2	2
CASE	RT	1	.5
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	LT	2	2
CASE	LT	1	.5
SRM 6	CT	2	3
Artemis IV FCS	H	1	1
Ammo (SRM) 30	RT	2	2
Guardian ECM Suite	LL	2	1.5
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	LT	1	2
TAG	RL	1	1

Combat Value: 4,881

Alternate Configuration B

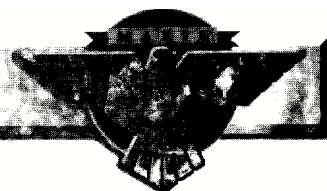
Large Pulse Laser	LA	2	7
Large Pulse Laser	LA	2	7
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RT	1	1
ER Large Laser	LT	2	5
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LL	2	2
Double Heat Sink	LT	3	1
Double Heat Sink	RT	3	1

Combat Value: 4,961

Alternate Configuration C

Light Gauss Rifle	LA	5	12
Ammo (Light Gauss) 32	LA	2	2
Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
Ammo (Ultra) 10	LT	1	1
Streak SRM 2	H	1	1.5
Ammo (Streak) 50	LT	1	1
ER Medium Laser	LL	1	1
ER Medium Laser	RL	1	1
ER Medium Laser	RL	1	1
Medium Pulse Laser	CT (R)	1	2
Double Heat Sink	RT	3	1
Double Heat Sink	LT	3	1

Combat Value: 4,919



NEW WARSHIPS

For additional information about the production of new WarShips in the Free Worlds League, see **Ships of the Line**, p. 116.

ZECHETINU CLASS CORVETTE

The *Zechetinu* ("hare") class corvette, or *Zec* as WarShip crews have dubbed the vessel, is designed to operate as an independent convoy-raider or picket ship, or as an escort vessel. Capable of accelerating up to 2.5 Gs for sustained periods and up to 4 Gs in short bursts, the *Zechetinu* is among the fastest and most maneuverable WarShips in its weight class.

Four of the FWLM's *Zechetinus*—the FWLS *Tirana*, the FWLS *Karelia*, the FWLS *Attica* and the FWLS *Sparta*—feature the formidable array of anti-DropShip/WarShip weapons and fighter-defense systems included in the ship's original design specifications. The FWLS *Scorpion* and remaining *Zechetinus* feature Barracuda and White Shark missile systems in place of the fore and aft naval-laser batteries.

The *Zechetinu* can accommodate seventy-two crew members—though in somewhat cramped conditions—but *Zechetinu* crews rarely spend more than a month away from port and are well paid for their services. A small grav-deck represents the craft's only dedicated recreational facilities, and so *Zechetinu* crews commonly use the vessel's corridors and cargo bays as exercise areas.

ZECHETINU (CORVETTE)

Tech: Star League

Introduced: 3057

Mass: 180,000 tons

Length: 440 meters

Sail Diameter: 502 meters

Fuel: 2,000 tons

Tons/Burn Day: 39.52

Safe Thrust: 5

Maximum Thrust: 8

Sail Integrity: 3

KF Drive Integrity: 5

Heat Sinks: 1,873 (3,746)

Structural Integrity: 15

Armor

Fore: 24

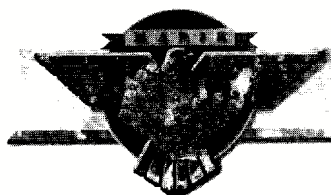
Fore-Sides: 21

Aft-Sides: 20

Aft: 20



- LOSTON-97



Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	FTR	
Nose	Laser	24	2	2	2	—	Y	
Nose	LRM	6	2	2	2	—	Y	
Nose	Point	4	1	—	—	—	Y	
Nose	SRM	4	1	—	—	—	Y	
Nose	LBX	2	1	1	—	—	Y	
Nose	NAC	60	20	20	20	—		
FL	Laser	24	2	2	2	—	Y	
FL	Point	4	1	—	—	—	Y	
FL	LBX	2	1	1	—	—	Y	
FL	NLaser	155	10	10	10	10		
FR	Laser	24	2	2	2	—	Y	
FR	Point	4	1	—	—	—	Y	
FR	LBX	2	1	1	—	—	Y	
FR	NLaser	155	10	10	10	10		
LBS	Laser	24	2	2	2	—	Y	
LBS	LRM	6	2	2	2	—	Y	
LBS	Point	4	1	—	—	—	Y	
LBS	SRM	4	1	—	—	—	Y	
LBS	LBX	2	1	1	—	—	Y	
LBS	NAC	60	20	20	20	—		
RBS	Laser	24	2	2	2	—	Y	
RBS	LRM	6	2	2	2	—	Y	
RBS	Point	4	1	—	—	—	Y	
RBS	SRM	4	1	—	—	—	Y	
RBS	LBX	2	1	1	—	—	Y	
RBS	NAC	60	20	20	20	—		
AL	Laser	24	2	2	2	—	Y	
AL	Point	4	1	—	—	—	Y	
AL	LBX	2	1	1	—	—	Y	
AL	NLaser	85	6	6	6	6		
AR	Laser	24	2	2	2	—	Y	
AR	Point	4	1	—	—	—	Y	
AR	LBX	2	1	1	—	—	Y	
AR	NLaser	85	6	6	6	6		
Aft	Laser	24	2	2	2	—	Y	
Aft	LRM	6	2	2	2	—	Y	
Aft	Point	4	1	—	—	—	Y	
Aft	SRM	4	1	—	—	—	Y	
Aft	LBX	2	1	1	—	—	Y	

(Zechetinu I)

Nose	NLaser	102	7	7	7	—	
Aft	NLaser	102	7	7	7	—	

(Zechetinu II)

Nose	WShark (2)	30	6	6	6	6	Y
FL	Bcuda	10	2	2	2	2	Y
FR	Bcuda	10	2	2	2	2	Y
AL	Bcuda	10	2	2	2	2	Y
AR	Bcuda	10	2	2	2	2	Y
Aft	WShark (2)	30	6	6	6	6	Y

Cargo

Bay 1:	6 fighters	2 doors
Bay 2:	Cargo*	5 doors
Bay 3:	Cargo*	5 doors

*The *Zechetinu* features 13,876 tons of cargo space; the *Zechetinu II* has only 12,376 tons of space.

DropShip Capacity: 1

Grav Deck: 1 (88 meter)

Escape Pods: 0

Life Boats: 8

Crew: 72

Passengers: 0

Armament:

- 16 ER Large Lasers
- 32 Small Lasers
- 8 LB-10X Autocannons
- 4 LRM-20s w/Artemis
- 4 SRM-6s w/Artemis
- 3 NAC/20s
- 4 Naval Laser/35s (*Zechetinu* only)
- 2 Naval Laser/45s
- 4 Naval Laser/55s
- 4 Barracuda Launchers (*Zechetinu II* only)
- 4 White Shark Launchers (*Zechetinu II* only)
- 15 tons LB-10X ammunition
- 20 tons LRM ammunition
- 10 tons SRM ammunition
- 50 tons NAC/20 ammunition
- 1,500 tons Barracuda Missiles (50) (*Zechetinu II* only)
- 2,000 tons White Shark Missiles (50) (*Zechetinu II* only)

Notes: Equipped with lithium-fusion battery system and 90 tons of Lamellar Ferro-Carbide armor.

AGAMEMNON CLASS HEAVY CRUISER

Named for the legendary Mycenaean king, the *Agamemnon* class heavy cruiser continues a long tradition of naval vessels bearing the name. (The first *Agamemnon*, built in 1781, was the first command of Horatio Nelson, one of the most famous naval commanders of the pre-stellar age.)

The FWLM's first modern *Agamemnon* class cruiser, the *Menelaus*, was commissioned in late 3058. Massing 815,000 tons, the *Agamemnon* falls between the Star League's *Black Lion* and Clan's *Sovetskii Soyuz* class WarShips. Though a near match for the *Black Lion* in firepower, the *Agamemnon* lacks the armor protection of the smaller vessel. Instead, the *Agamemnon* relies on speed and maneuverability to avoid taking damage.



Furthermore, the *Agamemnon* carries formidable anti-fighter defenses as well as its own aerospace wing, which makes aerospace attacks against an *Agamemnon* difficult and dangerous.

The second *Agamemnon* cruiser, the *Aineas*, is currently undergoing pre-delivery trials. Despite a number of problems, the vessel is expected to enter service within the next few months.

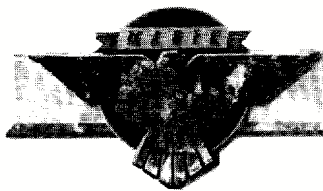
AGAMEMNON (HEAVY CRUISER)

Tech: Star League
Introduced: 3058
Mass: 815,000 tons
Length: 720 meters
Sail Diameter: 615 meters
Fuel: 2,000 tons
Tons/Burn Day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 5
KF Drive Integrity: 17
Heat Sinks: 2,170 (4,340)
Structural Integrity: 40

Armor

Fore: 57
Fore-Sides: 55
Aft-Sides: 52
Aft: 53

Weapons			Range Values					FTR
Arc	Type	Heat	S	M	L	Extreme		
FTR								
Nose	Laser	24	2	2	2	—	Y	
Nose	LRM	6	2	2	2	—	Y	
Nose	Point	12	2	—	—	—	Y	
Nose	PPC	60	4	4	4	—	Y	
Nose	SRM	16	4	—	—	—	Y	
Nose	NLaser	274	18	18	18	11		
Nose	NAC	200	60	60	60	—		
Nose	NAC	120	40	40	40	—		
FL	Laser	24	2	2	2	—	Y	
FL	LRM	6	2	2	2	—	Y	
FL	Point	12	2	—	—	—	Y	
FL	PPC	60	4	4	4	—	Y	
FL	SRM	16	4	—	—	—	Y	
FL	NLaser	170	11	11	11	11		



FL	NAC	200	60	60	60	—	
FR	Laser	24	2	2	2	—	Y
FR	LRM	6	2	2	2	—	Y
FR	Point	12	2	—	—	—	Y
FR	PPC	60	4	4	4	—	Y
FR	SRM	16	4	—	—	—	Y
FR	NLaser	170	11	11	11	11	
FR	NAC	200	60	60	60	—	
LBS	Laser	24	2	2	2	—	Y
LBS	LRM	6	2	2	2	—	Y
LBS	Point	12	2	—	—	—	Y
LBS	PPC	60	4	4	4	—	Y
LBS	SRM	16	4	—	—	—	Y
LBS	NLaser	170	11	11	11	11	
LBS	NAC	195	60	60	20	—	
LBS	NAC	135	40	40	—	—	
LBS	NGauss	18	30	30	30	30	
RBS	Laser	24	2	2	2	—	Y
RBS	LRM	6	2	2	2	—	Y
RBS	Point	12	2	—	—	—	Y
RBS	PPC	60	4	4	4	—	Y
RBS	SRM	16	4	—	—	—	Y
RBS	NLaser	170	11	11	11	11	
RBS	NAC	195	60	60	20	—	
RBS	NAC	135	40	40	—	—	
RBS	NGauss	18	30	30	30	30	
AL	Laser	24	2	2	2	—	Y
AL	LRM	6	2	2	2	—	Y
AL	Point	12	2	—	—	—	Y
AL	PPC	60	4	4	4	—	Y
AL	SRM	16	4	—	—	—	Y
AL	NLaser	170	11	11	11	11	
AL	NAC	200	60	60	60	—	
AR	Laser	24	2	2	2	—	Y
AR	LRM	6	2	2	2	—	Y
AR	Point	12	2	—	—	—	Y
AR	PPC	60	4	4	4	—	Y
AR	SRM	16	4	—	—	—	Y
AR	NLaser	170	11	11	11	11	
AR	NAC	200	60	60	60	—	
Aft	Laser	24	2	2	2	—	Y
Aft	LRM	6	2	2	2	—	Y
Aft	Point	12	2	—	—	—	Y
Aft	PPC	60	4	4	4	—	Y
Aft	SRM	16	4	—	—	—	Y
Aft	NLaser	170	11	11	11	11	
Aft	NAC	200	60	60	60	—	
Aft	NAC	120	40	40	40	—	

DropShip Capacity: 4
Grav Decks: 2 (both 130-meter)
Escape Pods: 50
Life Boats: 0

Crew: 360

Passengers: 0

Armament:

16 ER Large Lasers
16 ER PPCs
32 Small Pulse Lasers
32 Anti-Missile Systems
8 LRM-20s w/Artemis
32 SRM-6s w/Artemis
6 NAC/20s
12 NAC/30s
4 NAC/40s
2 Naval Laser/35s
16 Naval Laser/55s
2 Heavy Naval Gauss Rifles
100 tons AMS ammunition
32 tons LRM ammunition
24 tons SRM ammunition
40 tons NAC/20 ammunition (100 shots)
80 tons NAC/30 ammunition (100 shots)
120 tons NAC/40 ammunition (100 shots)
50 tons Heavy NGauss ammunition (100 shots)

Notes: Equipped with lithium-fusion battery and 500 tons of standard armor.

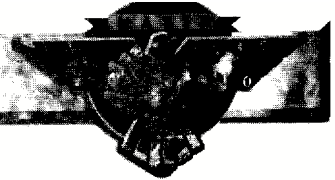
EAGLE CLASS FRIGATE

Designed as an escort vessel for the *Thera* super-carrier, the *Eagle* class frigate features a balanced combination of anti-ship and anti-fighter weapons systems. Sixteen naval autocannons and a single nose-mounted heavy naval Gauss cannon comprise the *Eagle's* main anti-WarShip arsenal. The Gauss cannon is capable of destroying a DropShip with a single hit but is limited by power requirements and its restricted firing arc. More than a dozen naval lasers provide secondary anti-WarShip fire but are primarily geared for anti-DropShip fighting.

The ship's anti-fighter arsenal consists of successive weapon batteries capable of engaging targets at different ranges and providing cover for a number of other vessels. Sixty-four laser and ballistic point-defense cannons complete the *Eagle's* armament. Though the *Eagle* lacks advanced armor composites, it has a large cargo capacity that most crews use for storing spare ammunition and lithium-fusion battery systems.

Cargo:

Bay 1: 12 fighters 4 doors
Bay 2: 6 fighters 2 doors
Bay 3: Cargo (85,758 tons) 6 doors



EAGLE (FRIGATE)

Tech: Star League
Introduced: 3059
Mass: 625,000 tons
Length: 640 meters
Sail Diameter: 790 meters
Fuel: 1,000 tons
Tons/Burn Day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 13
Heat Sinks: 2,592 (5,184)
Structural Integrity: 45

Armor

Fore: 39
Fore-Sides: 36
Aft-Sides: 33
Aft: 33

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTR
FTR							
Nose	Laser	24	2	2	2	—	Y
Nose	Point	12	2	—	—	—	Y
Nose	Pulse	56	6	4	—	—	Y
Nose	NLaser	150	9	9	9	9	
Nose	NAC	120	40	40	40	—	
Nose	NGauss	18	30	30	30	30	
FL	Laser	24	2	2	2	—	Y
FL	Point	12	2	—	—	—	Y
FL	Pulse	56	6	4	—	—	Y
FL	NLaser	170	11	11	11	11	
FL	NAC	60	20	20	20	—	
FR	Laser	24	2	2	2	—	Y
FR	Point	12	2	—	—	—	Y
FR	Pulse	56	6	4	—	—	Y
FR	NLaser	170	11	11	11	11	
FR	NAC	60	20	20	20	—	
LBS	Laser	24	2	2	2	—	Y
LBS	Point	12	2	—	—	—	Y
LBS	Pulse	56	6	4	—	—	Y
LBS	NLaser	150	9	9	9	9	
LBS	NAC	240	70	70	—	—	
LBS	NAC	240	70	70	—	—	
RBS	Laser	24	2	2	2	—	Y
RBS	Point	12	2	—	—	—	Y
RBS	Pulse	56	6	4	—	—	Y
RBS	NLaser	150	9	9	9	9	
RBS	NAC	240	70	70	—	—	

RBS	NAC	240	70	70	—	—	
AL	Laser	24	2	2	2	—	Y
AL	Point	12	2	—	—	—	Y
AL	Pulse	56	6	4	—	—	Y
AL	NLaser	104	7	7	7	—	
AL	NAC	60	20	20	20	—	
AR	Laser	24	2	2	2	—	Y
AR	Point	12	2	—	—	—	Y
AR	Pulse	56	6	4	—	—	Y
AR	NLaser	104	7	7	7	—	
AR	NAC	60	20	20	20	—	
Aft	Laser	24	2	2	2	—	Y
Aft	Point	12	2	—	—	—	Y
Aft	Pulse	56	6	4	—	—	Y
Aft	NAC	120	40	40	40	—	

Cargo:

Bay 1: 6 fighters 2 doors
 Bay 2: Cargo (40,500 tons) 10 doors
 Bay 3: Cargo (28,475 tons) 5 doors

DropShip Capacity: 4

Grav Decks: 2 (both 110-meter diameter)

Escape Pods: 30

Life Boats: 30

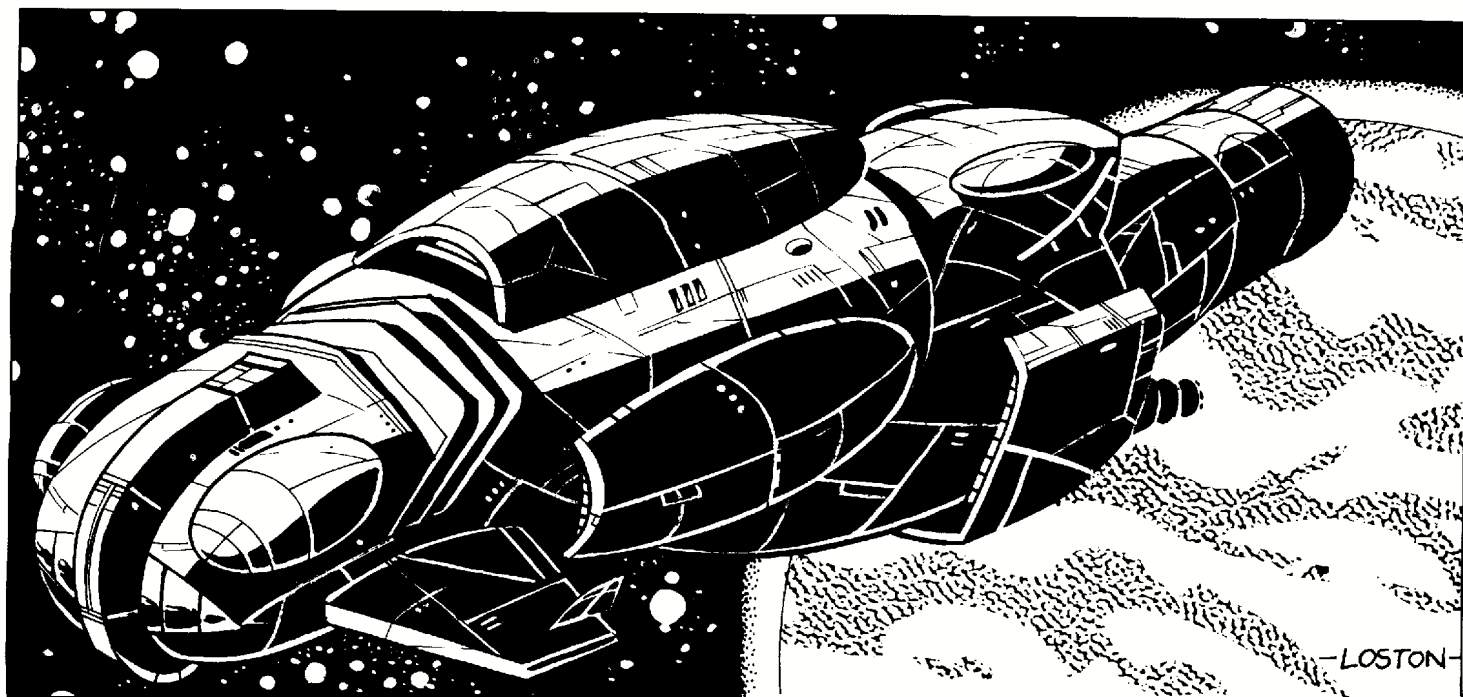
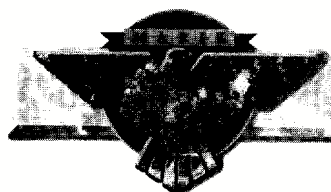
Crew: 540

Passengers: 0

Armament:

8 ER Large Lasers
 32 Large Pulse Lasers
 32 Medium Pulse Lasers
 32 Small Pulse Lasers
 32 Anti-Missile Systems
 8 NAC/20s
 8 NAC/35s
 4 Naval Laser/35s
 6 Naval Laser/45s
 4 Naval Laser/55s
 1 Heavy Naval Gauss Rifle
 200 tons Anti-Missile ammunition
 40 tons NAC/20 ammunition (100 shots)
 120 tons NAC/35 ammunition (120 shots)
 37.5 tons Heavy NGauss ammunition (75 shots)

Notes: Equipped with lithium-fusion battery and 450 tons of standard armor.



THERA CLASS CARRIER

Slow but well armed and armored, the *Thera* class super-carriers will be the most powerful WarShips in the FWL fleet when they begin entering service in 3060. Three vessels of the class are currently being assembled; the first—the FWLS *Santorini*—is scheduled to begin trials in October of 3059.

Each *Thera* super-carrier can carry four full aerospace regiments (fifty-four fighters each) and eight small craft—a cargo capacity unprecedented in either the Star League or Clan navies. The accommodations for the vessel's 2,100-member crew (including fighter pilots, technical support crews and one hundred marines) are said to be luxurious. Reportedly, the *Thera* features personal staterooms for every officer and double-occupancy cabins for the rest of the crew members.

The massive WarShip has enough docking points to accommodate up to four DropShips, and the FWLM plans to assign each *Thera* its own escort of attack DropShips. Among the DropShip designs under consideration for this role are the League-produced *Hamilcar*, the *Achilles*, the Capellan-produced *Kuan Ti* and *Lung Wang* designs.

Though the FWLM plans to await the outcome of the *Santorini*'s trials before committing to building more of these massive vessels, it seems likely the *Thera* s will form the backbone of a resurgent Free Worlds League navy.

THERA (CARRIER)

Tech: Star League

Introduced: 3060 (projected)

Mass: 960,000 tons

Length: 1,130 meters

Sail Diameter: 1,020 meters

Fuel: 1,400 tons

Tons/Burn Day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 5

KF Drive Integrity: 19

Heat Sinks: 5,633 (11,266)

Structural Integrity: 90

Armor

Fore: 300

Fore-Sides: 297

Aft-Sides: 284

Aft: 292

Weapons

Arc	Type	Heat	S	Range Values				FTR
				M	L	Extreme		
Nose	Laser	96	6	6	6	—		Y
Nose	LRM	12	3	3	3	—		Y
Nose	Point	20	4	—	—	—		Y
Nose	Pulse	112	12	7	—	—		Y
Nose	SRM	8	2	—	—	—		Y
Nose	LBX	4	1	1	—	—		Y
Nose	NLaser	137	9	9	9	6		
Nose	NAC	200	60	60	60	—		
FL	Laser	96	6	6	6	—		Y
FL	LRM	12	3	3	3	—		Y

FL	Point	20	4	—	—	—	Y
FL	Pulse	112	12	7	—	—	Y
FL	SRM	8	2	—	—	—	Y
FL	LBX	4	1	1	—	—	Y
FL	NLaser	137	9	9	9	6	
FL	NAC	170	50	50	50	—	
FL	Bcuda	10	2	2	2	2	Y
FR	Laser	96	6	6	6	—	Y
FR	LRM	12	3	3	3	—	Y
FR	Point	20	4	—	—	—	Y
FR	Pulse	112	12	7	—	—	Y
FR	SRM	8	2	—	—	—	Y
FR	LBX	4	1	1	—	—	Y
FR	NLaser	137	9	9	9	6	
FR	NAC	170	50	50	50	—	
FR	Bcuda	10	2	2	2	2	Y
LBS	Laser	96	6	6	6	—	Y
LBS	LRM	12	3	3	3	—	Y
LBS	Point	20	4	—	—	—	Y
LBS	Pulse	112	12	7	—	—	Y
LBS	SRM	8	2	—	—	—	Y
LBS	LBX	4	1	1	—	—	Y
LBS	NLaser	137	9	9	9	6	
LBS	NAC	235	70	70	30	—	
LBS	NAC	235	70	70	30	—	
LBS	NGauss	36	60	60	60	60	
RBS	Laser	96	6	6	6	—	Y
RBS	LRM	12	3	3	3	—	Y
RBS	Point	20	4	—	—	—	Y
RBS	Pulse	112	12	7	—	—	Y
RBS	SRM	8	2	—	—	—	Y
RBS	LBX	4	1	1	—	—	Y
RBS	NLaser	137	9	9	9	6	
RBS	NAC	235	70	70	30	—	
RBS	NAC	235	70	70	30	—	
RBS	NGauss	36	60	60	60	60	
AL	Laser	96	6	6	6	—	Y
AL	LRM	12	3	3	3	—	Y
AL	Point	20	4	—	—	—	Y
AL	Pulse	112	12	7	—	—	Y
AL	SRM	8	2	—	—	—	Y
AL	LBX	4	1	1	—	—	Y
AL	NLaser	137	9	9	9	6	
AL	NAC	170	50	50	50	—	
AL	Bcuda	10	2	2	2	2	Y
AR	Laser	96	6	6	6	—	Y
AR	LRM	12	3	3	3	—	Y
AR	Point	20	4	—	—	—	Y
AR	Pulse	112	12	7	—	—	Y
AR	SRM	8	2	—	—	—	Y
AR	LBX	4	1	1	—	—	Y
AR	NLaser	137	9	9	9	6	
AR	NAC	170	50	50	50	—	

AR	Bcuda	10	2	2	2	2	Y
Aft	Laser	96	6	6	6	—	Y
Aft	LRM	12	3	3	3	—	Y
Aft	Point	20	4	—	—	—	Y
Aft	Pulse	112	12	7	—	—	Y
Aft	SRM	8	2	—	—	—	Y
Aft	LBX	4	1	1	—	—	Y
Aft	NLaser	137	9	9	9	6	
Aft	NAC	200	60	60	60	—	

Cargo:

Bay 1:	108 fighters + 4 small craft	6 doors
Bay 2:	108 fighters + 4 small craft	6 doors
Bay 3:	Cargo (77,000 tons)	10 doors

DropShip Capacity: 4

Grav Deck: 3 (2 x 130-meter diameter and one 110-meter)

Escape Pods: 70

Life Boats: 70

Crew: 1,440

Passengers: 558 (224 pilots, 224 technicians, 100 battle armor-equipped marines)

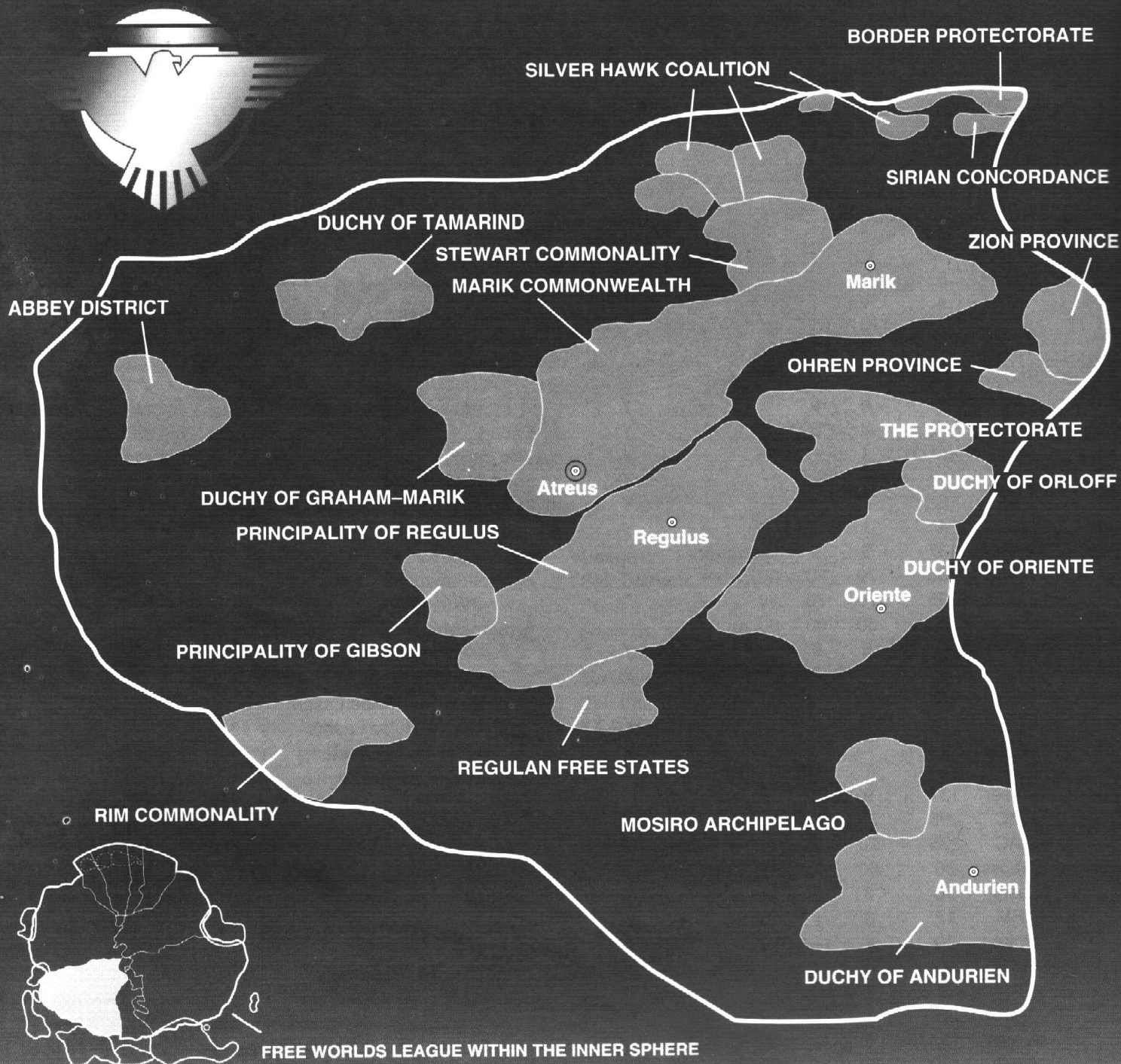
Armament:

64 ER Large Lasers
64 Large Pulse Lasers
64 Medium Pulse Lasers
64 Small Pulse Lasers
32 Anti-Missile Systems
16 LB-10X Autocannons
16 LRM-20s w/Artemis
16 SRM-6s w/Artemis
8 NAC/25s
8 NAC/30s
4 NAC/40s
8 Naval Laser/35s
8 Naval Laser/55s
5 Heavy NGauss Rifles
4 Barracuda Launchers
200 tons Anti-Missile System ammunition
100 tons LB-10X ammunition
128 tons LRM ammunition
128 tons SRM ammunition
60 tons NAC/25 ammunition (100 shots)
80 tons NAC/30 ammunition (100 shots)
120 tons NAC/40 ammunition (100 shots)
50 tons Heavy NGauss ammunition (100 shots)
1,200 tons of Barracuda missiles (40)

Notes: Equipped with lithium-fusion battery and 450 tons of Lamellor Ferro-Carbide armor.



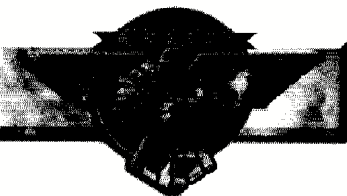
FREE WORLDS LEAGUE



MAP OF THE FREE WORLDS LEAGUE

SHOWING MAJOR PROVINCES AND CAPITAL WORLDS

Map Compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.
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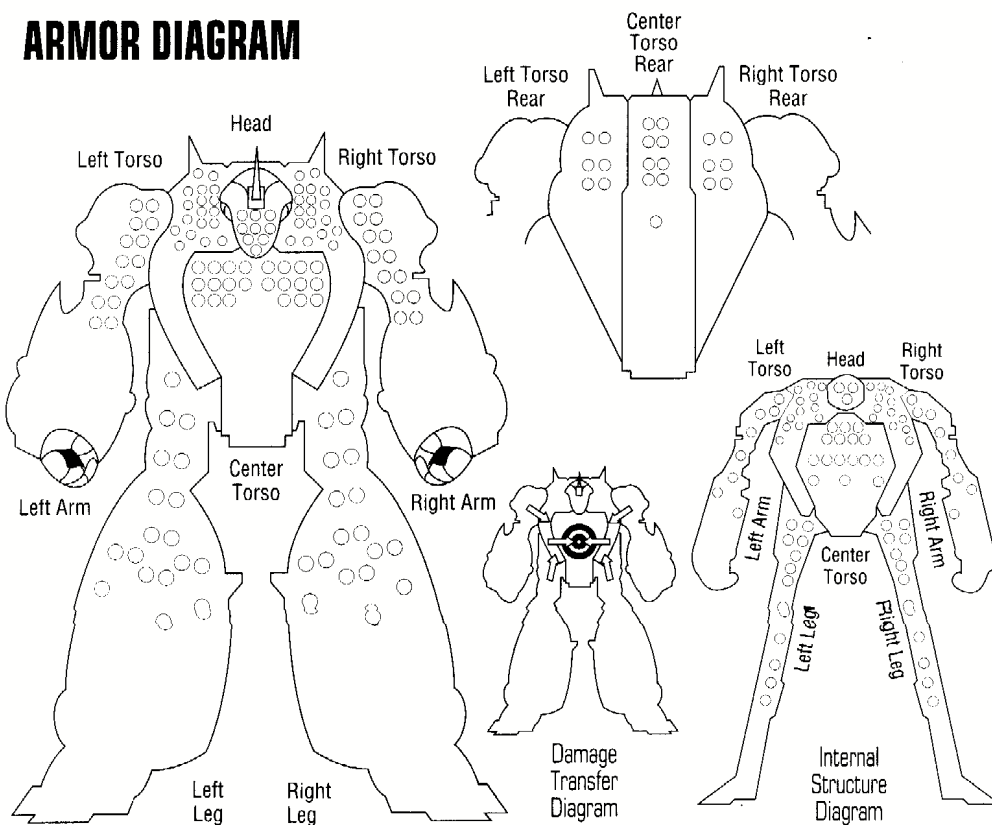
This index provides an alphabetical listing of all active regiments serving the Free Worlds League Military as of January 3059.

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BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Heat Sink-Fixed
4. Heat Sink-Fixed
5. Heat Sink-Fixed
6. LRM 10

1. LRM 10
2. ER Large Laser
3. ER Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (LRM) 12
5. Ammo (LRM) 12
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet-Fixed
6. Jump Jet-Fixed

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. ER Small Laser
 6. Endo Steel

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost 9,020,469

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Heat Sink-Fixed
4. Heat Sink-Fixed
5. Heat Sink-Fixed
6. Light Gauss Rifle

1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (Lt Gauss) 16
5. Ammo (Lt Gauss) 16
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet-Fixed
6. Jump Jet-Fixed

Mech Data

Type: **BJ2-OE Blackjack** Tonnage: 50
Movement Points: _____
Walking: 4 Technology Base: _____
Running: 6 Inner Sphere
Jumping: 4 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Light Gauss Rifle	RA	1	8	3	8	17	25
1 LRM 10	LA	4	1	6	7	14	21
1 ER Lg. Laser	LA	12	8	-	7	14	19
1 ER Sm. Laser	CT	2	3	-	2	4	5

Ammo Type	Rounds
Light Gauss Rifle	32
LRM 10	24

Total Heat Sinks: 10 (20)

○○○○○○○○○○ Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness # _____

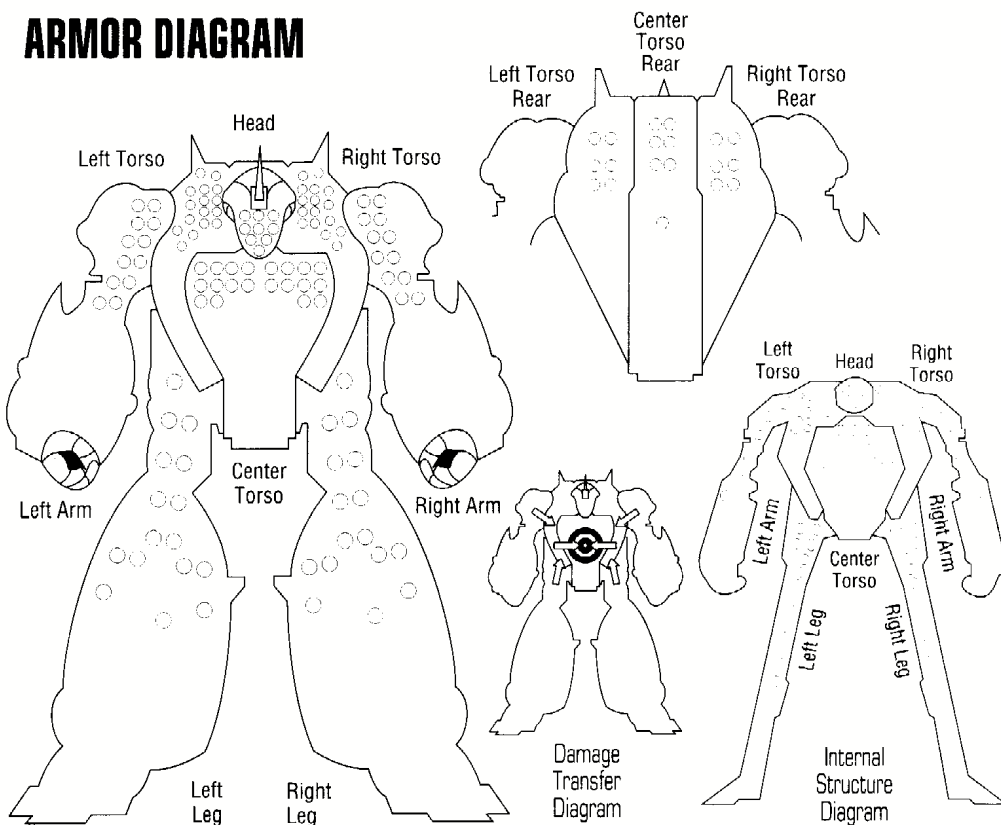
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

BATTLETECH®

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ARMOR DIAGRAM



Mech Data

Type: **FS9-OF Firestarter** Tonnage: 45
 Movement Points:
 Walking: **6** Technology Base:
 Running: **9** Inner Sphere
 Jumping: **6** 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Flamer	CT	3	2	-	1	2	3
1 Flamer	CT(R)	3	2	-	1	2	3
1 ER Lg. Laser	RA	12	8	-	7	14	19
1 ER Med. Laser	RA	5	5	-	4	8	12
1 ER Lg. Laser	LA	12	8	-	7	14	19
1 ER Med. Laser	LA	5	5	-	4	8	12
1 ER Sm. Laser	H	2	3	-	2	4	5

Ammo Type

Rounds

Total Heat Sinks: 13 (26)

○○○○○○○○○○○○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness #

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - ER Medium Laser

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Left Torso

- 1-3
- XL Engine
 - XL Engine
 - XL Engine
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - Heat Sink-Fixed

- 4-6
- Jump Jet-Fixed
 - Jump Jet-Fixed
 - Jump Jet-Fixed
 - Endo Steel
 - Endo Steel
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- 1-3
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Flamer
- Flamer (R)

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost 10,440,453

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - ER Medium Laser

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- 1-3
- XL Engine
 - XL Engine
 - XL Engine
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - Heat Sink-Fixed

- 4-6
- Jump Jet-Fixed
 - Jump Jet-Fixed
 - Jump Jet-Fixed
 - Heat Sink-Pod
 - Heat Sink-Pod
 - Heat Sink-Pod

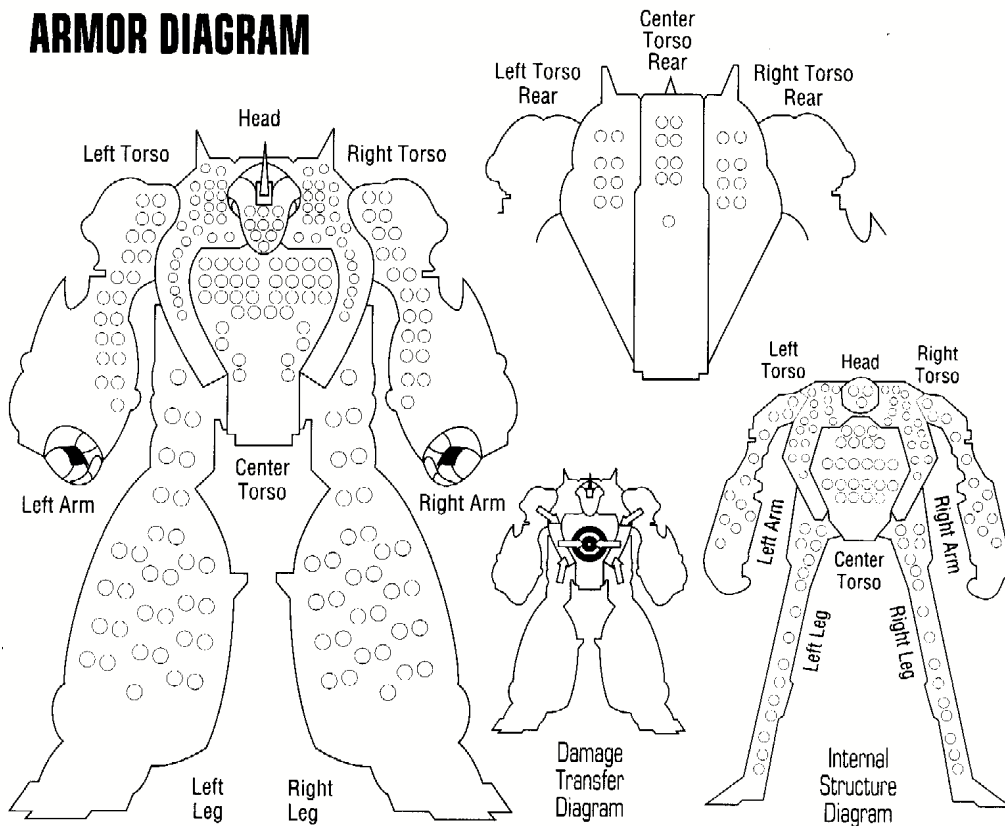
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **P1 Perseus** Tonnage: **75**
 Movement Points:
 Walking: **4** Technology Base:
 Running: **6** Inner Sphere
 Jumping: **0** 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Ultra AC/10	RA	4	10	-	6	12	18
1 LRM 20	LA	6	1	6	7	14	21
1 SRM 4	CT	3	2	-	3	6	9
1 Med. Pulse Laser	LA	4	6	-	2	4	6
2 ER Med. Laser	LL	5	5	-	4	8	12
2 ER Med. Laser	RL	5	5	-	4	8	12
1 ER Sm. Laser	H	2	3	-	2	4	5

Ammo Type

Ammo Type	Rounds
Ultra AC/10	20
LRM 20	12
SRM 4	25

Total Heat Sinks: 12 (24)

○○○○○○○○○○○○○○○○ Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3**
- LRM 20
 - Artemis IV FCS
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

Left Torso (Case)

- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (SRM) 25
 - CASE
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- ER Medium Laser

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Engine
 - Engine
 - Engine
 - SRM 4
 - Artemis IV FCS
- 4-6**

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost 20,994,141

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3**
- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

Right Torso (Case)

- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Ultra) 10
 - Ammo (Ultra) 10
 - Ammo (LRM) 6
- 1-3**
- Ammo (LRM) 6
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- ER Medium Laser

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Guardian ECM Suite
6. Guardian ECM Suite

Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Cost 20,901.563

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. TAG
6. Roll Again

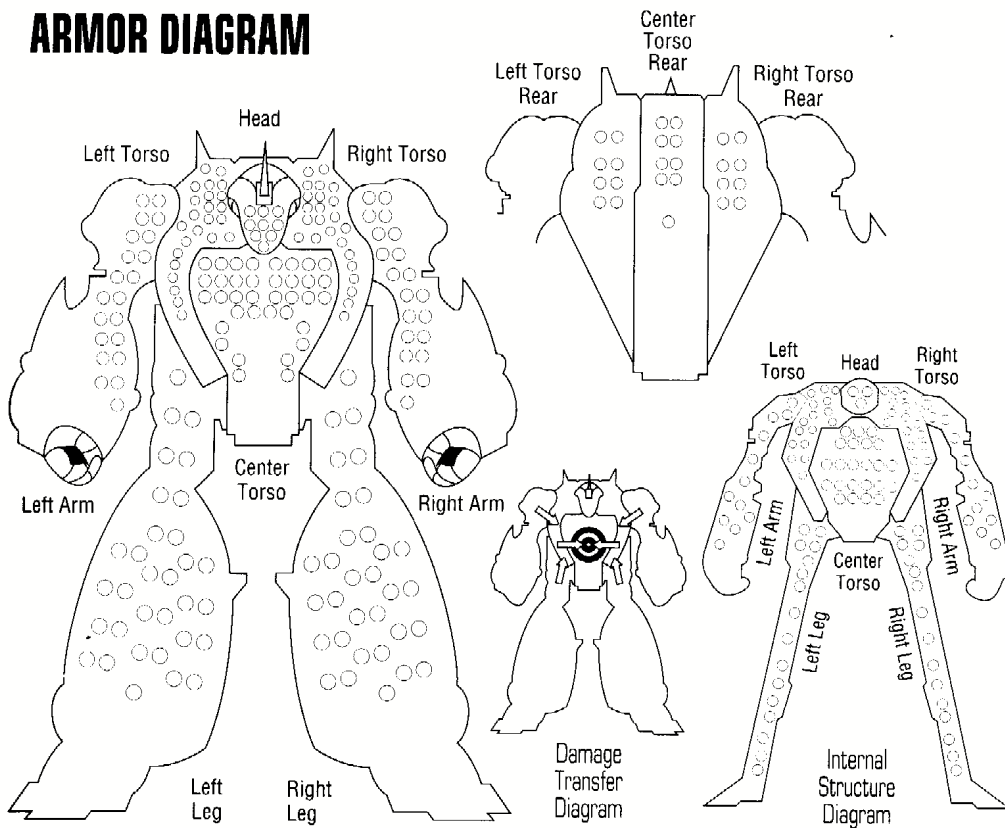
08
07
06
05
04
03
02
01
00

-1 Movement Points

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **P1B Perseus** Tonnage: **75**
 Movement Points:
 Walking: **4** Technology Base:
 Running: **6** Inner Sphere
 Jumping: **0** 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 Lg. Pulse Laser	LA	10	9	-	3	7	10
1 Gauss Rifle	RA	1	15	2	7	15	22
1 ER Large Laser	LT	12	8	-	7	14	19
1 Anti-Missile System H		1	-	-	-	-	-

Ammo Type	Rounds
Gauss Rifle	8
Anti-Missile System	24

Total Heat Sinks: 14 (28)

○○○○○○○○○○○○○○○○ Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name:	
Gunnery Skill:	Piloting Skill:
Hits Taken	1 2 3 4 5 6
Consciousness #	3 5 7 10 11 Dead

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- 1 Large Pulse Laser
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 ER Large Laser
- ER Large Laser
- Heat Sink-Pod
- 1 Heat Sink-Pod
- Heat Sink-Pod
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (AMS) 12
- Ammo (AMS) 12

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1 Gyro
- Engine
- 4-6 Engine
- Roll Again
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○○
 Life Support ○

Cost 19,335,859

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Ammo (Gauss) 8
- Heat Sink-Pod
- Heat Sink-Pod
- 1 Heat Sink-Pod
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

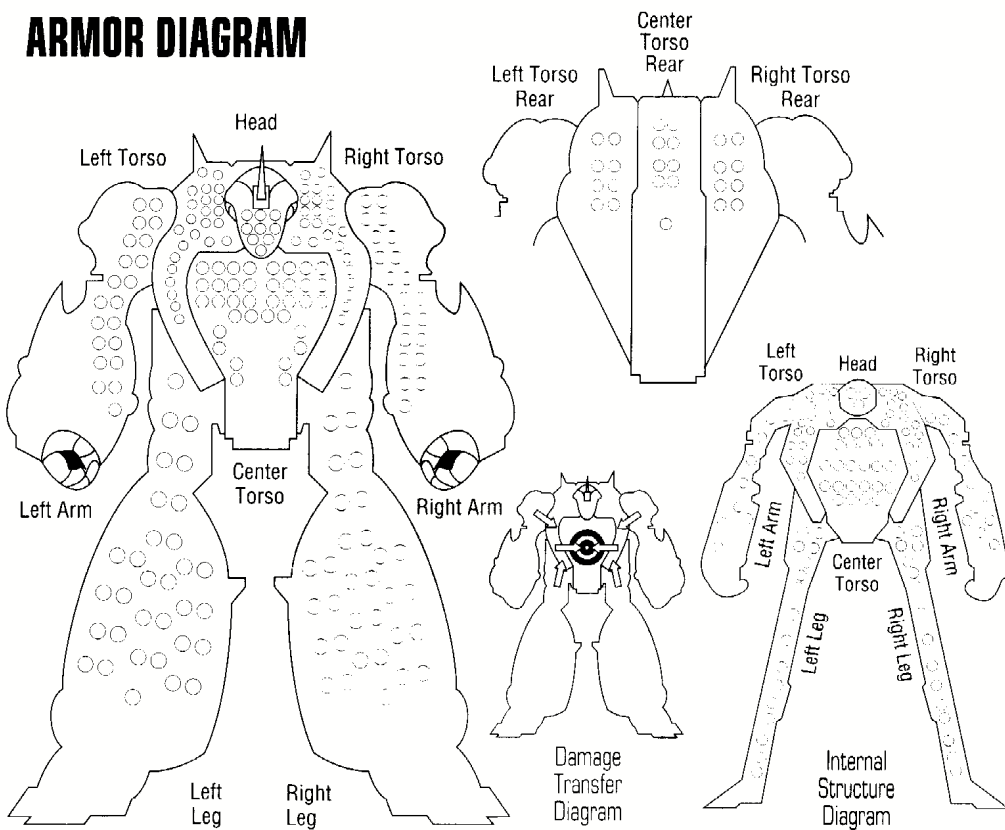
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **P1C Perseus** Tonnage: **75**
 Movement Points:
 Walking: **4** Technology Base:
 Running: **6** Inner Sphere
 Jumping: **0** 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Light Gauss Rifle	LA	1	8	3	8	17	25
1 Ultra AC/10	RT	4	10	-	6	12	18
1 Streak SRM 2	H	2	2	-	3	6	9
1 ER Med. Laser	LL	5	5	-	4	8	12
2 ER Med. Laser	RL	5	5	-	4	8	12
1 Med. Pulse Laser CT(R)		4	6	-	2	4	6

Ammo Type

Ammo Type	Rounds
Light Gauss Rifle	32
Ultra AC/10	30
Streak SRM 2	50

Total Heat Sinks: 14 (28)

○○○○○○○○○○○○○○○○ Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
- 4-6
- Light Gauss Rifle
 - Ammo (Lt Gauss) 16
 - Ammo (Lt Gauss) 16
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Torso

- 1-3
- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Ultra) 10
 - Ammo (Streak) 50
 - Heat Sink-Pod
- 4-6
- Heat Sink-Pod
 - Heat Sink-Pod
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
-

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

Center Torso

- 1-3
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - Engine
 - Engine
 - Engine
 - Medium Pulse Laser(R)
 - Roll Axis

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost 19.472.031

Right Arm

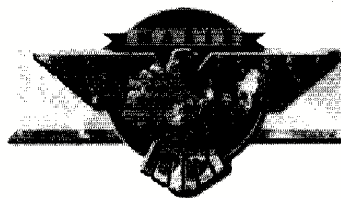
- 1-3
- Shoulder
 - Upper Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 4-6
- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Torso

- 1-3
- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Ultra) 10
 - Ammo (Ultra) 10
 - Heat Sink-Pod
- 4-6
- Heat Sink-Pod
 - Heat Sink-Pod
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- ER Medium Laser

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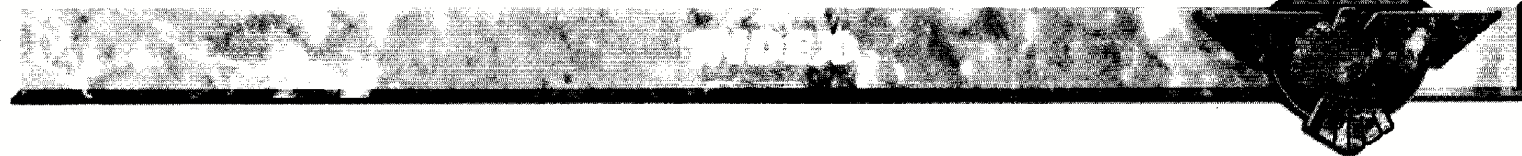
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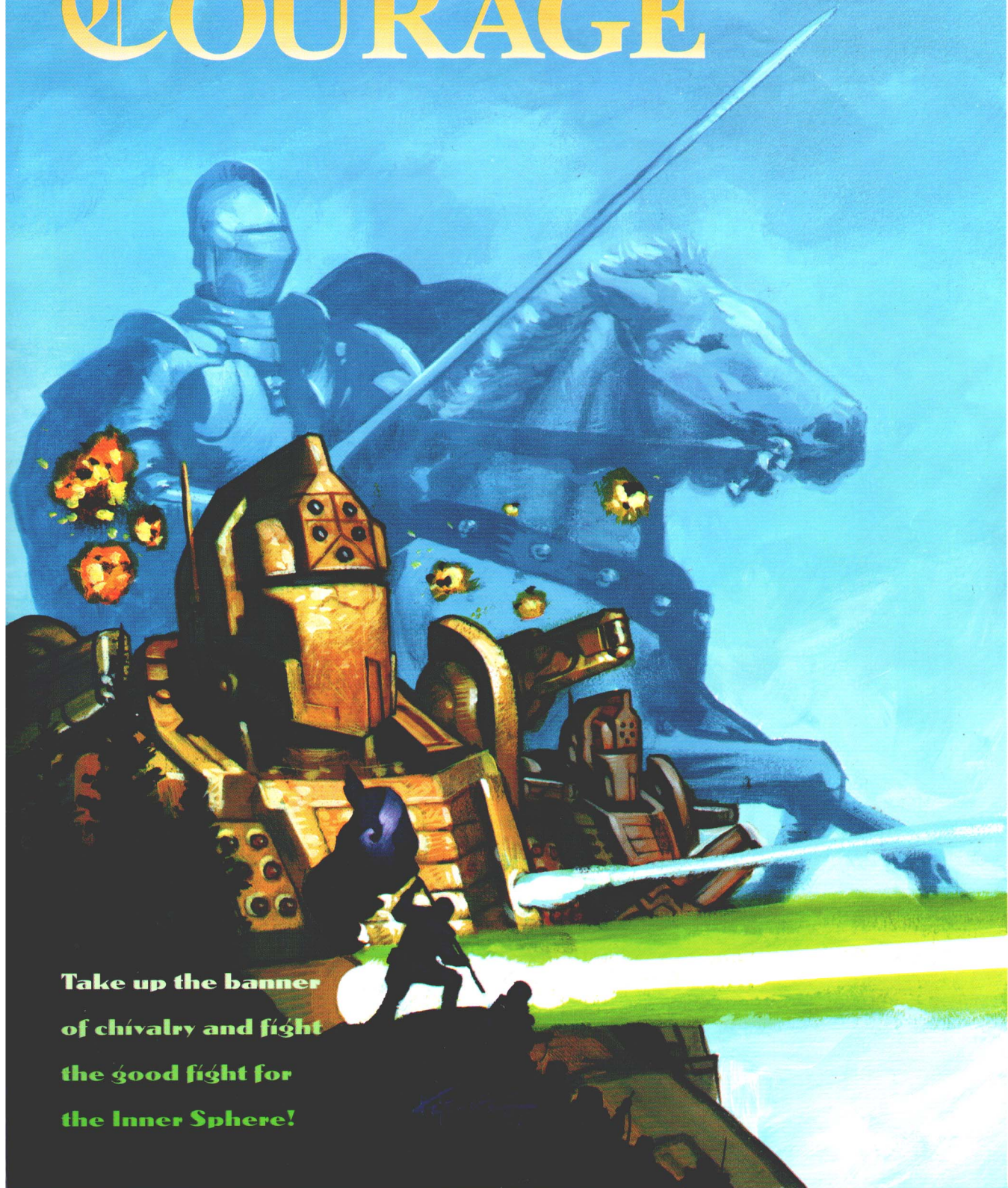
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DUTY. HONOR. COURAGE



**Take up the banner
of chivalry and fight
the good fight for
the Inner Sphere!**

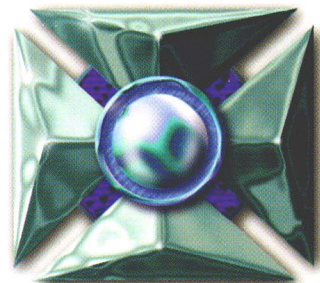


FREE WORLDS LEAGUE

One MechWarrior bails another
out of serious trouble. ▼



▲ Crest of the Eagle



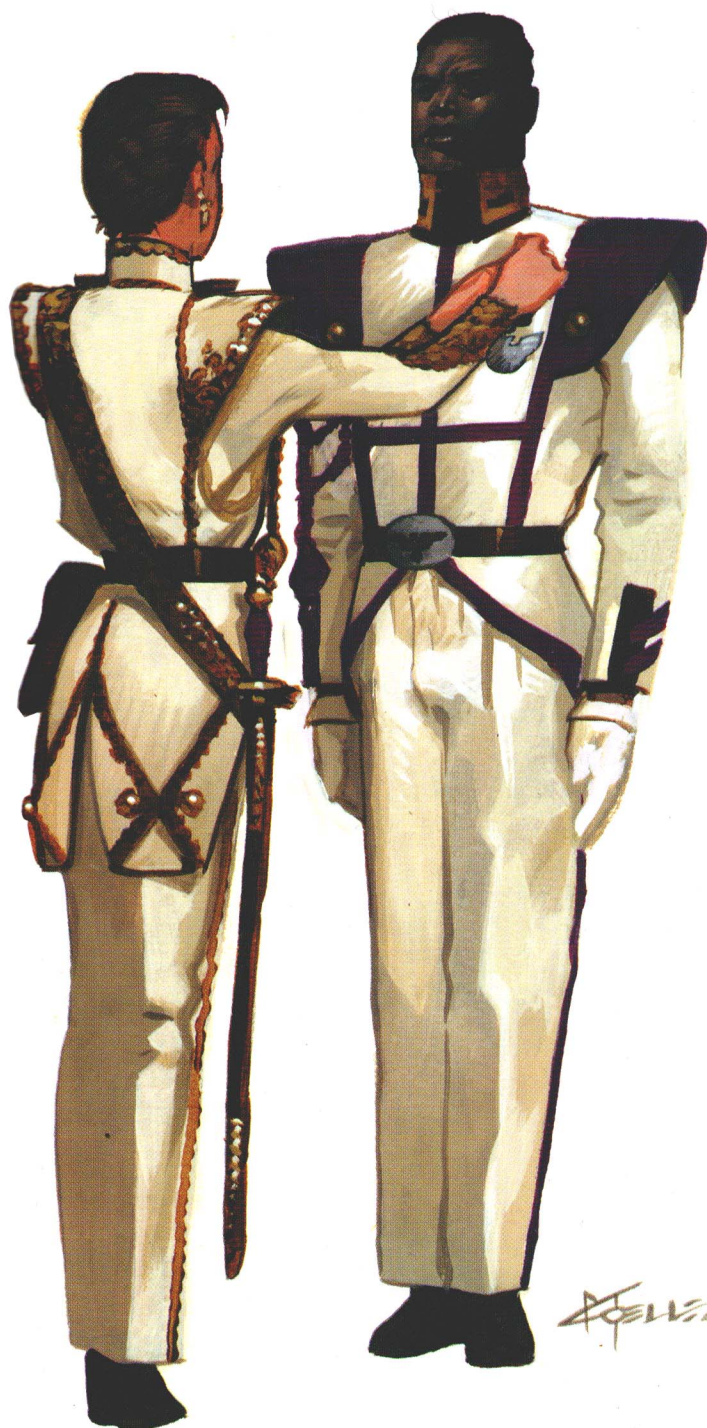
▲ The Silver Cross





FREE WORLDS LEAGUE

▼ A captain in the Free Worlds Legionnaires receives the prestigious Order of the Saber from his commanding officer.



Rank Insignias



Private
(Spaceman)



Sergeant
(Petty Officer
First Class)



Lieutenant
(Junior Grade)



Private, First
Class (Able
Spaceman)



Captain (Lieutenant
Commander)



Corporal
(Petty Officer
Second Class)



Staff Sergeant
(Chief Petty
Officer)



Force Commander
(Commander)



Master Sergeant
(Senior Chief
Petty Officer)



Lieutenant Colonel
(Captain)



Sergeant Major
(Master Chief
Petty Officer)



Colonel
(Commodore)



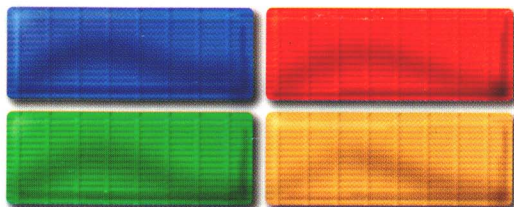
General (Admiral/Vice
Admiral)
and Marshal
(Fleet Admiral)



Captain-General



▲ Life Service Medal

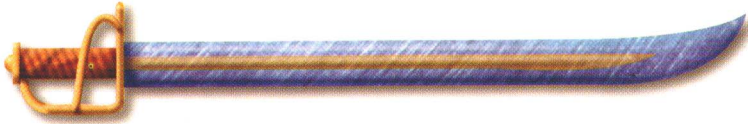


▲ Raiding Ribbons

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FREE WORLDS LEAGUE



▲ **Order of the Saber**



▲ **Distinguished Service Award**



▲ **Regular Ankh**

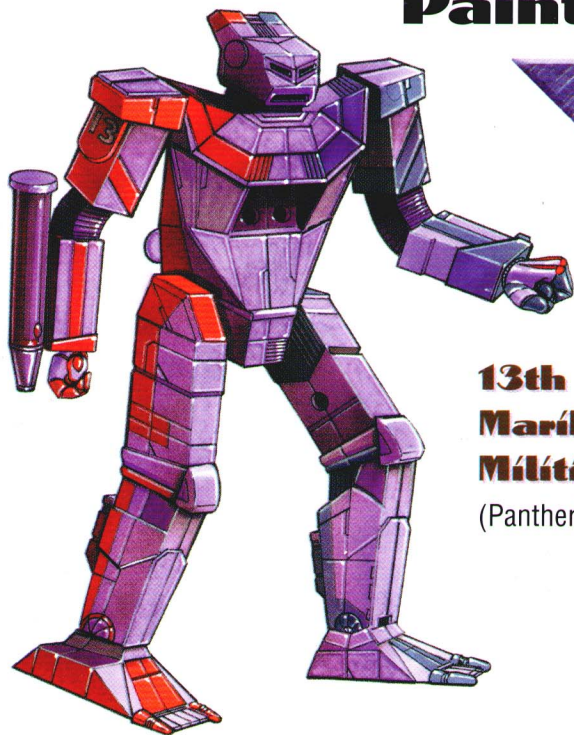


▲ **An anti-'Mech infantry trooper charges toward an enemy 'Mech.**

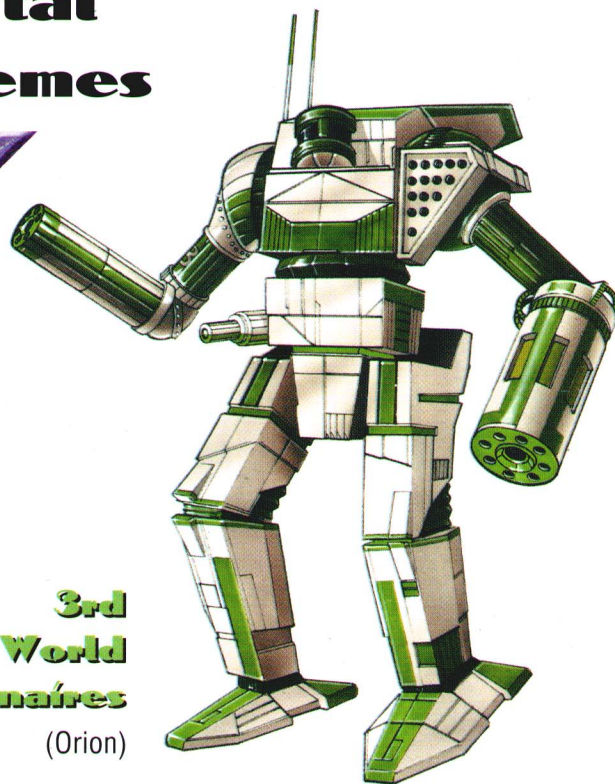


FREE WORLDS LEAGUE

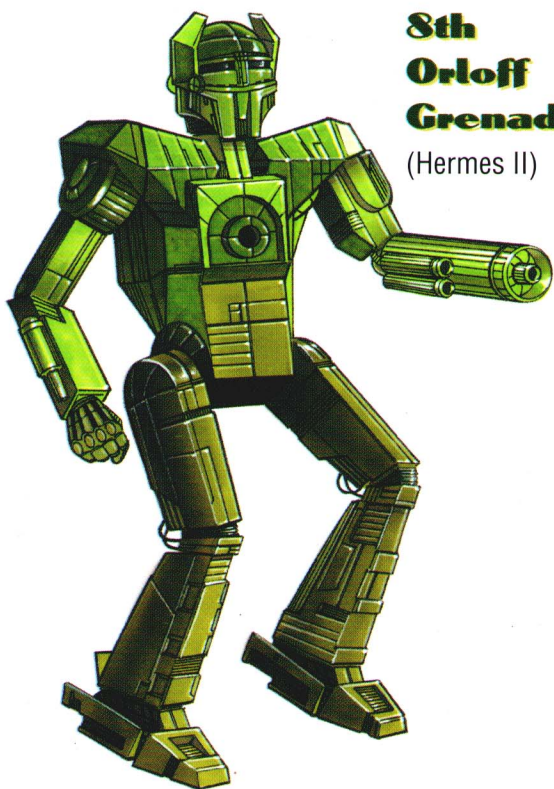
Regimental Paint Schemes



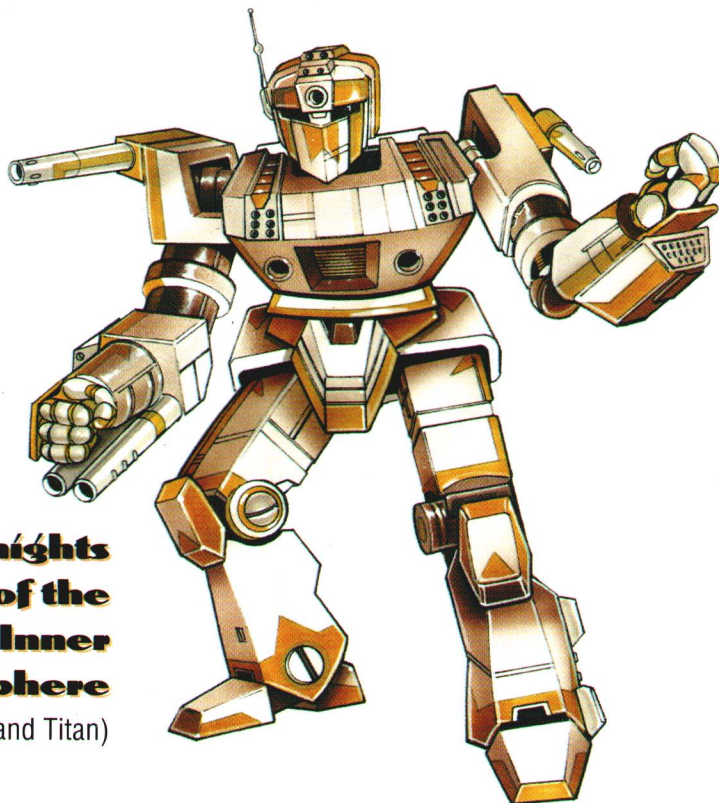
**13th
Marik
Militia**
(Panther)



**3rd
Free World
Legionnaires**
(Orion)



**8th
Orloff
Grenadiers**
(Hermes II)

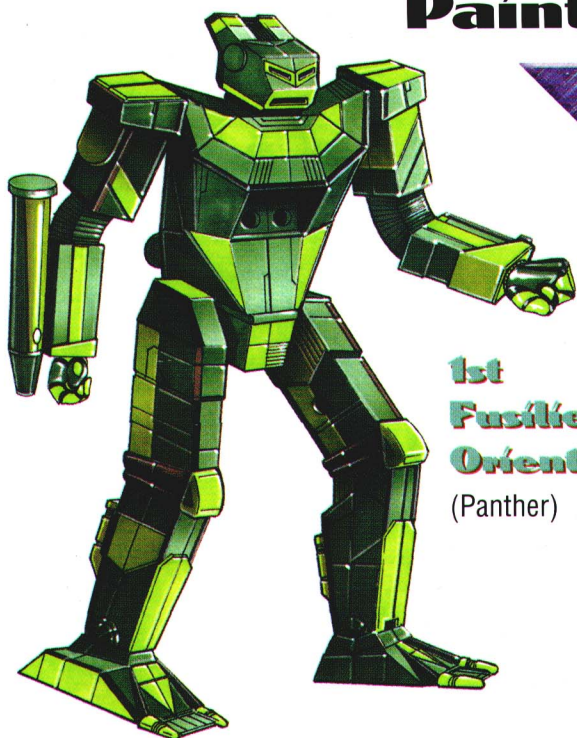


**Knights
of the
Inner
Sphere**
(Grand Titan)



FREE WORLDS LEAGUE

Regimental Paint Schemes

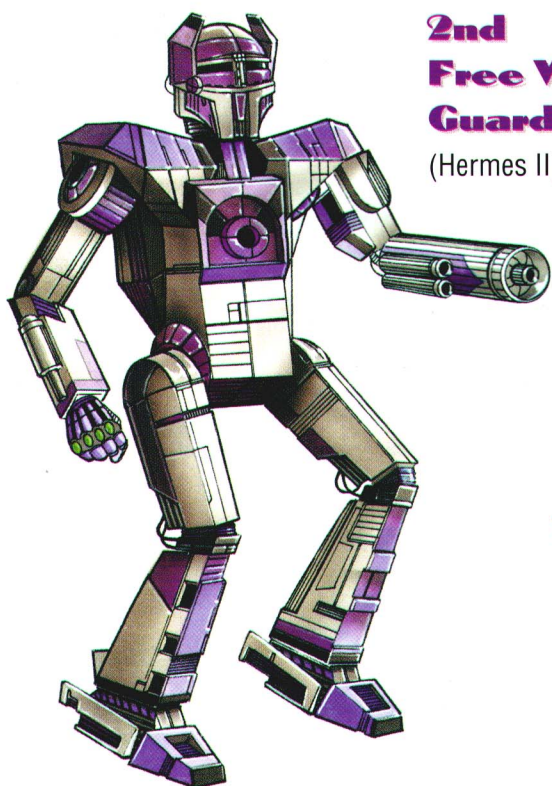


**1st
Fusiliers of
Oriente**

(Panther)



**5th
Regulan
Hussars**
(Orion)



**2nd
Free World
Guards**

(Hermes II)



**12th Atréan
Dragoons**

(Grand Titan)



FREE WORLDS LEAGUE

Allison's Chain ▼



▲ Defensive-operations
Ribbons



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Sophisticated stealth technology allows the Achileus light battle armor to avoid detection by most enemy sensors.



FREE WORLDS LEAGUE

LONGINUS BATTLE ARMOR

The Longinus armor offers Inner Sphere infantry a level of protection and firepower almost identical to that provided by the Clans' battle armor. ▼

LORIC

ZURICH

GALLIS

SHIBA

▲ Conquest Ribbons



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