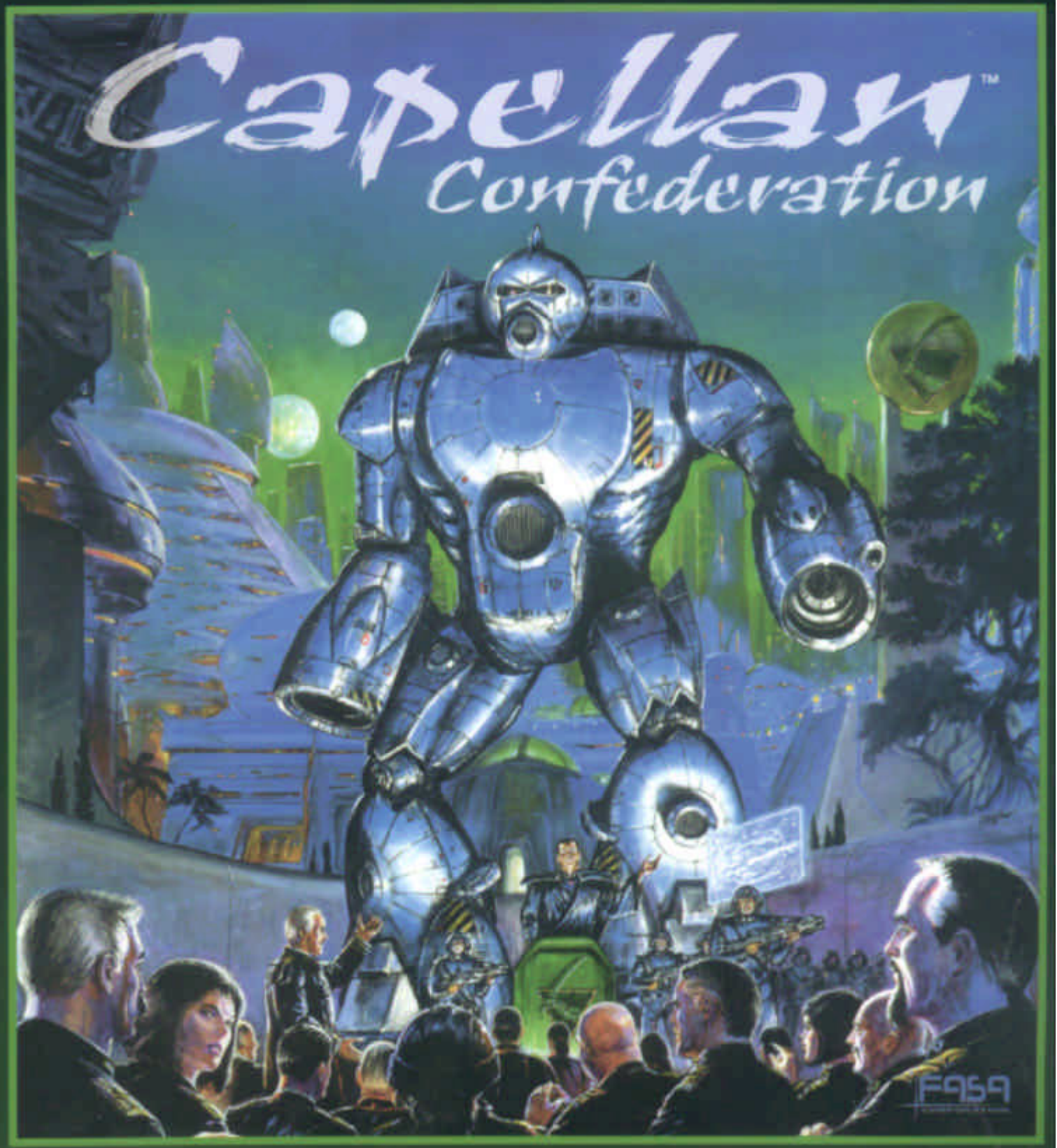
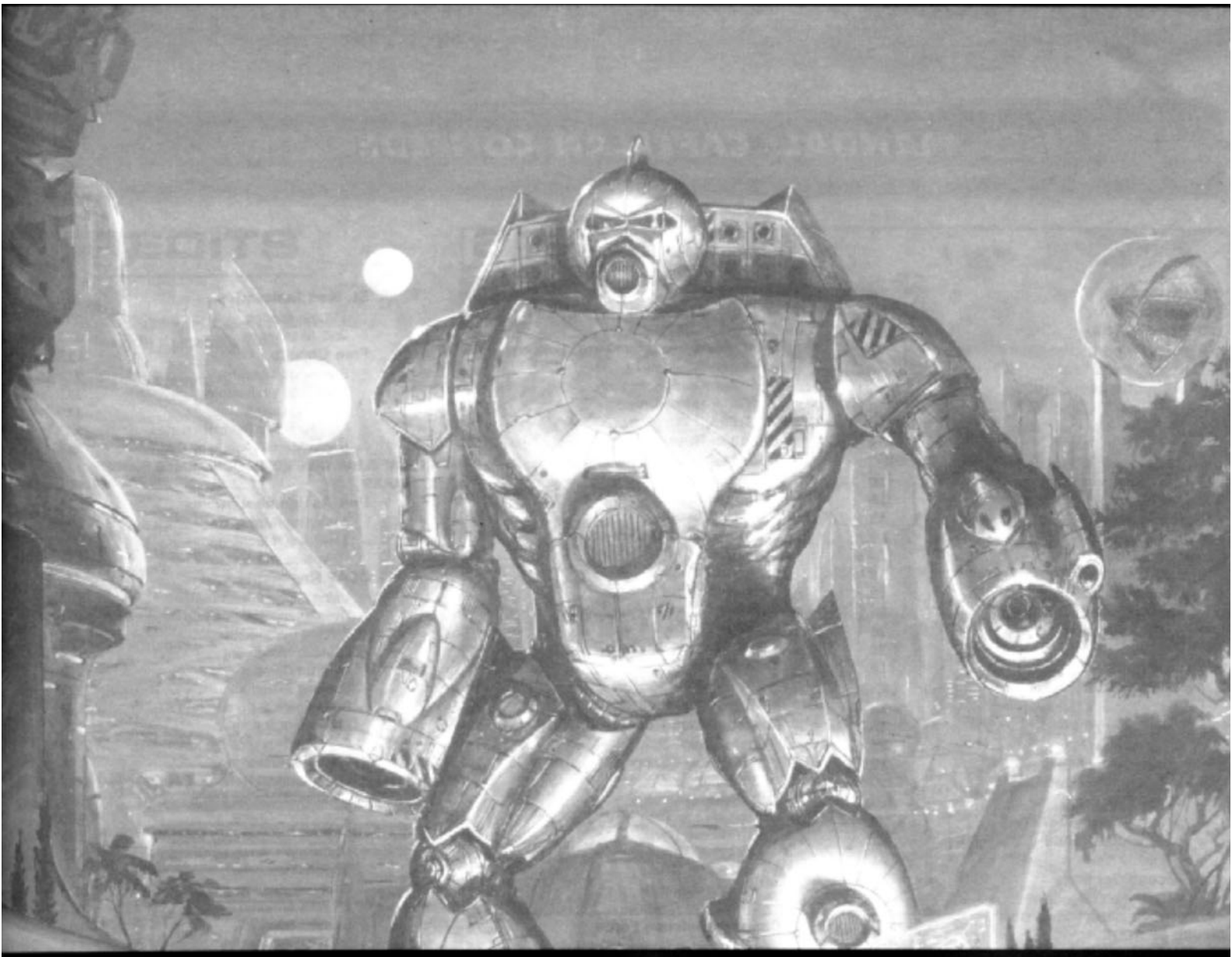
1717

BATTLETECH®

FIELD MANUAL





FIELD MANUAL: CAPELLAN CONFEDERATION™

FASA CORPORATION

CONTENTS

THE WILL OF THE STATE 4
INTRODUCTION 5
CAPELLA RISING 6
In Service to the Confederation 6
Substance and Shadow 6
Ancestral Heritage 6
Volatile Foundations 7
Martyrs for the State 8
The Age of War 9
Star League Years: The Great Reformation 10
The Succession Wars 10
Kerensky's Legacy 12
Sun-Tzu Liao 12
ComStar and the Word of Blake 12
Out of Chaos 13
Final Touches 13
The New Capellan Order 14
Xin Sheng 14
Unity 15
WAYWARD COUSINS 18
An Early Start 18
The Price of Complacence 18
Part of a Whole 18
A Time Apart 19
The Costs of Change 19
Capellan Remembrance 19
Formative Years 20
Love Thy Neighbor 20
Brief Renaissance 21
Enemy Mine 21
Second Coming 21
How the Chosen Fall 22
The Sleeper Awakens 22
SWORD OF STATE 23
The Capellan Strategios 24
Chancellor Liao 24
The Strategic Military Director 24
Rise of the Jiang-Jun 25
The New Commonalities 25
The Inclusion of St. Ives 25
Changing Times 26
St. Ives Command Structure 26
Calling the Regiments 27
Dedicated Service 28
Strength in Reserve 28
Converted Mercenary Commands 28
St. Ives Military Command 29
Dissident Capellan Nationals 29
Mercenaries 29
The New CCAF 30
Janshi 31
BattleMech Assets 32
Aerospace and Naval Assets 32
Armor Assets 34
Infantry Assets 34
Mixed Unit Organization and Command Doctrine 36
Uniforms and Insignia 36
Rank and Insignia 37
Uniforms 39
Medals, Awards and Decorations 41
HONING AN EDGE 44
Military Academies and Universities 44
Academic Standards 44
Regional Training Centers 46
Capella War College 46
Liao Conservatory of Military Arts 46
Sarna Martial Academy 47
Sian Center for Martial Disciplines 47
Sian University 47
St. Ives Academy of Martial Sciences 48
Victoria Academy of Arms and Technology 49
Warrior House Orders 49
CCAF ROSTERS 50
Capellan Hussars 51
Red Lancers 53
Prefectorate Guard 54
Holdfast Guard 55
Dynasty Guard 56
Warrior House Orders 57
House Imarra 59
House Kamata 60
House Hiritsu 61
House Lu Sann 62
House Dai Da Chi 63
House Fujita 64
House Ma-Tsu Kai 65
House Ijori 66
The Death Commandos 67
Confederation Reserve Cavalry 69
2nd Confederation Reserve Cavalry 70
3rd Confederation Reserve Cavalry 71
5th Confederation Reserve Cavalry 72
6th Confederation Reserve Cavalry 73
7th Confederation Reserve Cavalry 74
Capellan Defense Force 75
1st Capellan Defense Force 76
2nd Capellan Defense Force 77
Liao Cháng-Chéng 78
Kamakura's Hussars 79
Renshield's Dragoons 80
Vong's Grenadiers 81
Syn's Hussars 82
Victoria Commonality Rangers 83
Kingston's Rangers 84
Sung's Rangers 85
McCarron's Armored Cavalry 86
1st MAC 87
2nd MAC 88
3rd MAC 89
4th MAC 90
5th MAC 91
Citizens' Honored 92
4th Tau Ceti Rangers 93
15th Dracon 94
Lockhardt's Ironsides 95
Laurel's Legion 96
Capellan Brigade 97
Ambermarle's Highlanders 98
Harloc Raiders 99
Marshigama's Legionnaires 100
Shin Legion 101
St. Cyr's Armored Hussars 102
St. Ives Armored Cavalry 103
1st St. Ives Lancers 104
2nd St. Ives Lancers 105
St. Ives Academy Training Group 106
St. Ives Sentinels 107
Aliesha's Mounted Fusiliers 108
Marcella's Armored Infantry 109
St. Ives Janissaries 110
1st Janissaries 111
2nd Janissaries 112
Free Capella 113
Blackwind Lancers 114
Borodin's Vindicators 115
Jie Fang Legion 116
Free Republic Revolutionaries 117
Sarna Martial Academy Cadre 118
CAPELLAN CONFEDERATION ARMED FORCES 119
RULES 121
Unit Assignment Tables 121
Assigning 'Mechs and Vehicles 121
Assigning 'Mechs and Vehicles in MechWarrior 121
CCAF Regiments 124
Using Hidden Units Rules 124
Overlapping Abilities and Advantages 124
Forcing the Initiative 124
Off-Map Movement 124
Overrun Combat 124
Banking Initiative 125
BattleForce 2 Command Lists 125
Equipment Ratings 125
Capellan Hussars 125
Warrior Houses 126
Confederation Reserve Cavalry 127
Capellan Defense Force 128
Liao Cháng-Chéng 128
Victoria Commonality Rangers 128
McCarron's Armored Cavalry 129
Citizens' Honored 129
Capellan Brigade 130
St. Ives Armored Cavalry 130
St. Ives Sentinels 131
St. Ives Janissaries 131
Free Capella 131
MechWarrior Rules 132
Social Standing 132
Rank Trait 133
Affiliation: St. Ives 133
Additional Life Paths 134
Fa Shih Battle Armor 142
New Equipment 143
Stealth Armor System 143
Arrow IV System Munitions 144
Missile Munitions 144
SYU-2B Sha Yu 146
LHU-2B Lao Hu 147
Feng Huang-Class Cruiser 150

CREDITS

Writing
Loren L. Coleman (Capellan Confederation)
Christoffer Trossen (St. Ives)

Product Development
Randall N. Bills
Development Assistance
Bryan Nystul

Project Editing
Diane Piron-Gelman
Davidson Cole

BattleTech Line Developer
Bryan Nystul

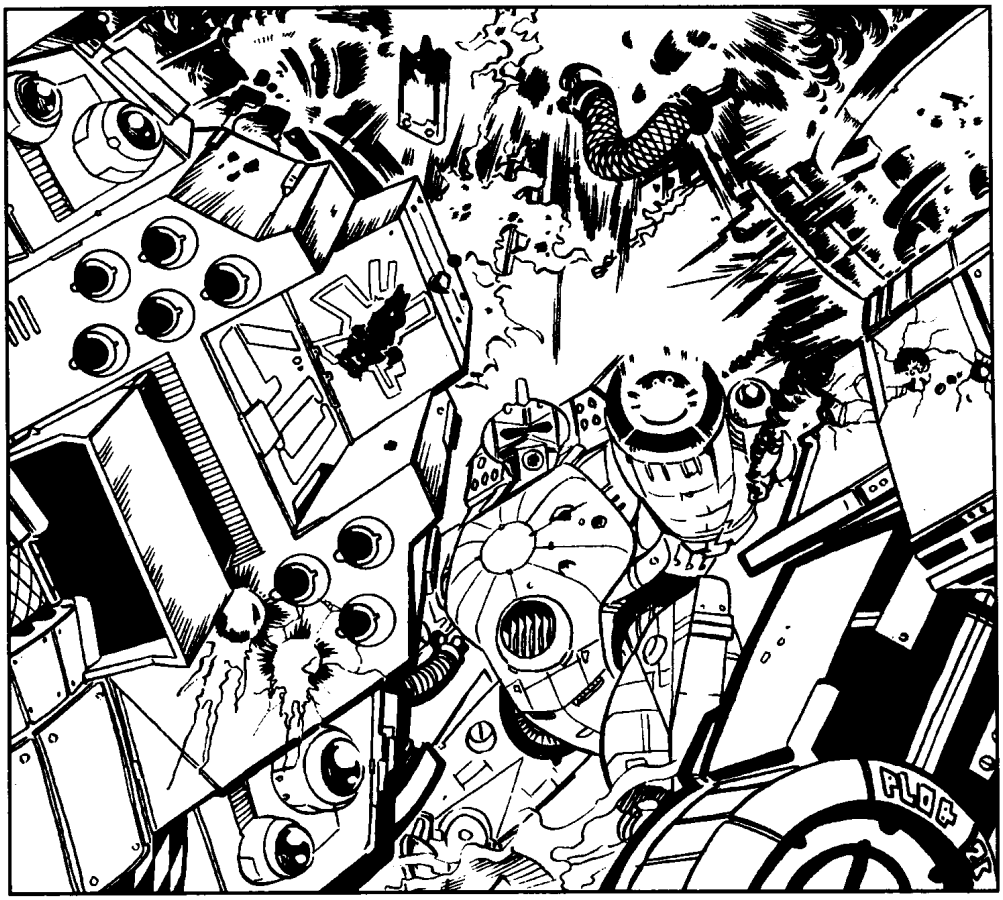
Editorial Staff
Editorial Director
Donna Ippolito
Managing Editor
Sharon Turner Mulvihill
Associate Editor
Robert Boyle
Assistant Editor
Davidson Cole

Art Staff
Art Director
Jim Nelson
Assistant Art Director
Fred Hooper
Cover Art
Doug Chaffee
Cover Design
T.A.N.G.O. 23
Interior Color Design
Jim Nelson
Interior Color Art
Marc Sasso
Jim Nelson
Franz Vohwinkel
Layout
T.A.N.G.O. 23
Illustration
Steve Bryant
Storn Cook
Jeff Laubenstien
Kevin McCann
Brad McDevitt
Paul Phillips
Matthew Plog
Loston Wallace

Special Thanks

Loren L. Coleman would like to thank...Heather Joy Coleman, Talon LaRon Coleman, Conner Rhys Monroe Coleman, and Alexia Joy Coleman for their support. Keith A. Mick for suggestions. Allen Mattila, Amy Mattila and Jason Spore for the practice. Tim Tousely and Matt Dillahunty, the computer guys. Russell Loveday, Bobbi Loveday and Vince Foley, who helped make the latest Gathering work. Chris Hartford for his advice and general comments. Chris Trossen for putting up with the collaboration process (tag, you're it). Mike Stackpole for his support, advice and energy, and for letting me play with some very important characters in this universe. Bryan Nystul, Randall Bills, Sharon Turner Mulvihill and everyone else at FASA for helping me put together a third, wonderful piece of work with the Field Manuals.

Christoffer "Bones" Trossen would like to thank...Mike Stackpole, for creating this fun little buffer state; Bryan, for giving me the chance to flesh out the Compact before letting Loren pull the rug out; Loren, he who delivered all of Bryan's "bad news," for dealing with all the late-night (well, okay, you're two time zones behind me, so call it mid-evening) rants of this lunatic; all my friends and family, for continuing to put up with me; and all the "citizens" of the peace-loving St. Ives Compact (Goobs, Schris, Warner and the rest of you—y'all know who you are): Semper Fidelis! That which falls shall inevitably return to the summit...



Acknowledgments

The authors would like to recognize the following people who have contributed to the Field Manual line of *BattleTech* sourcebooks. It is the collective efforts of us all that make this work: Herbert A. Beas II, Randall N. Bills, Hugh Browne, Loren L. Coleman, Dan "Flake" Grendell, Chris Hartford, Christopher Hussey, Patrick Kirkland, Michael Koennecke, Bryan Nystul and Christoffer Trossen. *Xiè-xie hen duo.*

Additionally, they would like to thank the staunch members of House Liao IRC: Camille, Lance, Dave, Peter, Clint and Andrew for their continual enthusiasm.

The authors would like to acknowledge the following writers, on whose material much of this book is based:

Robert Cruz, Christopher Hussey, Donna Ippolito, Jeffrey Layton, Sharon Turner Mulvihill, Jim Musser, Bryan Nystul, Blaine Pardoe, Boy F. Petersen Jr., Diane Piron-Gelman, Mike Stackpole and David Stuart.

BATTLETECH®, MECH®, BATTLEMECH® and MECHWARRIOR® are Registered Trademarks of FASA Corp.
BATTLETECH FIELD MANUAL: CAPELLAN CONFEDERATION™ is a Trademark of FASA Corp. Copyright © 2000 FASA Corp. All Rights Reserved. Printed in the U. S. A.

Published by FASA Corporation • 1100 W. Cermak Road • Suite B305 • Chicago, IL 60608

FASA Corporation can be reached on America OnLine (E.mail FASAInfo (General Information, Shadowrun, BattleTech) or FASA Art (Art Comments)) in the Online Gaming area (Keyword "Gaming"). Via InterNet use <AOL Account Name>@AOL.COM, but please, no list or server subscriptions. Thanks!

THE WILL OF THE STATE

To: Sang-jiang-jun Talon Zahn

With the final truce upon us, I will not have it appear that we capitulated due to an inability to accomplish our goals in this conflict. The Capellan State desires a solid victory, the final victory. Make this happen.

—Chancellor Sun-Tzu Liao

A dozen large flares hung over the battlefield, slowly drifting earthward, competing with the twin moons and tinting Maladar's sky a greenish-gray hue. Just enough light to see by—small stands of trees, a tiny lake fed by several streams and two battalions of BattleMechs locked in combat. Fiery tracers mixed into autocannon feeds chewed through the dim wash of the artificial dawn, and both sides traded cerulean cascades of energy and gem-colored laser fire.

Fah Li Shei's cockpit shook violently, and she flinched away as a brilliant ruby glare flashed across the canopy of her *Lao Hu*. The tail end of the enemy laser blinded the House battalion commander for several critical seconds. Rather than fight the ghostly images burned across her eyes, Li Shei closed them, trusting her instincts, honed over several years in Warrior House Dai Da Chi. Her touch against the BattleMech's control sticks remained smoothly confident as she drifted her targeting reticule across the enemy line. She couldn't see the cross hairs burn the golden color of hard lock, but she sensed it nonetheless. She squeezed the left-hand trigger, stabbing out with the emerald beam of her large laser.

Blinking her way back into sight, Li Shei found a Lancer *Helios* under her cross hairs, the 60-ton 'Mech bleeding molten armor to the ground. The *Helios* toppled and slammed to the earth, the entire right side of the 'Mech a contorted mass of melted metal and smoke. It would not rise again.

"No relief," she whispered, the words echoing harshly in the confines of her neurohelmet.

Those had been her orders—the will of *Shiao-zhang* Muhammed Dehringé, her House Master. No compassion in this, the last battle—the last moments—of the war. From the violence displayed on both sides, one would never guess the final cease-fire was minutes away. Three years of battle—over. The conclusion of the Capellan civil war and the Confederation's quest to reclaim the St. Ives Commonality. The fighting was to cease at midnight. But she was under orders to bring back a victory. A Dai Da Chi warrior never failed an order.

"Target grid square *líng-jiu-yi-san*." The voice crackled over her communications system, urgent as the final seconds ticked out from under the Dai Da Chi battle plans.

Zero-niner-one-three. Li Shei punched in the coordinates. A new missile flight launched and arced up and over the enemy line to detonate in the backfield. Her strategy, coordinating among the missile-carrying 'Mechs, was to intentionally divert one out of every four missiles. And by staggering the delivery, they should appear unintentional. They weren't.

Sensing the end of hostilities, both forces triggered off grueling assaults of missile flights, laser salvos and autocannon fire, hoping to inflict one final casualty on the enemy. The field lit up under a rainbow of destructive energies. One BattleMech fell. Then another. Over a common frequency, the countdown commenced. "*Wu ... Sì ... San ... Èr ... Yi ... Líng*!"

A few trailing missiles exploded harmlessly in the background, and then the battle ended with sensory-shocking silence and an unearthly still. Better than fifty 'Mechs remained, still holding to two lines squared off against each other. Then, slowly at first but quickly building up a group momentum, the Lancers' battalion began to withdraw. It was over. Peace reigned—for all of ten seconds.

Almost simultaneously a half dozen Lancer 'Mechs were engulfed in a raging inferno of explosions, the ground erupting beneath their feet. Four went down in a horrendous crash that shook the brief calm, legs ravaged or even severed at lower joints by the missile-delivered minefields. The two that remained standing were engulfed in burning gel.

"Join forces!" Li Shei's order went out over a common frequency, shared by Confederation and St. Ives both, the better to maintain deniability later that this was no planned ambush. Her people, expecting the command, charged forward. An assault or support for the unexpected casualties? That was for a later review board to decide.

Now, the Lancers' interpretation was all that mattered, seeing the Dai Da Chi battalion moving forward while their own retreating 'Mechs stumbled into the Thunder and Inferno minefields. A few scattered lasers sparked from the Lancers into the Warrior House line. Li Shei held back on the attack order, awaiting a more aggressive commitment from the enemy. Finally, the thundering advance of 1,500 tons of enemy 'Mechs broke whatever poise the Lancers had left, and a desperate counterfire rained on the Dai Da Chi line.

"Treachery!" she yelled over the common frequency. "For the Chancellor's glory!"

Warrior House Dai Da Chi fell on the Lancers with an incredible fury, decimating their already-savaged line. Any requests for the cease-fire would now go unanswered; St. Ives was paying its final dues, and Li Shei was there to collect.

"No relief," she whispered to herself again, and smiled thinly.

To: His Celestial Wisdom

Your forces won an astounding victory in the face of treachery by the St. Ives military. All enemy survivors have been detained for interrogation.

—Sang-jiang-jun Talon Zahn

INTRODUCTION

Therefore I say: Know the enemy and know yourself; in a hundred battles you will never be in peril.
—Sun Tzu, *The Art of War*

I will never tolerate willful ignorance.
—Sun-Tzu Liao, in an address to his senior colonels, 7 December 3059

As with any nation, the Capellan Confederation cherishes stability. Yet on several occasions throughout our long history, the Confederation has undergone drastic reform; almost always at the instigation of our Chancellor and usually to the betterment of the state. On 15 November 3058 the realm entered another such period when Chancellor Sun-Tzu Liao was elected First Lord of the reborn Star League. In a time of strengthened Capellan pride and patriotism, First Lord Liao also demanded of us "a renewed Capellan effort" to "revitalize the Confederation and thereby better support the Star League as an equal member."

Under his call of *Xin Sheng*, our *New Birth*, incredible efforts and numerous sacrifices have been made by the Capellan people. The past five years attest to the measure of our belief in the Chancellor, and in the Chancellor's vision. It is nothing less than the resurrection of the Capellan Confederation as an Inner Sphere power. Finally cast aside is the stigma of the Fourth Succession War, that dark stain touching all of our lives, under which the people and the state have suffered for more than thirty years.

Cóng-lái méi-you duo xie. Never more.

Inspired by a similar document composed for the Free Worlds League and, it was rumored, for the Draconis Combine, Sun-Tzu Liao ordered preparations to begin on *Field Manual: Capellan Confederation* on 1 July 3061, even as the military struggle to reclaim the St. Ives Commonality escalated into a bitter war. Already Chancellor Liao looked beyond the St. Ives Conflict with an eye toward an in-depth evaluation of the Capellan Confederation Armed Forces. This manual knew three initial purposes. To follow and document the effects of Xin Sheng on the CCAF, evaluate the military's state of readiness, and increase the awareness of our officer corps. And now, with the St. Ives Peace Accord finally signed into effect as of 18 May 3063, it is also hoped that this *Field Manual* will assist in reintegrating the wayward St. Ives forces into our armies. Reminding both sides to the unfortunate battle that we are one people, Capellans all, separated for a time by differences now reconciled.

A report two years in the making, with the full cooperation between the Maskirovka and the Ministry of the Military, this *Field Manual* was judged complete during the month of August 3063. It is divided into five sections.

Capella Rising establishes the place in our society and our culture occupied by the military. It contains a historical account of the CCAF, from its formation up through the Clan invasion. An interim is then offered, which follows the armed forces as they initially prospered under Chancellor Sun-Tzu Liao. Finally, this section details reforms brought about by Sun-Tzu as First Lord of the new Star League. *Wayward Cousins*, in a follow-up section, explores more specifically the St. Ives Commonality: special historical points from the Commonality's past and detailed coverage of the time spent separated from the Confederation.

The Sword of State delves into martial aspects of the CCAF, including any generalized differences noted in the St. Ives military. The bulk of this section comes in a report on the armed forces in which military assets are examined and asserted. It also details the uniforms, decorations and rank structure of established military protocol. *Honing an Edge* next examines the academies and training facilities of the Capellan military machine. This is followed by the *CCAF Rosters*, a collection of individual reports detailing all military commands serving the Capellan state.

It is hoped the *Field Manual: Capellan Confederation* presents a larger picture by which individual commanders can judge their place in the revised Capellan Confederation Armed Forces and can better understand what the Chancellor expects of them. This is a new age of Capellan strength—the next chapter in our history books.

The Confederation has returned!

—*Sang-jiang-jun* Talon Zahn, Strategic Military Director, 9 August 3063 (final signatures confirmed by Mandrissa Nancy Bao Lee, Maskirovka Acting Directress, 13 August 3063)

CAPELLA RISING

Political acumen, economic stability and military assets: these elements are the cornerstones of the Capellan Confederation. Often described as the Capellan *troika*, an old Terran word for a carriage pulled by three horses, these three champions run in harness to the Capellan state. Culture and religion, though important, traditionally play more passive roles in Capellan society. The various state-endorsed philosophies, pervasive though they are, tend to serve as the *troika's* leads—the reins of state in the hands of House Liao.

The Confederation's ruling house keeps its tightest grip on the army. As the smallest and often the most vulnerable of the five Successor States, the Capellan Confederation is understandably preoccupied with defense. Historically, however, many ruling chancellors have been wary of a too strong and independent military. Jasmine Liao, seventh Chancellor of the Confederation, described it best in her personal journal: "The Capellan Armed Forces is a headstrong and dangerous beast. Harness it, guard its energies, set it toward an enemy and then release it—but never lose control of it. Well leashed, it brings salvation; let loose, damnation."

Throughout the centuries, the rulers of House Liao have heeded those words. With few exceptions, successive chancellors have cautiously allowed the Capellan military to grow, but subject to violent curbing. This difficult path is a test of the old maxim that adversity breeds strength.

The proof is the CCAF.

IN SERVICE TO THE CONFEDERATION

The army must become one with the people so that they see it as their own army. Such an army will be invincible.

—Mao Zedong, Terra, May 1938; reprinted in *The Collected Leadership of Mao Zedong,* Sian Liberty Press, 2855, Sian

The core strength of the armed forces is rooted deep in the Capellan nation's greatest asset: its people. Unshakable faith in their leaders and their destiny enables the common citizens to endure great hardship, absorbing immense personal loss and making extreme self-sacrifices, especially with regard to the defense of their homeland. Unlike the Draconis Combine military, which commands the respect of its people as much through fear as through genuine devotion, even the lowliest Capellan soldier receives a hero's treatment from most Capellan citizens. Officers are venerated, and the entire nation takes intense pride in its military's accomplishments. In turn, the state receives this same reverence from every Confederation soldier. The CCAF displays a level of resolve above and beyond the norm, fostering a no-questions-asked, do-or-die mentality in even the greenest recruit. Such a depth of commitment is rare in other House militaries, even among seasoned veterans.

As a people, the Capellans accept that the needs of the state outweigh any personal desires. Capellan soldiers are no exception. Civic responsibility in the Confederation is no small matter because each new generation earns rather than inherits its Capellan citizenship. From lowborn laborers to the scions of noble families, no one is exempt. In the average Capellan mind, there is no better way to serve the state than to ensure its continued existence.

SUBSTANCE AND SHADOW

With such powerful support from its citizens and the constant threat of attack, the Confederation has always needed a powerful military. From its beginnings, the CCAF has defended an active border almost as long as that of much larger Successor States. Stretching over a thousand light-years through potentially hostile space, the Liao realm lies caught between two larger and more powerful star empires. Making a difficult situation worse, the Confederation can only raise its armies from less than half as many worlds as the other Great Houses. Historically, House Liao has solved this dilemma by relying heavily on mercenary troops. However, even the most reliable mercenaries are fighting for pay rather than patriotism, and so cannot match the value of loyal Capellan military units.

The CCAF constantly struggles to meet the demands placed on it. Just before the Fourth Succession War—that fateful conflict that will forever mar Confederation history—the Capellan Confederation fielded far fewer native-born, front-line troops than any other nation. That the Confederation managed to raise and support even those forces testified to the Capellan people's heroic efforts to ensure a viable national defense.

ANCESTRAL HERITAGE

What treasures we find in the historical perspective: answers to our present dilemmas and whispers of our future needs. We can learn so much from those who came before us, if only we avail ourselves of their knowledge.

—Jurdan Aris, Capella, 2196; dedication speech for the Library of the Capellan Republic

The origins of the modern Capellan Confederation Armed Forces are difficult to pinpoint. Though a few units currently in service, like the Red Lancers and the Holdfast Guard, existed prior to the formation of the Confederation, no single unit or fledgling military force can likewise claim to have grown into the CCAF. Indeed, the Confederation's own origin precluded such a development. Rather than forming as a single state that expanded to encompass others, the Capellan Confederation began as a union of five separate nations, their territories and

their militaries. This situation created natural divisions among the various Capellan commands, where mutual jealousies and mistrust could arise to weaken the military machine. At the same time, however, this early parity of military forces ensured that the people and militaries of each contributing nation had been tempered by trials before the Confederation emerged. The circumstances of the CCAF's formation lent it strength, tapped by House Liao at pivotal moments throughout Capellan history, without which the Confederation could not have survived.

VOLATILE FOUNDATIONS (2225-2356)

The fierce patriotism generally referred to as the "hard-line Capellan attitude" existed—or, rather, was engendered—before House Liao became hereditary leaders of the interstellar nation. In the years after Terra first cut its ties to the colony worlds, most planets and newborn nations entered into mutually destructive wars against their neighbors. During this period, three strong states—the Sarna Supremacy, the Grand Tikonov Union and the Capellan Hegemony (the last also known as Holdfast) battled one another for dominion over what would become Capellan space.

The Capellan Holdfast, founded by the Aris family and often referred to as "first among equals" for its eventual role in political leadership, came into conflict with the Sarna Supremacy in 2225. The Sarnese, worried by the Holdfast's emerging political power, hoped to quickly overcome the still-weak Capellan military force. Holdfast leader Jurdan Aris turned for allies to the Co-Prosperity Sphere he had established with other worlds, and consequently Holdfast forces saw little of the bitter fighting that claimed huge casualties on both sides. Continuing to consolidate his power, Aris declared the formation of the Capellan Hegemony in 2270 and brought several worlds officially under his control. During the ensuing decade, the Hegemony fought several small wars against the St. Ives Mercantile League and the Ingersol Concordium. By 2280, the Hegemony had won several worlds from the League and annexed the Concordium.

In 2305, the Capellan Hegemony waged a war against the Sarna Supremacy for four brutal years. This bitter conflict, supposedly over the resource-rich worlds of Palos and Wei, was a thinly disguised continuation of the hostilities of 2225. Each side hoped to destroy the other; instead, the dispute deeply wounded both nations. As the Sarnese returned home to lick their wounds, the Hegemony underwent a profound change. As part of the peace settlement arbitrated between the Sarnese and Capellans by the Grand Tikonov Union, the Aris plutocracy that had ruled the Hegemony for so long disbanded in favor of a more representative government.

The Grand Tikonov Union became the next catalyst for war between the realms that would become the Confederation. Until the mid-2300s, the Union had managed to build a respectable empire primarily through military conquest. It stayed out of the Capellan-Sarnese War to pursue further gains against the Marlette Association (which would later become part of the Federated Suns). Though sentiment in the Union generally favored the Capellan side, the Sarnese bought the Union's neutrality through large bribes.

Soon enough, the Supremacy reclaimed its debt with interest. In 2351, as the Tikonov Union weakened under runaway inflation, political pressure and reduced military effectiveness, the Sarnese launched an assault and occupied several Union worlds "as a guarantee of payments due." This action touched off two years of savage fighting. The Capellan Commonality, re-formed from the Hegemony in 2309, eventually stepped in and arranged a temporary cease-fire.

House Liao

Against this bloody backdrop, the fortunes of House Liao were rising. The family's progenitor, politician-turned-terrorist Elias Jung Liao, fled Terra for the stars and founded his dynasty on the world of Cynthiana. An able governor, Elias turned over a thriving agrarian colony world to his son, Victor, who renamed the planet Liao in his father's memory.

CAPELLAN COLORS

For its emblem, the Capellan Confederation modified the standard of Capella itself. The newborn nation had no time to create an original crest. Chancellor Franco Liao admitted later that adopting Capella's emblem with only minor changes also salved the wounds of Capellan Commonality citizens, who suffered temporary disgrace from the abolition of their ineffective government.

The crest, set off-center on a red circular field, originally depicted Terra, with a slice of the night sky radiating outward in a wide spoke—Capellan Commonality space as seen from the birthplace of humanity. The crest was also familiar back on Terra, from a time when the Library of the Capellan Republic was well-known and respected. Officially, the new Confederation adopted the old Capellan seal because all the nations in that region of space, regardless of their ties to Capella, were referred to as "Capellan" worlds.

Duke Franco ordered four new spokes added to the Capellan crest, one for each new commonality. After the Day of Martyrs, when two thousand Capellan civilian volunteers died to ensure the destruction of an invading Davion task force, a thin black border was also added. This emblem remained in use until 2388.

POLITICAL SURVIVAL

Securing Arboris as a protectorate world vaulted the Liao dynasty into play as an interstellar political force. Over the next several years, President Emile Liao worked to build a merchant empire even as more worlds joined the Republic under protectorate status. In 2315, Emile Liao formalized these arrangements by creating the Duchy of Liao and appointing himself its duke—just in time to face the armed might of the Terran Hegemony.

Admiral James McKenna seized control of Terra in 2315, disbanding the Terran Alliance and declaring himself Director-General of the new Terran Hegemony. The dictatorial admiral was quick to adopt friendly relations with such new interstellar realms as House Davion's Federated Suns, but he refused to recognize Capellan independence formally until the Duchy of Liao made reparations to Terra for Victor Liao's murder of the Terran ambassador.

Emile Liao refused, calling the demand "nothing more than a pretext for expansion without political consequence." McKenna's actions over the next several decades bore out this charge, as the Hegemony absorbed eleven star systems formerly recognized as part of Capellan space. In the role of arbitrator for territorial negotiations involving Capellan interests, Director-General McKenna repeatedly sided with Houses Davion and Marik at the expense of the smaller Capellan nations. At one point, Duke Emile even denied a world's petition for admission to the Duchy of Liao rather than come into direct conflict with the Hegemony military.

Until his death in 2356, Duke Emile denied the need for reparations to the defunct Terran Alliance. He said, "To show weakness is to court destruction—not at McKenna's bloody hand, which cannot stray too far from Terra, but by our sister Capellan nations, who would fall on us like wolves cutting the wounded from the pack."

Victor opened diplomatic relations with neighboring worlds, always with a ruthless eye toward increasing his colony's economic strength and fostering his personal wealth. Astute enough to spot the storm clouds of warfare on the horizon, he also stockpiled weapons and other war materiel. In 2236, when Terra demanded army levies from its colonial worlds, Victor Liao's staunch refusal stood out among many. The Liao governor dramatically severed all ties to the cradle of humankind by personally beheading the Terran ambassador. In his own words, he wanted to ensure "that Terra should never think to easily reclaim its abandoned colonies." Victor Liao's violent act would have far-reaching implications, but at the time Terra backed off in the face of larger problems. Suddenly thrust into independence, the planet Liao spent its early decades fighting the same skirmishes as its sister colony worlds.

The seat of the Liao dynasty rose to swift prominence in January 2309, toward the end of the Capellan-Sarnese War, when a large merchant fleet under the command of Emile Falkner Liao intercepted a military task force sent out from the Capellan Hegemony. Ordered to enforce the Hegemony's will on the seceding world of Arboris, the task force discovered that Arboris had been granted protectorate status by the self-styled Independent Republic of Liao. The Republic lost the hard-fought naval battle that followed, but the Capellan forces had won a Pyrrhic victory. Too badly mauled to continue toward Arboris, the task force settled for blockading Liao. The blockade was lifted three months later as the Capellan-Sarnese War drew to a close.

MARTYRS FOR THE STATE (2365-2395)

Administrators who are wise do not seek honors for themselves, nor act with guile toward the ones they serve.

—Lao-tse, Terra, 6th century B.C.; excerpt from *The Words of Lao-tse;* Heritage Press, Capella, 2955

The pivotal event later called the Aris Crisis came about when the larger Capellan nations, frustrated by decades of suffering from the expansionism of Houses Davion and Marik as well as the Terran Hegemony, banded together in a loose alliance under the direction of the Capellan Commonality to strike back at the Davions. The one thing all the Capellan states could agree on was their enmity for non-Capellan realms. Unfortunately, the Capellans' lack of cohesion led to disaster against Davion forces, which routed the remnants of the first pan-Capellan strike force. Warren Aris, scion of the Aris family that had founded and led the Capellan Hegemony, used this turmoil to create intense political upheaval on Capella. He hoped thereby to gain power for himself and regain his family's glory days as leader of a new Capellan Hegemony.

For two years, Capella's political state deteriorated under Aris' machinations, while the planet also contended with interference from the Free Worlds League and the Federated Suns. Unable to salvage any form of leadership, the Capellan Commonality was finally judged all but dead as a government. At this same time, Free Worlds League forces began occupying Capella's border worlds. Soon afterward, news arrived of Reynard Davion's order to dispatch and maintain a "peacekeeping" force on Capella until a "suitable governing body" could be elected. No one doubted that this military occupation would end only when the Federated Suns flag flew over every world in every Capellan nation.

Into this struggle stepped Duke Franco Liao, Emile Liao's son, representing the independent Capellan worlds. In a bold move, Franco Liao proposed temporarily abolishing the Capellan Commonality and creating a true confederation that could represent the various worlds and minor governments in Capellan space. As histori-

ans are quick to point out, Duke Franco's monumental Statement of Pan-Capellan Unity won fewer votes than his eventual threat to place a trade embargo on any faction backing Warren Aris. It was Franco's wife, Duchess Caroline Liao, who finally won her husband enough political capital to push through the unity measure. However it was accomplished, the result was the same. Within minutes of approval, newly styled Chancellor Franco Liao had outlined his Capellan Confederation, including Capella, Sarna, Tikonov, Sian and St. Ives as governing member-states. Two representatives for each "commonality," nominated from those present, formed Franco's ad hoc command council.

Warren Aris was not one of them. After he refused the position of Deputy-Chancellor, Franco Liao ordered him arrested as a "disturber of the Confederation's peace."

The Time of Sacrifices

At the start of his reign, Chancellor Franco Liao assembled elite units from each of the commonality armies to create the Capellan Defense Force. This last-minute effort was prompted by the approach of Reynard Davion's "peace-keeper" task force, which moved against Capella in spite of the newly formed Confederation government.

The CDF allowed the Davion troops to land and occupy an abandoned capital. Two thousand Capellan citizens, all volunteers, had remained behind to keep up a pretense of normality, leading the enemy commander to believe his conquest successful. Chancellor Liao then attacked and destroyed the Davion spaceships, stranding the enemy ground forces. The Davions, wrongly believing themselves safe behind their shield of human lives, declined an ultimatum to surrender unconditionally or face destruction. In response, Franco Liao ordered an orbital bombardment that leveled the capital. This attack annihilated three elite Davion regiments in hours, at the expense of two thousand martyred Capellan lives. The message was extremely clear: no one would ever take the Capellans lightly again.

In tribute to the martyred citizens, Chancellor Liao ordered a black border placed on the Confederation emblem and moved the seat of Confederation government to Sian, where it remains. However, the Confederation would find no easy peace with Houses Davion and Marik. The Day of Martyrs marked the beginning of the thirty years that came to be known as the Time of Sacrifices, during which Franco Liao was forced to trade worlds for time while he fought to consolidate his realm and mount effective resistance against the encroaching Federated Suns and Free Worlds League. His determined efforts eventually paid off. By the time he retired from the chancellorship in 2395, the Capellan Defense Force had won unofficial armistices with both enemy Houses.

The Capellan Confederation would live.

THE AGE OF WAR (2398-2553)

In 2398, Franco's younger brother, Kurnath Liao (2395–2399), launched the Age of War with an attack against the Free Worlds League over control of the Andurien system. This first battle sparked more than 150 years of conflict, in which the Great Houses and the Terran Hegemony ravaged each other in hundreds of inconclusive engagements. During the rest of his short reign, Kurnath created the feared Maskirovka—the Capellan intelligence service—and drafted Capellan women as well as men into active combat.

Ironically, though House Liao has long been called the first aggressor in this savage period of history, Kurnath's daughter and successor instituted a significant reform of modern warfare that has saved countless lives in the centuries since. Shocked by the staggering civilian casualties in the early years of fighting, Aleisha Liao (2399–2415) convened a conference on the Capellan world of Ares to discuss ways of limiting the destructive potential of the combatants' fearsome war machines. Delegates from the ruling Great Houses and the Terran Hegemony attended and ultimately devised the Ares Conventions, a treatise that recognized warfare as a legitimate means of statecraft while imposing stringent rules upon it. To this day, the Ares Conventions are considered one of the most insightful and progressive attempts to limit the barbaric nature of warfare.

The Confederation's growing political influence, symbolized by the Ares Conventions, briefly lapsed when a non-Liao became the nation's fourth Chancellor. Aleisha Liao's successor cut the Confederation's standing army by a fourth despite the raging war. Chancellor Stephen Liao redressed this wrong immediately upon his ascension in 2425, at the same time reorganizing the Capellan military. In addition to revising the CDF's training and logistical programs, his administration built the massive troop transports that would later develop into the popular *Union*- and *Overlord*-class DropShips.

As the Age of War ran its course, the strength of the Capellan Defense Force fluctuated according to the needs and designs of the Confederation's rulers. This period also saw the rise of BattleMechs as masters of the battlefield. These fusion-powered, bipedal war machines replaced entire regiments of infantry and cut heavily into the need for battlefield armor units as well. The Ares Conventions bolstered the use of 'Mechs, as battles fought by MechWarriors limited casualties and could more easily contain collateral damage.

Despite the endorsement of 'Mechs by the Capellan-inspired Ares Conventions, the Capellan Defense Force found itself falling behind in the new technology of warfare, partly through mutual distrust between chancellors and military leaders, but also through bureaucratic shortsightedness. Fortunately, with the Inner Sphere largely at peace, the Confederation had time to correct a few of its mistakes before warfare descended once more.

ONE LARGE STEP BACKWARD

As the CDF developed into a strong military force, ambition and greed reared up to discredit the armed forces and set in motion events that would limit the Confederation's military effectiveness for centuries to come. In 2451, a premier Capellan Hussars regiment refused orders to downsize. The rebel regiment captured Chancellor Duncan Liao (2450-2452) and held him hostage in his own palace, while a military junta ran the affairs of state. Duncan Liao ended the crisis by taking his own life, whereupon his sister Jasmine (2452-2477) proclaimed herself Chancellor. At the head of the Second Hexare Lancers, she launched a merciless offensive, accepting no surrenders and annihilating the rebels. Immediately afterward, Jasmine Liao instigated military reforms that led to a legalized purge of the officer class. Two hundred and thirty-three officers were tried, convicted and executed for treason. Jasmine also imposed severe limits on the CDF command structure, among them abolishing all officer ranks above colonel.

STAR LEAGUE YEARS: THE GREAT REFORMATION (2555-2760)

In leading a large state, respect the office and be trustworthy. Economize in the use of resources and love the people, and employ the people when it is timely.

—Master K'ung-fu-tzu; translated in the fourth edition of *Confucius Say ...*; Raven Press, Sian, 2568

As part of the Star League, formed under Terran Hegemony auspices, the Capellan Confederation accepted the benefits of shared technological information while keeping a wary eye on its neighbors. The Confederation had suffered at Davion and Marik hands too long to forgive, and certainly too long to forget.

The trio of Chancellors who came to power during the Star League era are collectively named in history books for the first of them, Sundermann Rhys Liao (2611–2663). Under their administration, Confederation society underwent sweeping reforms. Over nearly a century and a half, legislation, education, the nobility and the military all underwent drastic change for the better.

Under Warex Liao (2719–2760), third of the "Sundermann Triad," the Capellan military saw the greatest benefits. Warex enjoyed a trust from the military unmatched by any Chancellor since Stephen Liao, which he used to expand the Capellan armed forces to its greatest strength yet. Chancellor Warex streamlined enlisted ranks for greater efficiency and fostered stronger links between industrial and military supply and production networks. Innovative technologies allowed for rapid improvement of the Capellan Aerospace Defense Forces, while new and more powerful BattleMech designs strengthened the army ranks.

Warex Liao's most far-reaching reform, however, was the cross-training of 'Mech and aerospace forces. Where other Inner Sphere states tended to ignore combined-arms tactics in favor of reliance on BattleMech technology, the Confederation was ahead of its time in combining its ground and air units. From this integrated military grew the modern Capellan Confederation Armed Forces.

THE SUCCESSION WARS (2784-3030)

It is not that we love war so much ... all of us simply got tired of peace.

—Chancellor Barbara Liao, Sian, 2790; remarks to a court historian

In the wake of the thirteen-year war to oust the usurper Stefan Amaris, the Star League collapsed inward throughout the early 2780s. Among the final blows was the now-infamous Exodus of 2784, in which General Aleksandr Kerensky led the bulk of the Star League Defense Force into the depths of unknown space. Within three years of the SLDF's disappearance, the Inner Sphere leaders were on the road to war, each vying for the coveted title of First Lord of the Star League.

The First Succession War (2787–2821) showcased several strengths of the CCAF. One was its effective use of mercenary troops; the Confederation hired the services of two remaining SLDF regiments, the Fourth Tau Ceti Rangers and the Fifteenth Dracon. These units reinforced the Liao-Marik border, allowing the Confederation to successfully press its claims against the Federated Suns and the disintegrating Terran Hegemony. Another strength, the development and quick integration of Long Tom artillery pieces, proved the value of the CCAF's combined-arms approach. Finally, as Liao forces cut through Davion lines to match up against Kurita regiments for the first time, the CCAF used remarkably innovative tactics to counter the stronger Dieron Regular units.

In 2789, Chancellor Barbara Liao (2760–2828) turned the Confederation's momentum against House Marik. Citing violations of the Ares Conventions by all the Great Houses as justification, the Chancellor cast aside one of the greatest achievements of her House with the fateful words that launched the first strike against the Free Worlds League: "Commanders! Henceforth you may consider the Ares Conventions suspended. I expect you all to act accordingly."

Strike Force Devlin, a hundred ships and twelve brigades strong, hit the Marik world of New Delos. Capellan aerospace-BattleMech "killer groups" decimated the planet's defensive forces and then launched a pogrom that left the world in ruins. Liao soldiers targeted civilian facilities as well as military complexes, causing twenty thousand civilian casualties. Though its actions could not match the grand scale of the Draconis Combine's atrocities in the Kentares Massacre, the CCAF nonetheless proved its willingness to use ruthless tactics in the Confederation's interests.

Not quite a year later, a similar intrusion by the Chancellor into military affairs spelled disaster for the CCAF. Attempting another "Devlin solution" against the world of Calloway VI, the Capellans found the planet's Marik defenders well prepared and determined to resist. Chancellor Barbara Liao's insistence on accompanying the strike force only compounded the catastrophe. The battle for Calloway VI became a Capellan rout, smashing the Confederation navy and stopping cold the momentum the CCAF had built. The First Succession War ground to a halt with the Confederation larger in territory, but also war-weary and reeling under ruinous taxation.

Backs to the Wall

In the Second and Third Succession Wars (2830–64 and 2866–3025), the CCAF was unable to match its previous victories. Beset on both sides by larger Successor States, it was all the Capellans could do to survive as the realm's dwindling resources forced it into a scavenger economy faster than other nations.

By the start of the Second Succession War, Capellan strategies were turning defensive. Offensive thrusts were too quickly blunted or turned to ruin, and the materials of war ran scarce. The CCAF built up large reserve forces that could be shifted to meet incursions, a policy that saved the Capellan war effort at an ultimate cost of several worlds. In a bittersweet finale, the close of the Second Succession War saw the birth of the first Capellan Warrior House regiments. These quasi-religious warrior orders showed great promise, and if raised earlier they might have turned the tide of war in the Capellans' favor. As it happened, however, the first Warrior House was too little, too late.

The Third Succession War solidified Capellan defensive policies as Chancellor Otto Liao (2866–2917) established his "elastic defense" strategy. By Otto's order, the CCAF added to its defensive reserves and garrisoned them at strategic points within the Confederation. Meanwhile, the armed forces defended frontier worlds by a flexible line whose units were expected to hold out as long as necessary for reinforcements. This strategy forced Houses Davion and Marik to shift from planetary assault to raiding but failed to solve the CCAF's chronic resupply problem. The Capellan armed forces effectively collapsed in the 2980s, and world after world fell to the Free Worlds League and Federated Suns. Only the timely resurgence of the Capellan Aerospace Defense Force saved the Confederation from complete defeat and held the nation together for a few more years.

The Fourth Succession War (3028–30)

Wife, in honor of our marriage, in addition to this morsel, I give you a vast prize. Here, my love, I give you the Capellan Confederation!

—Hanse Davion (The Fox), to his bride on Terra, 20 August 3028

Maximilian Liao's greatest failure was Operation Doppelganger, a plan to replace Prince Hanse Davion with a double carefully prepared to imitate the Federated Suns' ruler. This bold plan nearly succeeded, but it was derailed in 3025 by a single overlooked detail and the efforts of the prince's most trusted comrade, Ardan Sortek.

Maximilian soon learned the price of his mistake. Operation Doppelganger earned the Confederation Hanse Davion's eternal wrath, which became concrete revenge just three years later. With the Federated Suns and the Lyran Commonwealth on the brink of merging through the marriage of Lyran heir Melissa Steiner to Hanse Davion, no one besides Hanse the Fox was apparently thinking much further ahead. In a wedding toast to his young wife, Hanse Davion sprang his unpleasant surprise—he declared war on the Capellan Confederation. The Fourth Succession War had begun.

The next sixteen months nearly saw the end of the Capellan Confederation. Davion forces took the Tikonov worlds and crushed the Sarna Commonality. The St. Ives Commonality seceded with the defection of its duchess, Candace Liao. By the war's end, the

BLAZE OF GLORY

Maximilian Liao (2990–3036) assumed the Capellan throne toward the end of the Third Succession War. His reign proved a blessing and a curse for the Confederation. In another round of military reforms, CADF aerospace regiments were broken up into smaller commands and attached directly to their BattleMech counterparts. Maximilian also increased the number of colonels commanding regular line regiments, shifting a portion of the Chancellor's authority back to the CCAF officer corps for the first time since the reign of Jasmine Liao. Never one to take undue risks, however, Chancellor Maximilian doubled the number of Warrior Houses, which served as his own private army to keep the regular military in check. To give the CCAF time to grow strong, Maximilian Liao financed rebellions in the Free Worlds League that kept House Marik preoccupied for better than twenty years.

Chancellor Liao fared almost as well against the Davions, targeting military and scientific bases deemed critical to the Federated Suns' war effort and capturing much-needed materiel for his own forces into the bargain. When Prince Hanse Davion reacted with increased military aggression, the Chancellor bestowed broad powers on his premier mercenaries, the regiments of McCarron's Armored Cavalry, to deal with the situation as they saw fit. In an impressive series of engagements—which to this day form several chapters of Capellan tactical texts—the Cavalry waged a three-year campaign against the Federated Suns that tied up valuable resources and brought to a halt the Davion incursions.

Maximilian Liao succeeded dramatically in reestablishing the Confederation as an Inner Sphere power. But for a single spectacular failure, the Confederation's future might have burned even brighter.

POSTSCRIPT: AN EMBER AMONG ASHES (3030-35)

Maximilian Liao was the final casualty of the Fourth Succession War, his will and spirit shattered by the mind-numbing defeat. Caught between delirious visions of a glorious reign and harsh reality, he finally committed suicide in 3036.

His daughter Romano assumed unofficial control of the nation in 3030 and had begun to rebuild the Confederation when it came under assault once again. The Duchy of Andurien, attempting to secede from the Free Worlds League, had allied itself with the Magistracy of Canopus, a prominent Periphery state. Seeking a stronger power base, these small states attacked the weakened Confederation along two fronts, trying to carve out their own expanded realm.

Ironically, the assault gave the Capellan armed forces exactly what it needed to regain some of its confidence. Led by Romano Liao, the CCAF pulled together to halt and throw back the invaders. McCarron's Armored Cavalry and Warrior House Dai Da Chi spearheaded the counteroffensive, giving heart to the rest of the Capellan military. By 3035, the Confederation had won back its threatened worlds.

Capellan nation had lost more than half its worlds, including the bulk of its military-industrial centers, to the newborn Federated Commonwealth. The CCAF, after so much work to rebuild, was left in ruins. If not for ComStar's interdiction against the Davion half of the Federated Commonwealth, the Confederation would surely have fallen.

KERENSKY'S LEGACY (3049-52)

During her fifteen-year reign (3036–52), Romano Liao continued the work her father had begun before the Fourth Succession War, rebuilding the military and restructuring the Capellan state. Romano made few real changes to the CCAF, judging that the armed forces required consistency more than reforms. Her revisions came in purges, usually quick and bloody, as the Chancellor cleansed her realm of anyone believed to harbor the slightest disloyalty. Meanwhile, the rest of the Inner Sphere enjoyed the peace and went about its business.

Then the Clans invaded.

For better than two years, these descendants of Kerensky's vanished Star League Defense Force chewed their way through the Lyran Commonwealth and the Draconis Combine and nearly swallowed whole the Free Rasalhague Republic. At first, their ferocious fighting style and superior technology led observers to fear an alien invasion. Confirmation of this new enemy's humanity did little to arrest the Clan juggernaut, which continued to roll forward until ComStar finally won a truce at the epic Battle of Tukayyid.

Perhaps surprisingly to outsiders, the Capellan nation looked upon the Clan invasion as a beneficial time of growth and preparation. Untouched by Clan attacks, the Confederation and the CCAF greatly benefited from developments sparked by the massive assault. The famous Outreach Summit hosted by Wolf's Dragoons in 3051 and the resulting proliferation of technological advances allowed the Confederation to upgrade its armies without paying the same costs as other nations in resources or lives. Stronger ties to the Free Worlds League, similarly untouched by the Clans, vastly improved the Capellan economy. One result of these ties, the engagement of heir apparent Sun-Tzu Liao to Isis Marik, paved the way for future economic and military growth.

SUN-TZU LIAO

The work of the leader should ensure the prosperity of the populace.

—Attributed to Lao-tse, Terra, 6th century B.C.; rediscovered in 2731 among the inscriptions of a Taoist shrine on the planet Liao

Sun-Tzu Liao's ascension to the chancellorship in 3052 heralded the rebirth of the Confederation, though it would not become apparent for several years. Like his mother before him, the young ruler focused his early efforts primarily on rebuilding rather than reforming. Though he recognized the need for drastic changes throughout his nation, Sun-Tzu knew that the time for reform had not yet arrived. First, he needed to strengthen the Confederation so that it could bear the weight of the dazzling future he envisioned.

COMSTAR AND THE WORD OF BLAKE

While the Battle of Tukayyid raged, ComStar's Primus Myndo Waterly made a catastrophic bid to take control of the entire Inner Sphere. Operation Scorpion was Waterly's attempt to bring the Successor States to their knees with a blanket communications interdiction. Its failure caused a schism in ComStar and drastically changed that organization's relations with the rest of the Inner Sphere.

After the schism and the Truce of Tukayyid, the re-formed ComStar was forced to bargain with the Great Houses for the return of the HPG stations it had formerly administered. As a universal condition, House leaders demanded the right to dragoon ComStar garrison troops for planetary defense in the event of attack. Chancellor Sun-Tzu Liao also won the right to name the planets on which he would allow ComStar to station its forces. He placed these auxiliary defenders along his borders with the Federated Commonwealth, the St. Ives Compact and the Periphery, where his realm faced the greatest threats. This deployment allowed the CCAF to stand down in various areas for additional training and refit. More important, it also caused an uproar in the Federated

Commonwealth's intelligence arm, which feared that ComStar had finally chosen to ally with the Capellan Confederation. The resulting confusion provided much-needed breathing room for the Maskirovka to shield the growing size of the CCAF from outside eyes.

When the HPG contracts came up for renewal in 3056, Sun-Tzu shifted control of most Capellan HPG stations to ComStar's reactionary splinter group, the Word of Blake. In exchange, he won access to advanced military technology and guaranteed civic aid for any planet on which Word of Blake forces were stationed. Sun-Tzu would repeat this pattern over the next few years, favoring first one side and then the other as he gained every concession possible to benefit the Confederation. In doing so, he accomplished two significant results. He eased the CCAF's dependence on the Free Worlds League by upgrading the Confederation's military-industrial complex, and he improved the lives of his subjects on several worlds for the first time since the Succession Wars began.

OUT OF CHAOS

In 3057, Chancellor Sun-Tzu was handed the perfect opportunity to bolster his nation and prepare it for the changes he knew would be necessary. To redress a serious grievance with the Federated Commonwealth in general and Prince Victor Steiner-Davion in particular, Thomas Marik of the Free Worlds League launched a limited offensive in tandem with the Capellan Confederation. The two realms intended to retake planets lost in the Fourth Succession War.

The Liao-Marik Offensive of 3057, also known as Operation Guerrero, was a swift and resounding success. In roughly six months, the Confederation reclaimed nineteen systems lost during the Fourth Succession War, including the homeworld of the Liao dynasty. Sun-Tzu also instigated pro-Liao movements and anti-Davion rebellions on more than fifty other worlds, leaving them in turmoil. Using the same three-to-one odds that Prince Hanse Davion had once employed against the Confederation, the CCAF marched to victory after victory with few stalemates and fewer losses. The Capellan military and the nation it served had regained their spirit and pride.

FINAL TOUCHES

Many Capellan nobles expected Sun-Tzu Liao to immediately capitalize on this newly won national pride, but the Chancellor recognized more important matters requiring his attention. The Confederation military, though highly motivated, remained too small for Sun-Tzu's plans—specifically his intent to annex the disputed planets in the so-called Chaos March and hold them against Davion claims or any move by their citizens toward independence. He also needed to reverse the isolationist policies begun by Romano Liao during the Clan invasion so that the Confederation could regain economic and political parity with its fellow Inner Sphere nations.

Soon after the 3057 offensive, Chancellor Liao traveled to the Magistracy of Canopus in the Periphery. By establishing stronger diplomatic ties with that nation and concluding negotiations for mutual assistance, he forged a connection that would eventually blossom into a full alliance. In the meantime, the Sarna Supremacy—resurrected from the chaos surrounding the Liao-Marik Offensive—had begun to flex its muscles. Warrior House Hiritsu dealt decisively with this budding threat, joined in its mop-up operations by Magistracy troops. In a side benefit of the Canopus talks, new arrangements reached with Word of Blake brought in a flood of technicians and monies to revitalize abandoned Star League-era facilities on the world of Victoria.

THE ART OF LEADERSHIP: A MASKIROVKA REPORT ON SUN-TZU LIAO

Born: 9 August 3031 (Sian)
Education: Private tutoring
Advanced Studies:
Political Sciences
History (Capellan and Military)
Chancellor: 8 May 3052

Sun-Tzu is the son of Chancellor Romano Liao and Lord Tsen Shang, Director of the Maskirovka from 3036 to 3052. Sun-Tzu knew no easy childhood, always wary of his mother's uncertain temperament and mindful of his father's position. The combination of mistrust and cold calculation that permeated the Celestial Palace left its mark upon the man, perhaps to the advantage of the state.

Romano Liao's intense suspicions of her own offspring led her to give Sun-Tzu a classical education, rather than raising him as a warrior (the way most Inner Sphere leaders groom their heirs apparent). Romano refused to tolerate any threats to her position, even potential ones. Sun-Tzu's focus on history and political sciences, however, ensured that he would receive some seasoning for the pressures of leadership. No one knows who made this choice: Romano during one of her stabler periods, Lord Shang, or even Sun-Tzu himself.

Since becoming Chancellor, Sun-Tzu has proved himself a master of politics and intrigue. Beginning at the Outreach Summit in 3051, and in many public forums since, Sun-Tzu repeatedly downplayed his abilities in an effort to make other rulers underestimate him. Those who did so have paid dearly for their presumption, perhaps no one so much as Prince Victor Steiner-Davion of the Federated Commonwealth. Prince Victor's dismissal of Sun-Tzu as a threat contributed heavily to the Confederation's impressive gains in the 3057 offensive and to the power Sun-Tzu wrung from his tenure as First Lord of a resurrected Star League.

With the political and military resurgence of the Capellan Confederation, Sun-Tzu has ensured himself a place in our history books as perhaps the greatest Chancellor since Franco Liao. He is willing and able to lead, yet

Continued on p. 14

not so vain that he refrains from surrounding himself with able advisers. He directs the military's overall course but trusts its command to the hands of those proficient in war. He shows no sign of the madness that claimed his grandfather and mother and is so sadly apparent in his sister. By all observations, Sun-Tzu is precisely the leader the Capellan Confederation requires ... at least so far.

On the larger Inner Sphere stage, Chancellor Sun-Tzu agreed to provide troops for a joint task force against a new Clan incursion. With the successful conclusion of this multinational operation, Archon Katrina Steiner of the Lyran Alliance convened an Inner Sphere summit on the Alliance capital of Tharkad. Seeing the summit as a public forum he could use to launch his new programs, Sun-Tzu traveled to Tharkad with his agenda firmly in mind.

The Chancellor could not possibly have known how far the historic Whitting Conference would exceed his expectations, or the extent to which it would give him the final gift necessary to revitalize the entire Confederation.

THE NEW CAPELLAN ORDER

The unification of our country, the unity of our people, and the unity of our various nationalities—these are the basic guarantees of the sure triumph of our cause.

—Mao Zedong, Terra, 27 February 1957; reprinted in *The Collected Leadership of Mao Zedong*, Sian Liberty Press, 2855

The Whitting Conference of 3058 was conceived as the political summit from which the Inner Sphere would organize a coordinated effort to take the war to the Clans. From the first meeting, however, ComStar's Precentor Martial Anastasius Focht admitted to a higher purpose: the resurrection of the Star League.

The ever-present Clan threat forced the Inner Sphere to seriously consider doing what they had failed to accomplish in nearly three hundred years of Succession Wars. Miraculously, the contentious Successor Lords managed to set aside old hatreds and current conflicts in favor of the collective good as they pledged their support to a new union. Militarily, the summit attendees planned a massive assault against Clan Smoke Jaguar—an endeavor in which the Capellan armed forces would again prove their regained strength. Ultimately, however, political developments became of greater concern to the Confederation when Sun-Tzu Liao was elected to serve the first three-year term as First Lord of the new Star League.

Though largely ceremonial, the position of First Lord carried some responsibility with it. It became Sun-Tzu Liao's task to coordinate logistics among the Successor States and ensure a steady supply of equipment flowing to the staging areas for the assault. He accomplished this beyond everyone's expectations, garnering prestige and wringing from his office what authority he could. As a respected First Lord, Sun-Tzu Liao possessed all the pieces he needed to launch his own nation's rebirth.

XIN SHENG

As First Lord and Chancellor, enjoying a popularity unrivaled since the reign of Aleisha Liao, Sun-Tzu reformed almost every level of Confederation society. Sometimes sweeping and sometimes subtle, these changes affected everyone from the nobility down to the lowliest factory worker.

The first six months of what Sun-Tzu called *Xin Sheng*—new birth—were hardest on the average Capellan citizen. The Chancellor called for increased productivity in all areas of manufacturing, consumer goods as well as military, while levying a temporary tax on all citizens. The tax bit hardest among those whose support Sun-Tzu needed to rule effectively as Chancellor, draining richer worlds to support poorer ones in an effort to raise up the entire Confederation. The only political capital Sun-Tzu possessed was his call for a pan-Capellan unity effort, capitalizing on his people's renewed pride in themselves. Xin Sheng was a gamble, and the Confederation won.

The Canopus Gambit

With an asylum for a crèche and inheriting a near-dead nation, it's amazing he's done so well. And if the revival demands a cost from the people, do we owe any less? He's like a ruling machine, a device—like a bomb. Every so often, he detonates at a critical area and wins another Capellan victory. Calculating. Impersonal. Unpredictable.

Maybe that's what it takes to rule the Confederation.

—From *How I Learned to Stop Worrying and Love Sun-Tzu*, author unknown; Fanatic Fanzine Syndicate, 3060

Borrowing a page from the Draconis Combine's occupation of disputed planets in the Lyons Thumb, Sun-Tzu Liao began moving ostensibly neutral forces into strategic safeguard positions within months of becoming First Lord of the Star League. The first units to arrive were "borrowed" from the Magistracy of Canopus and stationed on Aldebaran, a world with important production facilities that had once belonged to House Liao.

More Magistracy troops were invited in to occupy Gan Singh and Styk, the two worlds of the self-proclaimed Styk Commonality. Sun-Tzu particularly wanted control of Styk, the site of a major BattleMech factory. Finally, Sun-Tzu closed his stranglehold on the

Sarna Supremacy—first by capturing and reinforcing its breadbasket world of Kaifeng, and then by negotiating for the garrison of Magistracy troops on Sarna. Officially, Sun-Tzu took these final actions "to ensure that the Sarna production facilities do not fail in their contribution to the Star League Defense Force effort."

The First Lord settled what little commotion these maneuvers raised with assurances that the occupations were either an internal Capellan matter or acts on behalf of the Star League to ensure the uninterrupted flow of supplies to the SLDF–Smoke Jaguar front. With attention mostly centered on the war effort, no one thought to intervene as long as materiel continued to arrive when needed. By the end of 3059, as Sun-Tzu gradually rotated out Magistracy forces in favor of CCAF units or reinforced them with Capellan troops, the occupied worlds were under de facto Liao control.

UNITY

The worlds of Aldebaran and Styk quickly became accustomed to a Capellan military presence, and Magistracy troops continued to help the CCAF reclaim—often bloodlessly—worlds in the disputed territories. The Confederation also publicly backed the reemergence of the Free Tikonov movement as the people of the old Tikonov Union responded to the call for Xin Sheng.

Encouraged by the Xin Sheng movement's success, Sun-Tzu Liao arranged for a good will tour of Capellan-St. Ives border worlds in 3060. The choice of locale was anything but random. Sun-Tzu had long planned to reabsorb St. Ives, and the presence of McCarron's Armored Cavalry on one border planet would give him the perfect opportunity to stir up Capellan nationalist pride. In a rousing speech, the Chancellor named the McCarron's regiments as premier, official line units of the Confederation. Mercenary no longer, the Armored Cavalry's commander accepted Capellan citizenship as a reward for his long history of service to the Confederation.

Sun-Tzu reenacted several similar dramas over the next few years, as mercenary units with long-standing Confederation ties accepted full Capellan sponsorship. In this manner, the CCAF added several regiments of battle-tested units while saving the usual time and expense of raising fresh troops. Unfortunately, the border tour would not be remembered for its importance in strengthening the CCAF, but for the bloody struggle that followed.

The St. Ives Conflict

On 26 September 3060, St. Ives Compact troops launched an attack on the Capellan border world of Hustaing. Though the assault would later prove to be the work of a single, rogue battalion of the Blackwind Lancers, the fact remained that a St. Ives-affiliated unit had violated Confederation space in an attempt to capture or kill Chancellor Sun-Tzu. Only the unit's reliance on incomplete intelligence saved Sun-Tzu's life. He had left Hustaing unexpectedly before the assault. Instead of striking at the Chancellor, the Lancers came close to killing his fiancée, Isis Marik.

The Lancers were subdued and their commanding officer removed to Sian for trial—actions that prompted a surge of anti-Confederation sentiment in the Compact. In his capacity as First Lord, Sun-Tzu pressed forces from other Inner Sphere nations into service as Star League peace-keepers, rather than roil the waters further by using Confederation troops. The Compact, however, refused to recognize Star League authority. On the world of Indicass, the Free Worlds-affiliated Second Oriente Hussars came under fire by Cassandra Allard-Liao, commanding elements of her Second St. Ives Lancers, and the mercenary Rubinsky's Light Horse. On other border worlds, orders to stand down in favor of the Star League went ignored or were forcibly challenged.

AT THE HEART OF THE MATTER

The Xin Sheng movement became a rallying cry for more than increased productivity or political support. It also sparked renewed appreciation for Capellan culture, so much of which depends on the Han (Chinese) heritage brought from Terra and long associated with House Liao.

Not all of the threads that make up the Confederation tapestry are Asian, however. It is a measure of Sun-Tzu Liao's political astuteness that, where appropriate, he called for pan-Capellan unity while recognizing the many Capellan subcultures.

Those Capellans who did not claim Han ancestry nonetheless appreciated Han culture. Born and raised in a Chinese-influenced society, they were as proud of that heritage as of any other ties to Terra. The measure of their support appeared in current fashions, their choices of entertainment, and the resurgent popularity of older Han celebrations and holidays. Like their Han brothers and sisters, they also venerated the Liao family, Sun-Tzu in particular.

******

THE MILITARY-INDUSTRIAL COMPLEX

Ties to the Free Worlds League and concessions wrested from ComStar and Word of Blake—for example, Blakist help in financing the refurbishing of the Shengli Arms factory on Victory—had already strengthened the Confederation's military-industrial base. The primary military production centers located on Betelgeuse, Ares, Sian, Capella, Victoria and Grand Base were revamped to include newer technologies and produce new designs. With the ensuing trade of technological advances made possible by the reborn Star League, these facilities were upgraded yet again.

The occupation of Sarna and Styk gave the Confederation two new production sites. To the First Lord's credit, he earmarked almost the entire manufacturing capacity of these two worlds to produce machines and replacement parts for SLDF forces engaged against Clan Smoke Jaguar. This action enabled Sun-Tzu to justify the occupation while overshooting the requested supply quo-

Continued on p. 16

tas. The planetary garrison commands—first Magistracy troops, then CCAF units—were allowed to refit their own machines from these production overruns. As the SLDF assault drew to a close in 3059, Sun-Tzu redesignated the Styk and Sarna factories as "free trade" facilities. They continued to sell most of their production runs outside the Confederation; however, Sun-Tzu's treasury claimed the bulk of their profits, which the Chancellor used primarily to revitalize civilian sectors of Confederation worlds.

The situation escalated until Chancellor Liao sent Confederation units to back up the Star League peace-keepers. Indicass once again became a major flash point when St. Ives units attacked CCAF troops attempting to enforce the First Lord's orders. On the world of Denbar, resistance turned far deadlier and forced Sun-Tzu to send more Capellan units. The CCAF mostly pacified Denbar by February of 3061, in a hard-fought campaign that exacted a high price from the Compact. As Chancellor Sun-Tzu Liao reclaimed Denbar for his nation, the Capellan Confederation flag flew over a St. Ives world for the first time in more than thirty years.

Capellan Civil War

Not every world was as hard-won as Denbar. The planet Milos welcomed Confederation control, as did significant populations on Vestallas and Brighton and eventually St. Ives itself. Many citizens of the St. Ives Compact had responded to the currents of Xin Sheng, virtually compelling the Capellan Chancellor to bring his lost people back to their rightful heritage. By the end of 3061, with Sun-Tzu's time as First Lord nearing its end, the Chancellor returned to Sian to face a full-scale civil war. The conflict that the Confederation had avoided thirty years before, when Candace Liao seceded, had become inevitable.

This bitter struggle could only have one conclusion. Though St. Ives forces fought bravely, aided by Star League units sent by new First Lord Theodore Kurita, the Compact lacked the resources to fight off the resurgent Confederation forever—nor would it have tried, except for Kali Liao's Black May attacks. In this madness-inspired pogrom, Kali's Thuggee death cult used a rediscovered cache of Star League-era nerve gas to strike important military units and what Kali termed the "traitor Liaos." Sun-Tzu managed to contain the political fallout, but the resulting enmity between he and Duchess Candace Liao's family guaranteed that both sides would fight to the death.

Vestallas, Brighton, Taga and Nashuar fell in quick succession, leading the CCAF to the world of St. Ives. The final chapter of the war was written when the Periphery's Taurian Concordat joined the Confederation and the Magistracy in the three-way Trinity Alliance, which included military support. On 27 September 3062, the capital world of St. Ives fell to Confederation forces.

The Capellan Solution

What we accomplished today has been bought at a high cost—paid by people of the Confederation and St. Ives Compact, Capellans all. In paying this price, we find ourselves in unfamiliar territory. We can actually pity the Federated Suns.

—Sun-Tzu Liao, Sian, 3063; excerpt from his state address to the Capellan people

After the loss of St. Ives, the Compact's holding action along the "St. Loris line" promised to stave off final defeat for perhaps another year, even without the support of Victor Steiner-Davion, once so crucial to the Compact's defense. Within three months, however, Kuan Yin Allard-Liao arrived on Sian to open negotiations for the first of several cease-fires and to discuss terms of the Compact's full integration back into the Confederation.

That first cease-fire of 3063 lasted from January 2nd through the 7th, when talks fell through and violence resumed. The next ran between March 9th and 20th, and a third from April 8th through the 24th. Each time, the peace lasted a bit longer, but both sides also continued to make too many irreconcilable demands.

Former Precentor Martial Anastasius Focht, who still commands immense respect throughout the Inner Sphere, negotiated the final truce. It went into effect on 10 June 3063. Sun-Tzu's largest concession left Duchess Candace Allard-Liao and her family in place as hereditary rulers of the St. Ives Commonality. This magnanimous act went a long way toward healing the breach, though in the end it is a mere detail in the larger view.

With the end of the St. Ives war, the Capellan nation once again regained a large portion of its former territory. Sun-Tzu Liao could claim another goal achieved in the resurrection of his realm.

WAYWARD COUSINS

The St. Ives Commonality rejoined the Confederation too recently for the account in our standard military history to suffice. This report, which briefly covers the formation of St. Ives and describes its years apart from the Capellan state, may help CCAF officers attain a measure of understanding that should ease the integration of the St. Ives military into our forces.

The following report was compiled by the St. Ives Military Command staff at the request of the CCAF. As appropriate opportunities arise, we will append military information to our own texts. The historical section of the report is presented below, unedited, in hopes of fostering a greater ability to openly discuss and resolve our differences. In any case, acquiring knowledge is never wasteful.

—Sang-jiang-jun Talon Zahn, Strategic Military Director, Capellan Confederation Armed Forces, Sian, 5 August 3063

AN EARLY START

The first settlers landed on the planet of St. Ives on July 26, 2173, years before the settlement of Tikonov and more than a decade prior to settlement of Liao and Capella. The St. Ives colonists, a mixed group of farmers and industrialists fleeing the dictatorial regimes of Terra's Asian continent, quickly shaped a sturdy infrastructure and paved the way for others to follow. Before long, St. Ives was well-known for its booming microelectronics industry and supportive colonization program. By 2230, it had become the heart of a self-sufficient trade coalition. When the Terran Alliance issued its Demarcation Declaration in 2242, the coalition easily made the transition to the independent St. Ives Mercantile Association. Led by the powerful Ling and Overton families, the Association made up in economic stability what it initially lacked in centralized strength.

During those first years of official independence, the Association experienced tremendous growth that soon led it to butt heads with other colonial worlds and emerging nations. By 2265, the Association had fought three small skirmishes, each time relying on trade sanctions to win victory before full-scale fighting became necessary. As founding patriarch Ju Nam Ling was fond of saying, "War is bad for business."

Unfortunately for the Association, some considered this aphorism an admission of military weakness. Before long, the Capellan Hegemony would put that assumption to the test.

THE PRICE OF COMPLACENCE

The Mercantile Association ran up against the expanding Capellan Hegemony in 2273. This time, they were unable to avoid a fight; the Hegemony lay outside the Association's economic reach, making sanctions useless. A series of short but bloody campaigns left St. Ives humbled by the Hegemony military. Rather than continue to fight a militarily superior foe, St. Ives made efforts to build a friendlier relationship with Capella, a move that proved advantageous to both parties. St. Ives gained lucrative contracts in markets opened by the Hegemony that Capella itself lacked the resources to fully exploit.

In 2305, the Hegemony met its military equal in the Sarna Supremacy, miring itself in a war that sapped the Hegemony's political and economic power. The Association, its protective umbrella stripped away, would pay a steep price for its good relations with Capella. Over the next several decades, five Association worlds were awarded to the ascendant Federated Suns through conflict mediation by Admiral James McKenna of the Terran Hegemony. Because McKenna's government refused to recognize any Capellan nations, including St. Ives, the Association could not appeal those decisions..

Nonetheless, the Association prospered when it and the recently created Duchy of Liao took over former Capellan trade after the failed war with Sarna. The gradually improving economic situation reached its high point in 2352, when the Capellan Commonality asked the Association to broker a peace settlement between the Commonality, the Tikonov Union and the Sarna Supremacy. The settlement marked St. Ives' first significant efforts in the political arena.

The good times came to an abrupt end, however, when the more militant Capellan realms bound together and attacked the neighboring Davion realm. Sucked into this military adventure, the St. Ives Mercantile Association would suffer serious consequences.

PART OF A WHOLE

In response to a bogged-down campaign against the Davions and increasing political pressure at home, the Capellan Commonality dissolved and was replaced by the Capellan Confederation. Each of Capella's major allies, including St. Ives, joined this new Capellan state to form a united nation. The militaries of each commonality banded together under the aegis of the Capellan Defense Force, providing a blanket of protection for St. Ives against the Federated Suns' advances. The question remains to what extent the Association joined under duress.

The Long Fall

Though always on the side of peace, free trade and a strong economy, St. Ives enjoyed many benefits as part of the Capellan Confederation, from the Age of War up through the First Succession War. The Second and Third Succession Wars, however, were less kind. An overpowering Davion advance in the Second Succession War threatened to cut the St. Ives Commonality and the entire Capellan Confederation in half. Eleven St. Ives planets, from Narellan to Kittery, fell before the Davion onslaught. Chancellor Dainmar Liao, trapped on St. Ives by the Davion advance, sued for peace in 2861 to end the invasion and to prevent his own capture.

Likewise, the St. Ives Commonality lost significant territory in the Third Succession War. From the outset, the Davion objective was the Confederation capital of Sian. The Armed Forces of the Federated Suns made slow but steady progress toward it throughout this century and a half of war. Only through such desperate actions as the retaking of Spica by the Liao House guards in 2980 and the suicidal recapture of Texlos in 3002 by Ling's Cutlasses could Capellan forces stop the Davion encroachment.

A TIME APART

The Fourth Succession War reared its head with Hanse Davion's wedding toast to his new bride. Despite the subsequent alliance between St. Ives and the Federated Suns, it is hard to justify that bitter conflict.

Though the Fox never attained his ultimate goal of conquering the Confederation, his AFFS nevertheless achieved fantastic successes. Roughly half of the Capellan Confederation fell during those two short years of concentrated attacks. No St. Ives Commonality world was similarly threatened, however, because of a mutually uneasy truce between Prince Davion and Duchess Candace Liao. That unofficial alliance set the stage for St. Ives' emergence as an independent nation.

THE COSTS OF CHANGE

The winter of 3029 brought unheard-of change when the St. Ives Commonality seceded from the Capellan Confederation. For too long, the people of St. Ives had suffered for the Confederation's mistakes. Recognizing this, Duchess Candace Liao left Sian during the last days of the war and declared independence for her duchy, which she renamed the St. Ives Compact.

While most Compact citizens believed that better times lay ahead of them, the next year would prove the darkest in St. Ives' long history. The Blackwind Lancers and surviving regiments of the St. Ives Armored Cavalry, once ranked among the Confederation's best troops, could not guard every Compact world against the forces that the Capellan Confederation could muster. Fortunately, the Confederation could spare few of its own military units for action in St. Ives. Unable to sustain a full-scale assault, de facto Chancellor Romano Liao ordered her commanders to launch punitive raids aimed at the Compact's civilian infrastructure. These attacks wreaked havoc across half a dozen worlds and forced Duchess Candace Liao to accept military aid from the Federated Suns to keep her borders safe.

CAPELLAN REMEMBRANCE

Though many citizens of the newly named Compact were fed up with the Capellan Confederation and its Chancellor, a vocal minority of Capellan patriots voiced outrage at what they called Duchess Liao's treason. These individuals, most of them members of noble houses, soon banded together and led their followers in terrorist attacks throughout the Compact. The Capellan Maskirovka lent considerable aid to these rebels in hopes of toppling the Compact's fledgling government.

The Confederates, as the Capellan patriots called themselves, won significant battles early in the conflict. They even briefly claimed control of Tian-tan, the capital of St. Ives. Before long, however, agents loyal to the duchess used her abundant contacts in the Confederation and considerable aid from Davion intelligence services to root out most Maskirovka operatives within the Compact's borders.

With their main lines of support cut, the Confederates' organization floundered, giving Duchess Liao breathing room to crush them once and for all. The ensuing three weeks were the bloodiest in St. Ives history, but they also brought

COUNTING COUP

The Maskirovka obtained this original cover letter to the St. Ives Military Command report from Capellan sympathizers on St. Ives who secretly welcome the return of Confederation authority. By presenting it unedited, we hope to demonstrate that the "Capellan bias" works both ways. With senior military commanders such as the author of this missive so strongly opposed to the Confederation, it is no wonder that reintegration proceeds slowly. In fact, this letter casts doubt over other portions of the SIMC report, whose authors have clearly twisted the facts to present the Confederation in an unsavory light.

—Acting Directress Nancy Bao Lee, Maskirovka, Sian, 7 August 3063

Duchess,

Here is the report you asked me to compile. I must admit that when you requested I stay on as your adviser, I was tempted to jump the next transport and join Gershom Watende on New Syrtis. Swearing fealty to your nephew, considering everything he has done to our nation and to you, frankly turns my stomach. As always, however, you have broken through my stubbornness and made me realize how much more I could do for our people—all of them—from the inside. Besides, I would likely be safer as a prisoner of one of your niece's Thuggee cults than as an average person on New Syrtis. Duke Hasek most assuredly has his hands full there. He will need to watch his step now, lest he be branded a traitor like his grandfather.

I trust these documents are sufficiently revisionist for General Zahn and his staff. No matter their assurances of fair and open communication, we all know the underlying policy that demands we tout the Confederation party line. I can't recall ever having to concoct so many half-truths for a single report. However, I believe I left in enough genuine truth so that the observant can put all the pieces together as we would wish. I admit to taking some pleasure in twisting our Chancellor's words just as he did ours. I only wish I could have written this document entirely in Chinese: unfortunately, our "keepers" would likely have picked up on far too many of my couched insults.

Continued on p. 20

Despite my personal misgivings, I must report that integration is progressing far more easily than any of us expected. There have been several incidents, of course, but I have traced most of them directly to the actions of CCAF officers. However, I also note that few of the instigators have received official reprimands, a fact that more and more of our people are coming to know. The Strategios is wise to take this slowly.

On a related topic, I have received several reports from officers who chose to align themselves with the "loyal opposition." Your nephew Treyhang is making life difficult for the Chancellor, far more subtly than when his father headed Free Capella. A true gamesman there. Trey is proving himself a resourceful leader and is already collecting from his wealthy friends twice the funds Tormano Liao ever managed. Surprisingly, he has even arranged some support for the Jie Fang Legion. Cenotaph Stables is still providing support, as requested by your son, though the current troubles on Solaris VII have dropped the level significantly below normal.

I must cut this letter short, as it is nearly time for the Strategios to meet. While I detest sharing the same room with many of these sycophants, I do enjoy attending in my full SIMC dress uniform. Talon Zahn and Ion Rush have at least proved to be honorable men who will listen to a sound piece of advice. The rest, not surprisingly, prefer to pass thinly veiled insults our way. I ask your forgiveness ahead of time for any insults I will hurl at some of those buffoons they call generals.

In Your Service,

Caroline Seng, Senior Colonel (*jiang-jun* indeed!), SIMC; from Sian, 28 July 3063

the Compact's people together to stamp out the rebellion. Tired of war, the citizens of the Compact pledged their loyalty to their duchess and to St. Ives. At long last they had gained their freedom, and they were willing to preserve it at any price. Within weeks of the end of this bloody civil conflict, Compact citizens resoundingly chose Duchess Candace Liao as Prime Minister and leader of their realm.

FORMATIVE YEARS

The St. Ives Compact had many trials yet to come. Even as the tiny realm rebuilt in the wake of secession and rebellion, it was fending off Davion attempts at assimilation. Duchess Liao and her advisers walked a fine line in their dealings with the Federated Suns, forced to second-guess every offer of military or civil assistance. With a deputy prime minister on the planet of St. Ives to direct day-to-day government operations, Candace Liao chose to represent her people on New Avalon.

Despite its leaders' caution, the fact remained that the Compact could not stand by itself. The St. Ives region had been the most prosperous in the Confederation, but it lacked a cohesive military, and many of its people had only a rudimentary education. No matter the motives behind the offer, Duchess Liao could ill afford to refuse Federated Suns aid. Ultimately, she allowed a small liaison staff from the AFFS to help raise a sound, independent military for the Compact.

As for the Compact's other problems, Duchess Liao chose to let her realm's traditionally strong economy heal itself. St. Ives' industry survived the Succession Wars surprisingly intact, as did its powerful trade cartels. With strong ties to the former Tikonov and Sarna commonalities as well as many worlds in the Federated Suns' Capellan March, St. Ives soon resumed reaping the benefits of vigorous trade. Many Compact citizens came to believe that the shadows cast by the Capellan Confederation were finally giving way to the light of freedom.

They did not see the storm clouds looming on the horizon.

LOVE THY NEIGHBOR

The events of early 3031 stretched almost to the breaking point the tenuous strings that held the Compact's sovereignty together. In that year, the Duchy of Andurien proclaimed its independence from the Free Worlds League and made an alliance with the Magistracy of Canopus. The allied regions immediately declared war on the Capellan Confederation, winning several worlds in their initial strikes. The ferocity of the attacks surprised the Capellans and threw their military, which was still recovering from wounds inflicted by Davion troops, into confusion.

Upon learning of the attacks, Prince Hanse Davion drafted plans to invade the Confederation once more, this time intent on completing its conquest. He had already sent out orders to reposition dozens of units when he summoned Duchess Liao for a conference. The Federated Suns' assault on the Confederation would include a three-pronged advance, with the killing blow aimed at Sian from Compact space. Convinced that Duchess Candace would welcome Davion liberation of her former people from the oppression of her father and sister, Prince Hanse was unprepared for Duchess Liao's curt refusal to aid him. He continued with his plans, however, assuming he could bully his smaller neighbor. Instead, his actions sparked an interstellar incident. In response to the AFFS' continued preparations for war, Duchess Liao cut all ties with the Federated Suns and expelled the AFFS troops from her nation. She then mobilized her own tiny military and threatened action against the Federated Suns if the Capellan invasion proceeded.

Though the Compact had no chance of surviving a major Davion assault, Prince Hanse never gave the invasion order. Faced with opposition from many in his own private circle, reportedly including his wife and his Intelligence Secretary, the Fox instead ordered his forces to stand down. Formal relations between the Suns and the Compact resumed soon thereafter. Understandably, however, it took some time for the two leaders to regain their previous rapport. In an apparent display of respect for the duchess, Prince Hanse

ceased his overt attempts to integrate the Compact into the emergent Federated Commonwealth, instead allowing the people of the Compact to choose their own destiny.

BRIEF RENAISSANCE

Along with most of the Inner Sphere, the St. Ives Compact enjoyed a technological renaissance in the wake of the discovery of a Star League memory core on Helm. Facing little threat of war from a weakened Confederation and buoyed by healthy trade with both halves of the Federated Commonwealth, St. Ives' economy boomed. Swift rediscovery of various technologies enabled the St. Ives Military to quickly upgrade its aging equipment. Meanwhile, industry continued to churn out a huge surplus of refit kits and dozens of new equipment designs for the mammoth AFFC, boosting the Compact's economy even more.

Unfortunately, not even the combined industrial power of known space could have produced enough war materiel to halt the approaching Clan onslaught.

ENEMY MINE

By Christmas of 3049, rumors of a conquering horde in the Periphery were putting the fear of God into the hearts of the Successor Lords. When rumor became the hideous fact of the Clan invasion, the Federated Commonwealth desperately stripped forces from its interior, including units ordered to defend the St. Ives Compact. The resulting gaps in the Commonwealth's defensive network left St. Ives' border with the Confederation woefully undermanned. Duchess Liao immediately authorized the hiring of additional mercenary commands, but she also made a far more alarming decision: she pledged assistance to the Federated Commonwealth, loaning it JumpShips and different Compact regular line units on a rotating basis.

This pledge of aid to a historical enemy caused an uproar among many Compact citizens. Chancellor Romano Liao soon took advantage of the unrest in her sister's realm by launching border raids. At a high cost to the Compact's treasury, the St. Ives Military mustered sufficient mercenary troops to prevent a feared Capellan invasion.

Turbulent Times

The Truce of Tukayyid temporarily ended the Clan invasion and brought a respite to the Inner Sphere. The effects of peace, however, were diminished by other events in many realms. Within a year of the truce, three of the Inner Sphere's greatest leaders had died. Two more fell over the next three years. Duchess Liao was briefly believed dead as well, the victim of a Maskirovka assassin. She later resurfaced after extensive medical treatment.

The deaths of so many prominent leaders, coupled with the staggering losses of the Clan war, briefly threw the Inner Sphere into turmoil. Almost every major power, including the Clans, experienced large-scale upheaval in the final part of the 3050s. Throughout all this, however, the Compact saw no trouble from its larger cousin. In fact, since Sun-Tzu Liao's accession to the Celestial Throne, the Capellan Confederation had seemed to go out of its way to avoid threatening the St. Ives Compact.

Sun-Tzu was biding his time.

SECOND COMING

Though none recognized it at the time, the Jade Falcon incursion into Lyran Alliance space in 3058 signaled a turning point for the Inner Sphere. Military units from every Inner Sphere power rushed to the Alliance planet of Coventry, including

THE FOX'S CRAFT

Enraged at Chancellor Maximilian Liao's plot to replace him with a double, Federated Suns Prince Hanse Davion vowed to repay the Chancellor in kind. Only three men knew of the Fox's insidious plan—the prince himself, Federated Suns Intelligence Minister Quintus Allard, and the man around whom the plan revolved, Justin Xiang Allard.

Prince Hanse set the plot in motion in 3026, several years before the payoff. During this time, Justin Allard was branded a criminal and banished from the Federated Suns. Allard swiftly became one of the Inner Sphere's most famous MechWarriors; while becoming Champion of Solaris, he publicly derided his former ruler and homeland at every opportunity. Attracted by Allard's skills and apparent hatred for Prince Davion, Chancellor Maximilian Liao recruited him as an intelligence analyst and military adviser.

While Justin Allard worked his way into the Chancellor's trust and confidence, Prince Hanse launched his invasion of the Capellan Confederation. Allard handed the Confederation several small victories, all the while waiting to launch the plan's final phase. After leading a successful raid on an alleged Davion research center, he brought back experimental myomer fibers that supposedly gave a 'Mech triple strength. The fibers had a weakness, however, which Allard kept carefully hidden from Chancellor Maximilian. When exposed to a certain gas, the myomers would explode.

Believing the fibers were the perfect weapon, the Chancellor equipped his own elite guard with them. Expected victory swiftly turned to humiliating defeat, however, when Davion forces landed on Sian and released the special gas. Every 'Mech equipped with the extra-strength myomer burst into flames, crippling Sian's defenders.

Justin Allard delivered the final blow when he took Candace Liao, the Chancellor's eldest daughter and heir apparent, with him to the Federated Suns. Shattered by this double misfortune, Maximilian descended into madness.

Within a few months, Allard married Duchess Candace. They remained together for twenty-two years and raised four children before Allard was assassinated under orders from Chancellor Romano Liao.

Compact and Confederation troops. Together, the Inner Sphere armies repulsed the Clan assault. Inner Sphere leaders then capitalized on this rare show of multinational détente and arranged for a summit to be held on Tharkad. There, in an effort to show a united front to the Clans, they unanimously agreed to a historic proposition: the re-creation of the Star League.

For the first time in almost three centuries, the Star League lived again.

HOW THE CHOSEN FALL

The Tharkad delegates agreed that for their new alliance to be taken seriously, it must accomplish the seemingly impossible—the annihilation of a Clan. The assembled military leaders chose Clan Smoke Jaguar as the target and prepared for all-out war.

The Star League assault included forces from every major power in the Inner Sphere, as well as minor assistance from two Clans. Two premier Compact units, the First St. Ives Lancers and the St. Ives Cheveau Legers, participated in the first phase of the assault. Dubbed Operation Bulldog, this attack drove the Smoke Jaguars from the Inner Sphere. The second phase, to which elements of the Second St. Ives Lancers were attached, took the fight to the Jaguars' homeworld of Huntress.

The war against the Jaguars was bloody, but it ended the Clan threat for the time being. The operation also proved, with the blood of its fallen, that the reborn Star League was genuine. Unfortunately, when the surviving Compact soldiers returned home, they learned that the Confederation had not been idle in their absence.

THE SLEEPER AWAKENS

Even as the Star League launched its war against the Clans, newly elected First Lord Sun-Tzu Liao introduced his most masterful plan—Xin Sheng, the rebirth of the Capellan Confederation. Sun-Tzu began by using his influence as First Lord to occupy previously neutral manufacturing sites in the disputed region of space known as the Chaos March. Ostensibly ensuring smooth production and resupply for the Star League forces, his ultimate intent was to keep these sites for his own realm. After Prince Victor Steiner-Davion and Precentor Martial Anastasius Focht led the Star League forces to Clan space, Sun-Tzu directed his Maskirovka to stir up trouble in the Chaos March and the St. Ives Compact. The final straw came in September 3060, when Major Trisha Smithson led her second battalion of the Blackwind Lancers against the Confederation world of Hustaing, which First Lord Liao was supposedly visiting.

Rumors have since suggested that Smithson may have been tricked into the attack by the Maskirovka. Some even claim that Smithson was a Maskirovka agent. Whatever the case, Sun-Tzu used this attack as an excuse to call in so-called SLDF peace-keeping forces. He stationed these units on Compact worlds beginning in December 3060, despite widespread protests and charges that he was abusing the First Lord's power. A month later, Capellan troops replaced the Star League units and ignited a powder keg.

War engulfed the Compact as Sun-Tzu, no longer First Lord, pushed to retake Compact worlds. The Compact's defenders fought valiantly, in the battlefields on their own worlds and in the political arena, where Duchess Candace Liao attempted to put pressure on the Chancellor. However, the expertise and tenacity of the Compact's defenders could only slow the Confederation, not stop it.

The Black May nerve-gas attacks, which struck in 3061, slaughtered thousands and shattered the resolve of many Compact citizens. Not even the heroic exploits of Duke Kai Allard-Liao and his sister Cassandra could rally the people to fight on. The remaining resistance centered on the Compact's rimward region, blocking Confederation advances despite the seizure of the planet St. Ives in September 3062. The sheer density of defenders on rimward worlds, in addition to military support from Duke George Hasek of the Federated Commonwealth, should have allowed the St. Ives Military to hold off the Confederation indefinitely.

Peace Accords

Unfortunately, continuing to fight meant adding hundreds of thousands of names to the already staggering list of war dead. Duchess Liao believed her people had the right to freedom, but she could not stand by and watch countless more innocents lose their lives. To prevent further deaths on either side, she sent her younger daughter Kuan-Yin to Sian to mediate a peace agreement.

Kuan-Yin's efforts led to three separate cease-fires, but the bad blood on both sides prevented any progress toward real peace. Finally, both sides agreed to a neutral mediator: Anastasius Focht, former Precentor Martial of ComStar. Focht hammered out a peace agreement in which the Compact reverted to Confederation control but retained a certain autonomy as the St. Ives Commonality, with Duchess Candace Liao and her family continuing as hereditary rulers. Likewise, the St. Ives civilian government and military remain in place, subject to direction from the appropriate Capellan ministries until full integration is completed. A joint Star League/ComStar unit is stationed in the Commonality to monitor the Confederation's reabsorption of St. Ives territory.

Not surprisingly, people throughout the Confederation have raised outcries and demonstrated on both sides of the issue. Riots have broken out on a number of worlds both in and outside the Commonality, but so far the constabulary has shown extreme discretion in dealing with these incidents. The healing process will take time, but all signs indicate that the people of St. Ives will come to accept their new status.

SWORD OF STATE

He who stretches beyond his natural reach, does not stand firmly upon the ground; just as he who travels at a speed beyond his means, cannot maintain his pace.

—Lao-tse, Terra, sixth century B.C.; quoted by Maximilian Liao, 24 April 2990, on his ascension to the Chancellorship

We can extend our reach. We can increase our pace. As with any endeavor, it takes training and commitment and patience. Above all else, patience.

And we have already waited so very long.

—Sun-Tzu Liao, 1 January 3059; in his call for a renewed pan-Capellan effort, the *Xin Sheng* decree

The Capellan Confederation Armed Forces currently musters forty-six BattleMech regiments spread over fifty-two individual units. These numbers represent an outstanding achievement when compared with the shell of the CCAF that existed just after the Fourth Succession War. The extraordinary events of the past decade and the remarkable people who influenced them have given the Confederation a self-sufficiency its citizens have not known for many decades.

Credit for the turnaround belongs to three things: the technological renaissance that recently swept the Inner Sphere, ten years of close trade relations with House Marik, and the remarkable efforts of Chancellor Sun-Tzu's Xin Sheng programs. All of these allowed the Capellan Ministry of the Military to address many of its deficits. The ministry has restored the CCAF's command structure, which can once more provide sound leadership in the defense of the state. The Trinity Alliance with the leading Periphery realms is a proven success, especially with regard to mutual military support between the CCAF and its Periphery counterparts. Recruitment is up and morale high. The St. Ives Commonality once again stands with the Confederation, adding its strength to our own.

Of equal importance is the revitalization of the Confederation's military-industrial base. With our factories fully refurbished and the Shengli Arms facilities on Victoria nearly up to full production, the Ministry of Procurement predicts no trouble bringing war-damaged commands back to full strength or supporting our currently existing regiments. Meanwhile, the Ministry of Research and Development is investigating promising new technologies that should produce new BattleMech designs.

INFLUENCING PEOPLE: A MASKIROVKA REPORT ON TALON ZAHN

Born: 17 January 3024 (Ares)
Education: Ares MechWarrior Academy
OCS: Sian University
Early Duty: Stapleton's Grenadiers
Commands:
Second Confederation Reserve Cavalry
Capellan Reserves, Executive Officer
Selected as Director: 28 December 3057

The Liao-Marik Offensive of 3057 did more for the CCAF than rebuild its confidence. It also confirmed a young officer by the name of Talon Zahn as the ideal choice for strategic military director.

Chancellor Sun-Tzu Liao discovered Zahn when looking into the debacle that lost Sarna, Sakhalin and Kaifeng to the resurrected Sarna Supremacy. The military briefing contained a charge of insubordination leveled at Zahn, then the executive officer of the Capellan Reserves, apparently over a message he had sent to then-Strategic Military Director James Teng. The message said, "*Wo gào-su le ni* (I told you so)."

A subsequent Maskirovka investigation made it clear that Zahn was suffering under fellow officers more concerned with protecting their positions than enforcing the Chancellor's wishes. Prior to the attempt to take Sarna, Zahn had prepared a report on Stapleton's Grenadiers for Director Teng in which he stated that the regiment could not take the planet. The Strategic Director apparently hoped to bury his lack of attention to the report, and Zahn along with it. Impressed by Zahn's honesty, the Chancellor killed the charges and included Zahn in strategy sessions throughout the rest of the offensive.

Chancellor Sun-Tzu appears to have appreciated Zahn's outspokenness; the young commander never seemed afraid to speak his mind, nor did he back down under pressure. It also became apparent, as other officers relied more and more on this young colonel, that Zahn possessed an uncanny knack for strategy. Zahn dared to advise the Chancellor against reinforcing the planet Nanking at the expense of Zurich, flatly characterizing such a move as a mistake. The fact that Zahn's

Barring unforeseen tragedy, the Capellan Confederation Armed Forces can only increase its might. Serving under a competent and secure chain of command with the full Ministry of the Military behind it, every CCAF regiment—regardless of its origin or current role—will surely grow stronger.

THE CAPELLAN STRATEGIOS

Historically, the deployment and command of the Capellan armed forces balanced a decentralized force with centralized control. The military's strength was spread very thin, while the little power that could be garnered remained solidly in the hands of House Liao—specifically, the ruling Chancellor. Mutual wariness between House Liao and military leaders contributed to this sad turn of affairs, which long prevented the CCAF from becoming the most efficient army in the Inner Sphere. The Capellan Ministry of the Military is streamlined and well-organized, with the responsibilities of every department and division clearly defined. A history of interference by Chancellors and other civilian leaders kept most departments working far below their potential, however, fearing a harsh political review of their actions.

Like so much else in the Confederation, this situation has changed. Ultimate authority over the Capellan military has begun to revert back to the Strategios—the Capellan Command Council—rather than remaining the Chancellor's prerogative. Though Chancellor Sun-Tzu presides over this council, he does not dictate its actions. The Strategios includes representatives of the government, among them delegates representing each commonality, and the ranking *jiang-jun*—the military generals. Since regaining its current measure of power, the Strategios has wisely reinvested the CCAF's entire chain of command with a level of personal authority. These changes are expected to greatly increase military effectiveness.

CHANCELLOR LIAO

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

—Sun-Tzu, *The Art of War*

Never styling himself a military man, Chancellor Sun-Tzu Liao has proved able to lead without trying his hand at military command. Instead, he generally leaves his armies in the hands of those who can best devise the strategies and tactics that win battlefield victories. He also responds to the needs of his command council with the speed and seriousness their positions demand and shows favor to the entire military for its successes.

Far from being a figurehead, however, Sun-Tzu—through his generals—has ably wielded the CCAF as a tool of statecraft. Balanced by the Chancellor's political insights and maneuverings, the military has won impressive victories, consistently performing beyond expectations.

The Chancellor's personal council, the core of the Strategios, consists of the strategic military director, the Master of House Imarra (who represents the eight Warrior Houses), and the Directress of the Maskirovka intelligence agency. These individuals advise the Chancellor on matters of defense and military policy. Each adviser also serves as a safeguard against the others, ensuring that no conspiracy can be hatched without the cooperation of all three. Reform-minded though he may be, Chancellor Sun-Tzu has not abandoned all caution.

THE STRATEGIC MILITARY DIRECTOR

The strategic military director oversees the condition and actions of the Capellan Confederation Armed Forces, except for the Death Commandos and Warrior Houses. These units remain outside the director's immediate authority. The

director is the most highly placed individual in the Ministry of the Military and has been called the Chancellor's enforcer in the past. He often chairs the Strategios and, in the Chancellor's absence from Sian, serves as regent.

With such power in the hands of one person, the Chancellor must be absolutely certain of the director's loyalty. Lack of trust between the Chancellor and his military director only hurts the CCAF, as does giving trust undeserved. During the Fourth Succession War, the military director's close personal ties to the Tikonov Commonality contributed hugely to the Capellan debacle. Rather than fulfill his duty to protect the Confederation, that director used his position to further his own political ends. Chancellor Maximilian was slow to take action against him, and the damage was irreversible by the time he finally did so. Since the Fourth Succession War, the strategic director must renounce all hereditary titles before accepting the position, becoming a member of the *Barduc*—the sword nobility—until his retirement. It is understood that strategic directors will never be allowed to reclaim their old lands, reinforcing the idea of selfless service to the Capellan nation.

assessment proved correct persuaded Sun-Tzu to make allowances for its being impolitic.

Zahn's recently attained rank of *sang-jiang-jun* has made him perhaps the second most important individual in the Confederation. Fortunately, the Chancellor retains an appropriate sense of caution; he takes care to isolate his senior general, using the Warrior Houses and the Maskirovka as brakes. So far, Zahn appears unswervingly loyal to Sun-Tzu. However, the needs of the Capellan nation have yet to diverge from the desires of its Chancellor. When and if that happens, Zahn's loyalty will truly be put to the test.

RISE OF THE JIANG-JUN

The military forces in each of the Confederation's five commonalities are commanded by two *jiang-jun*, or generals—a rank abolished during the reign of Jasmine Liao and only recently restored. One *jiang-jun* oversees all line regiments assigned to the commonality, even those temporarily posted to another region. This general takes care of military readiness, supplies and training, and personnel. The second *jiang-jun* similarly oversees all Home Guard forces in the commonality. Together, these ten administrative commanders wield impressive power.

Both *jiang-jun* must deal with local bureaucracies as well as the various departments of the Ministry of the Military. Accomplishing the first requires a working relationship with the Sheng, the hereditary nobles (as opposed to the sword nobility). In the case of the Ministry, the generals must deal with their fellow *jiang-jun*, who command each department. Recently imposed divisions of authority have made each *jiang-jun* more powerful than his predecessors. However, it is also more difficult for them to abuse their power when forced to work closely with the nobles or others of similar rank and authority. Chancellor Sun-Tzu has used the same political strategy with the military as in his personal council, albeit on a somewhat larger scale.

THE NEW COMMONALITIES

In 3061, as part of his Xin Sheng effort, the Chancellor officially named the Liao system as the capital of all reclaimed coreward worlds. This declaration, heralding the rebirth of a lost commonality, received immense public attention and celebration. After its defiance of Confederation authority, the world of Sarna could never be reinvested as a commonality capital. The birthworld of the Liao dynasty therefore became the obvious choice.

The Chancellor created the next new commonality in late 3062, when he split the Victoria Commonality from the Sian Commonality. Though the timing turned attention somewhat away from the military conquest of St. Ives, the main reason for this move was to reallocate administrative resources. Victoria had become a critical world, site of a vital military production facility and home to a new academy for soldiers and technicians. Along with the Periphery world of Detroit, Victoria was fast becoming a key administrative world representing Capellan interests in the Trinity Alliance.

The St. Ives Commonality—also called the Xin Sheng Commonality—returned to the fold in June of 3063, the third and final of the Confederation's new regions. The recovery of St. Ives means more than the cessation of hostilities and a united Capellan realm. St. Ives brings back to the Confederation important military and industrial assets, as well as command doctrine and training learned from the Federated Suns. Disseminating the latter among the CCAF can only improve Capellan defenses by giving us insight into a powerful enemy.

THE INCLUSION OF ST. IVES

We have nothing less ahead of us than the opportunity of a lifetime. The opportunity to make a difference, to prove to everyone that we can overcome adversity and forge our own destiny. We will be the champions!

—Senior Colonel Caroline Seng in a speech to the SIMC, 3 June 3063

The recent end of hostilities with St. Ives brings with it the most jarring change the CCAF has ever experienced: the integration of the St. Ives Military Command. Though popular with few on either side, integration will happen; the Strategios cannot ignore the relevant treaty provisions or the personal wishes of the Chancellor.

CHAMPION OF ST. IVES: A MASKIROVKA PROFILE OF COLONEL DUKE KAI ALLARD-LIAO

Born: 1 June 3030 (New Avalon)
Education: NAIS College of Military Sciences
Early Duty: Tenth Lyran Guards
Extra-Military Service: Cenotaph Stables, Solaris VII (owner/competitor); Director, Free Capella (through 3061)

Throughout the Inner Sphere, Duke Kai Allard-Liao is a legend. Almost everyone has heard of his heroic exploits against the Clans and on Solaris. However, few realize how close to the edge of insanity the young duke once stood. Psychological profiles show a marked tendency to underestimate himself. As an outgrowth of this inferiority complex, when under duress—especially if others were in the same danger—the duke was prone to berserker-like rage. Agents have secured gun-camera footage of a few of these episodes. Save for his almost prescient instincts and incredible skill, he likely would not be alive today.

His self-imposed exile on Solaris VII clearly made Duke Allard-Liao surer of himself and his leadership skills. Within the past few years, we have seen numerous examples of his strategic gifts at work. During his campaign against the Confederation in 3062, he fought on half a dozen key worlds and nearly halted the flow of supplies to the front. Only his misreading of a supposedly neutral Sarna force kept the CCAF's offensive from faltering or crumbling altogether.

No matter his victories on the battlefield, Duke Allard-Liao has one weakness: his loyalty to family and friends. In the past the duke has taken great risks to protect or to rescue a close friend or family member. By that same token, however, the duke has friends and associates he can call upon across the Inner Sphere, including members of several noble and ruling families. He remains a man to be reckoned with.

CHANGING TIMES

After the Compact's secession, its senior military officers and several AFFC advisers rebuilt the St. Ives Military Command as an independent army. To help quell considerable resistance to the changes, Duchess Liao made it clear that the reforms were at her behest and would continue. Soon after that, resisters found themselves without position or voice. Today, the soldiers and officers of the SIMC once again face drastic change. Duchess Liao retains authority over her people, but the Compact's worlds once again belong to the Capellan Confederation and its citizens must rejoin Capellan society.

The Confederation's high command is most immediately concerned with exerting control over the SIMC. Long-term plans call for the total merger of the St. Ives military organization with the Capellan armed forces. For the time being, however, the Strategios has accepted the SIMC as the St. Ives Commonality's military force, albeit with an independent command and logistics structure. As part of the initial stage of reintegration, liaison and political officers have been assigned to each major SIMC command and unit, ensuring that the Chancellor's voice is heard among them. Reactions to this have so far been mixed. Unfortunately, several hard-liners on both sides are causing problems that can only slow the inevitable.

The most conservative estimates suggest that it will take several years before elements of the SIMC can truly be part of the Capellan armed forces. For now, the SIMC exists as a mostly independent entity subordinate to the Strategios and Strategic Military Director Talon Zahn.

ST. IVES MILITARY COMMAND

The SIMC is a well-run organization. Its command structure resembles that of the restructured CCAF, with some significant differences. The commonality's strategic director is the SIMC's most senior officer, commanding the entire St. Ives military with Duchess Liao's authority. A command council, chaired by the deputy strategic director, functions much like the Strategios and is made up of the commonality's provincial directorates.

The provincial directorates command all military forces, including line regiments and Home Guard units, assigned to each of St. Ives' four duchies. The Army and Navy Commands have administrative responsibility for the SIMC's ground and aerospace forces, respectively. Support Command is responsible for support and logistics services, while Training Command oversees the training of SIMC personnel. The Mercenary Relations Command, now disbanded, oversaw mercenary contracts; the Liaison Command was responsible for AFFC units assigned to St. Ives. Reconstituted with SLDF personnel, it now monitors the armistice.

As dictated by the peace agreement, the SIMC has three seats on the Strategios instead of the two given to other commonalities. This gives St. Ives a louder voice, not only in matters that concern them directly but also in those with an impact on the entire Confederation. The SIMC's strategic director and deputy director have the rank of *jiang-jun* within the Strategios. Duchess Liao's senior military adviser and personal representative, Senior Colonel Caroline Seng, sits on the Strategios in Duchess Liao's place. Seng refuses to acknowledge the rank of *jiang-jun*, retaining her SIMC uniform and ranking devices. This display is technically allowed because Seng is present as Duchess Liao's adviser rather than as part of the military command.

Matron of Her People

Duchess Candace Liao maintains considerable authority over her commonality, guaranteed to her family by the terms of the armistice. Her military adviser

reports to her in all matters that concern the commonality. The duchess may countermand any order to her military that she judges immoral or illegal.

Because she directly commands the SIMC, Candace Liao holds a seat on the Confederation Strategios. The duchess has passed many of her military responsibilities to her senior military adviser, however, preferring to focus more on her civilian duties. Senior Colonel Caroline Seng, once the SIMC's strategic director, serves on the Strategios as Duchess Liao's military adviser and official personal representative. She also maintains a close relationship with the SIMC.

St. Ives Intelligence Service

Neither entirely a military nor a civilian entity, the St. Ives Intelligence Service (SIIS) is run by a military officer who files reports with the strategic director. He also occupies a seat on the command council. For practical purposes, however, the SIIS is an autonomous organization, separate from the SIMC and the civilian government and answerable only to the Prime Minister.

During the recent hostilities, the SIIS worked feverishly to gather as much information on the Capellan war machine as possible while sabotaging and disrupting the Confederation's logistics network. With the signing of the armistice, however, many SIIS personnel felt uncomfortable or unsafe returning to the Capellan Confederation. In the few weeks since the signing, almost 85 percent of SIIS personnel have gone AWOL, including all of its operations and field personnel. Quite a few have apparently joined Free Capella. Many others, including former SIIS Senior Colonel Gershom Watende, have fled to the Federated Commonwealth. Still others have gone underground, hoping to fade into anonymity or possibly foster a new anti-Capellan movement.

Liaison Command

The only St. Ives Military Command never headed by an SIMC officer, the Liaison Command oversaw the AFFC units assigned to the St. Ives Compact. For more than two decades until her death during the Black May nerve gas attacks, Leftenant General Simone Devon directed the Liaison Command. Leftenant General Vinson Schumacher took charge of the command until the end of the war, when the subsequent pullout of AFFC troops rendered the command's existence pointless.

After the armistice, the SLDF High Command resurrected the Liaison Command. Staffed with SLDF and ComStar personnel, it now monitors the reintegration of the St. Ives Compact and the Capellan Confederation. SLDF Major General Garrett N'Reng currently heads the Liaison Command.

CALLING THE REGIMENTS

The Capellan Confederation Armed Forces have traditionally fallen into three general categories: line regiments, Home Guard units and Warrior Houses. Some also list the Death Commandos as a separate division of the CCAF.

The Home Guard regiments, though important to the Confederation's defense, fall beyond the scope of this report. Brief mention is made of them where appropriate, so as not to lose important information, but the CCAF's mission and political directives make it more suitable for Home Guard personnel to take their examples from the line regiments covered in this document.

This report divides the CCAF roster into four different categories, each with an overview of the type of regiment listed within it. The first category covers regiments remarkable for their dedicated service, such as long-standing front-line regiments and Warrior Houses. The second includes regiments that give the CCAF strength in

THE HOME GUARD

Home Guard regiments are made up of veteran CCAF troops who have fulfilled their regular obligations to the military. They serve in specific commonalities and are rarely transferred between worlds within their assigned regions. The standard ratio of Home Guard forces in each commonality averages three regiments per duchy. However, Capellan duchies farther from the borders are frequently garrisoned with only one Guard regiment, while those nearer the border might have as many as four or five.

Traditionally, Home Guard regiments are composed of three battalions with three companies each. The first battalion contains armored vehicles supported by artillery. The remaining battalions typically contain specialized infantry such as motorized, air-mobile or jump-capable ground troops, armed with lasers or other anti-'Mech weapons. In the past decade, as the regular armies upgraded to newer designs and equipment, limited BattleMech and aerospace fighter forces were added to the Home Guard as a means of increasing their effectiveness. These latter additions also served as a way to conceal military expansion, as some of them later returned to the CCAF to form new standing line regiments and make up for battle losses in the war with St. Ives.

The primary mission of the Home Guard is to provide a first line of defense against outside aggression, blunting any initial attack and holding key positions while on-site 'Mech forces deploy to their best advantage or until offworld line regiments arrive. This role was the key to the Confederation's long-standing "elastic defense" strategy. Lack of immediate back-up caused it to fail during the Fourth Succession War, when many Home Guard units were left fighting a holding position far longer than any commander would consider feasible.

Since the Fourth Succession War, the Home Guard has been trained in guerrilla tactics. In a recent policy change, Home Guard forces will not be evacuated from any conquered worlds; instead, they will be left to foment insurgency and stall any continuing invasion. This adjustment to Home Guard tac-

Continued on p. 28

tics will also help them survive if no help is immediately forthcoming. Finally, Home Guard units have standing orders to deny an enemy any stored materiel, destroying it if necessary before retreating into the wilderness to tie up enemy forces with hit-and-run raids. Though the Home Guard has yet to fulfill its new functions officially, the Compact's Home Guard units accomplished a similar mission in the recent war with St. Ives when they successfully bogged down the Confederation offensive on several worlds.

reserve, dedicated primarily to the protection of a single commonality. The third covers converted regiments, mostly mercenaries who have accepted permanent Liao sponsorship. Finally, this report covers the St. Ives military forces, returned to the Confederation but given more than the usual autonomy. A fifth category is currently appended to the armed forces roster—Capellan nationals who have pointedly refused to return to the Confederation or are otherwise disassociated from the CCAF.

For the sake of completeness, this document includes a brief overview of the few mercenary commands still in the Confederation's employ. Their contribution to our defense is worth mention, even if the details of their commands are best left to other sources.

DEDICATED SERVICE

At the fore of the Capellan Confederation Armed Forces are three commands that have come to exemplify the Confederation over the centuries: the Capellan Hussar regiments, the eight Warrior Houses and the Chancellor's Death Commandos. Each of these embodies elements of what it means to be Capellan, providing a standard by which all others are measured. Fanatically loyal and superbly trained, these warriors are as terrifying to an enemy on the battlefield as they are inspiring to Confederation citizens fortunate enough to see them on parade. They garrison critical Confederation worlds but can relocate at the first sign of trouble and generally spearhead military offensives. All eight Warrior Houses retook the pivotal world of Liao during the 3057 Offensive, the Confederation's farthest reach of the campaign.

Reflecting their prestige, these units are generally the first to receive new BattleMech designs and technology upgrades. They also receive the pick of most Capellan military academies or, in the case of the Warrior Houses, the best and brightest among any world's population.

STRENGTH IN RESERVE

Equally responsible for protecting the Confederation, if less highly honored than the regiments cited above, the Capellan reserves once served as the backbone of the nation's defenses. Traditionally, they made up approximately a third of the Capellan military; since the recent conversion of so many mercenary commands to line regiments, that proportion is somewhat less.

The reserves are filled with green troops, but even they are highly trained. The average Capellan recruit is among the best-trained and -equipped in the Inner Sphere and eager to learn those lessons that the officer corps can teach. CCAF doctrine works officers and high-ranking enlisted troops through a regular line regiment for up to five years before each soldier's minimum three-year term in the reserves. This system ensures that a veteran core exists in each reserve regiment.

To keep the reserves mobile within their assigned commonalities, each one has dedicated DropShip and JumpShip support—rare among what other Houses might call "augmented garrison forces." CCAF reserves, however, are as much front-line troops as the Capellan Hussars. They maintain homeworld postings, but more often than not a reserve unit is undergoing training maneuvers on other worlds within its assigned commonality. Currently, with converted mercenary forces bolstering national defense, the reserves can more easily travel where they are needed for the Confederation to flex its muscles.

CONVERTED MERCENARY COMMANDS

On 8 August 3060, Chancellor Sun-Tzu Liao offered Colonel Marcus Baxter, commander of McCarron's Armored Cavalry, the Barduc title of Lord of the Realm, with all its attendant privileges and responsibilities. Baxter accepted. In a speech since set down in every Capellan history book, Sun-Tzu Liao announced the conversion of McCarron's Armored Cavalry from mercenary command to elite House troops. This proclamation permanently added five front-line regiments to the CCAF rolls.

The Chancellor repeated this coup twice in the same year when the Fourth Tau Ceti Rangers accepted Capellan sponsorship in October and the Fifteenth Drakon in November. Marshigama's Legionnaires and Ambermarle's Highlanders followed suit just after the new year. The Harloc Raiders, released to mercenary duty in order to gain operational experience outside the Confederation, were recalled. More mercenaries joined the ranks throughout the next eighteen months. The crowning achievement of this conversion program came from outside the mercenary ranks, when a Draconis Combine regiment that had once long ago been Capellan answered the call for Xin Sheng by surrendering its allegiance to House Kurita.

McCarron's Armored Cavalry forms its own command within the CCAF regiments, joined by the newly formed Citizens' Honored and Capellan brigades. All these commands are composed of converted regiments. This coalition of ex-mercenaries and returned Capellan nationals forms the backbone of the nation's garrison force, freeing the Capellan reserve regiments to further national interests elsewhere. By tying the converted units to Capellan worlds, the Strategios hopes to foster even greater discipline and love for the Capellan way of life.

ST. IVES MILITARY COMMAND

Independent from the Confederation for the past three decades, the SIMC became a skilled military organization with assistance from the Federated Commonwealth. Line units, such as the St. Ives Armored Cavalry, compose the bulk of the former Compact's military might. Just as in the rest of the CCAF, Home Guard units are assigned to each St. Ives world and staffed with members of the local population.

Based loosely on the Federated Suns' Regimental Combat Team (RCT) model, all St. Ives line units are combined-arms brigades. Each brigade, except for the two recently formed Janissary Brigades, centers on a core active regiment for which the entire brigade is named. Most of these core units are BattleMech units, with some brigades built around conventional armor regiments.

DISSIDENT CAPELLAN NATIONALS

The fragmenting of the Capellan nation after the Fourth Succession War left many Capellan nationals divided from the Confederation despite recent successes in rebuilding national unity. The St. Ives Commonality was reclaimed, but it is merely the largest piece among many. Remaining challenges include the Chaos March and pockets of pro-Liao sentiment that have not yet been stamped out in the Davion-controlled Tikonov Reaches. We must also deal with Free Capella, the movement begun by Tormano Liao and inherited by his son Treyhang. Even some St. Ives dissidents remain who chose exile over the uncertainty of reunion and are still under arms.

This report describes these dissident units in hopes of reclaiming them where possible, and for the purposes of knowing one's enemy. They should not be counted as a standing CCAF command.

MERCENARIES

All too recently, mercenary commands made up a third of the Confederation's military strength. The depredations of the Succession Wars forced the Capellan nation into this unenviable situation, relying on paid outsiders to maintain its defenses. Persuading the most prominent mercenary units to permanently serve the Confederation, as Chancellor Sun-Tzu recently did, is a feat all the more impressive in a realm where mercenary commands are so rarely welcome. The average Capellan citizen is wary of outsiders; to earn his trust, let alone that of the nation's noble rulers, requires considerable time or truly heroic actions. Reflecting this uneasiness with foreigners, the Capellan government has always fought hard for advantage in contract negotiations and rigidly enforced the results. On the few occasions when a mercenary command broke faith with the Confederation, loyal Capellan units lost no time hunting down the traitors and destroying them.

With so many mercenaries recently become House troops, Chancellor Sun-Tzu appears reluctant to hire many more mercenary units. Those that remain in Capellan pay, some of them among the units described below, are larger commands with special abilities. Mercenary units are far likelier to be posted in outlying areas such as the Chaos March or the Tikonov Reaches than to receive the garrison assignments currently given to the Capellan armed forces.

Little Richard's Panzer Brigade

(CO: Colonel Richard "Sugar Baby" Whitman)

The Panzer Brigade is a heavyweight, veteran BattleMech force with impressive aerospace and armor support. The unit's members also possess a reputation as troublemakers. Though the Capellan government has not offered sponsorship to the Brigade (which would likely be turned down), generous contract terms keep this unit in service to the Confederation. With the conversion of McCarron's Armored Cavalry and the Fourth Tau Ceti Rangers to House units, the Panzer Brigade has become the premier mercenary unit serving in the Confederation.

By its own request, the Brigade has fought throughout the disputed territories. It now garrisons a world bordering the Chaos March and Tikonov Reaches, where its members are assured a piece of the action.

ST. IVES MERCENARIES

Like the Confederation from which it sprang, the tiny St. Ives Compact was forced to rely on mercenary units for defense. The SIMC employed dozens of such units, of varying size and composition. Prior to the start of the Capellan War, most of them reinforced garrisons on key worlds. Once the war began, several mercenary commands earned as much prominence as any SIMC line unit. Several units, such as Group W and the Arcadians, held the line against Capellan forces as well as any of the St. Ives Armored Cavalry brigades.

With the CCAF assuming control of the SIMC at the end of the conflict, matters have changed dramatically. Currently, none of the mercenary units employed by the SIMC remain under St. Ives' command. Units "loaned" to the Compact by the Lyran Alliance and the Federated Suns have been recalled—not surprising, considering the work cut out for them in those tumultuous regions. When it became clear that the Compact could not survive as an independent nation, several mercenary units simply broke their contracts. A few others were integrated into the CCAF once the war ended.

Gregg's Long Striders
(CO: Colonel Gregg Car)

Despite this unit's questionable loyalty, the Long Striders remain with the Confederation by choice. Their original contract allows them an option to renew unless inadequacy can be proved to the Mercenary Review and Bonding Commission on Outreach. The unit has managed to occupy a fairly important post on the world of Canopus, satisfying agreements of mutual aid to the Magistracy of Canopus and freeing a regular line unit for duty on the New Colony Region world of Detroit.

Hell's Black Aces
(CO: Colonel Hohiru "Great Wyrm" Tanaga)

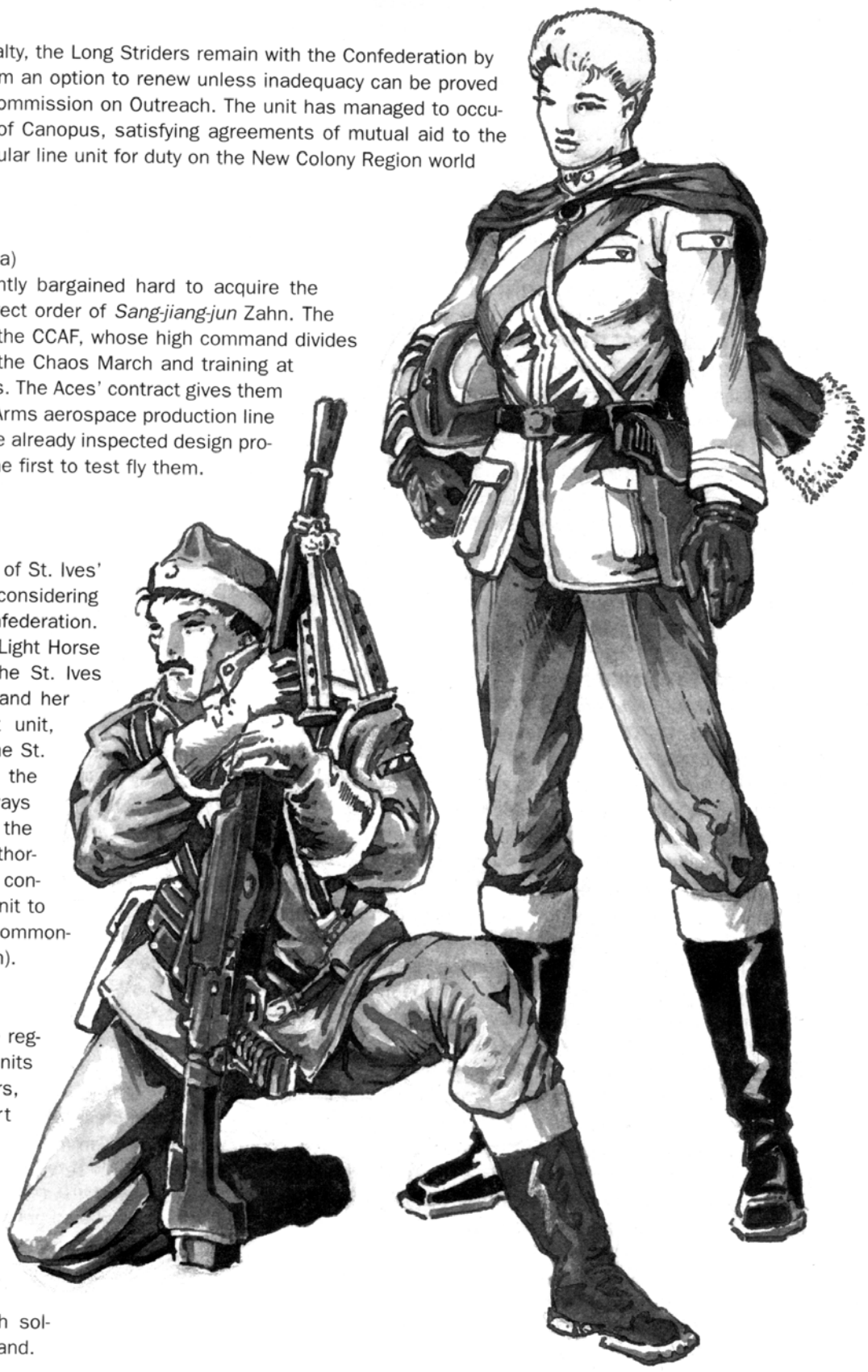
Confederation representatives recently bargained hard to acquire the services of the Black Aces under the direct order of *Sang-jiang-jun* Zahn. The unit's aerospace expertise is a boon to the CCAF, whose high command divides the Aces' time between combat duty in the Chaos March and training at the new Liao Conservatory of Military Arts. The Aces' contract gives them preferred buyer status when the Shengli Arms aerospace production line on Victoria gears up. Several officers have already inspected design prototypes at the plant and will be among the first to test fly them.

Rubinsky's Light Horse
(CO: Colonel Marko Rubinsky)

Rubinsky's Light Horse remains one of St. Ives' most devoted units, a remarkable fact considering this unit's hatred for the Capellan Confederation. Before and certainly during the war, the Light Horse developed a significant attachment to the St. Ives Compact, particularly to Duchess Liao and her family. When the Light Horse's parent unit, Khorsakov's Cossacks, chose to leave the St. Ives Commonality rather than work for the Confederation, the Light Horse parted ways with the Cossacks. Rather than order the Light Horse to submit to Confederation authority, Duchess Liao released it from its old contract and issued a new one binding the unit to her family personally rather than to the commonality (and, by extension, the Confederation).

THE NEW CCAF

Xin Sheng made few changes to the regular organization of the CCAF. A few units fleshed out their ranks with extra soldiers, while others lost nonessential support forces in a streamlining move. The latter fate befell units that failed to use their support forces effectively. The primary change in the CCAF, however, had little to do with regimental organization, resurrected ranks or grand strategies. It drew on the Confederation's greatest strength—its people—by reaffirming each soldier's pride in serving the Capellan homeland.



JANSHI

An army without culture is a dull-witted army, and a dull-witted army cannot defeat the enemy.

—Mao Zedong, Terra, 1944; from the Confederation Archives

The Xin Sheng movement reminded Capellan citizens of the debt they owed to their society, and of the tenets that made them stronger than the culturally bankrupt people of other Successor States. This renewal of obligation brought to the military a new sense of purpose and a drive to succeed. In the caste system of the Confederation, however loosely applied, only one occupation truly breaks the bounds that guide most lifelong Capellan citizens. Those who follow it serve the state to the highest degree. They are the *janshi*—the warriors.

Capellan soldiers have always been among the best-trained and most highly motivated troops of the Inner Sphere. By and large, Capellan warriors owe their inner strength to the Korvin Doctrine, the Sarna Mandate and the Lorix Order that exemplifies the former two philosophies.

The Korvin Doctrine states that all humans must identify themselves with a Great Humanity, in which each individual serves the good of a Greater Civilization that can only be maintained by a central authority responsible for reconciling divergent human values. This doctrine constitutes the basis of civics taught to all Confederation citizens. Its precepts make it clear that to disobey the state is to threaten the future of the entire human race. Eight centuries ago, the Korvin Doctrine prompted the full integration of women into combat divisions of the Capellan military, demanding of everyone this supreme sacrifice.

The Sarna Mandate gave rise to the modern Capellan social caste system. According to this philosophy, only the military, scientific and political elite of a given society are capable of governing. This elite, by virtue of its capability, is justified in taking any action necessary to ensure the survival of a population, including the periodic restructuring of society.

Dedicated to upholding the Sarna Mandate, the Lorix Order is partly religious and partly military, with many followers among the warrior class. The Order devotes itself to the service of the state and the equal protection of all Confederation citizens by promoting the art of war, primarily as exemplified by the BattleMech and the MechWarrior. The Lorix Order is popular among Capellan soldiers, who almost universally see its precepts as admirable. The Lorix Order is also the foundation upon which the Warrior Houses were built, engendering an elite warrior class answerable only to their own House masters and to House Liao.

EXCERPTED DICTUMS OF THE LORIX ORDER

1. The citizen has the right to expect the highest degree of professionalism from the officers who decide his fate.

2. The highest order of warrior and defender is and forever shall be the MechWarrior.

3. MechWarriors are and should remain a breed unto themselves. They should be accorded the highest honor, and in turn should perform the most outstanding feats of daring in defense of the state and its citizens.

4. To perform their important task, MechWarriors must be afforded opportunities to advance their skills and expertise to the highest possible level. To this end, war is an acceptable way of life because it inevitably contributes to the defense of the state through the increased skill of its defenders.

5. Once a MechWarrior has reached the summit of his profession, only another MechWarrior has the right to take his life. Conversely, in certain cases (such as personal or professional betrayal), the MechWarrior has the right to exact personal retribution without fear of reprisal.

6. The MechWarrior's highest and most valued ideal is loyalty: to the citizens he protects, to the state that provides for him, and to the ruler of that state, who is the MechWarrior's commander in chief.

Hopeless Battle Syndrome

The sense of inadequacy that once paralyzed the armed forces' support mechanisms bled into the CCAF after the Fourth Succession War. Romano Liao's heavy-handed attempts to revamp an ineffective military placed extreme pressure on the officer ranks, first through purges and then by court-martialing and executing officers who did not decisively win military engagements. In those times, a narrow victory often brought a commanding officer more grief than a defeat in which a unit escaped with little damage.

Romano's policies were perhaps understandable at the time, as the CCAF could ill afford large losses. As a result, however, CCAF officers became far less likely to seize the initiative, instead deferring as many decisions as possible to their superiors. Though Capellan commanders were well-versed in combined-arms tactics, they rarely used them in combat because of reluctance in the upper command echelons to commit the proper forces. Where the outcome of a battle defied easy prediction, many commanders chose a suicidal last stand; better to die a martyr to the realm than risk a Pyrrhic victory. This tendency to choose an immediate, heroic end rather than live with constant uncertainty became known as the "hopeless battle syndrome."

The rise of Xin Sheng gradually diminished this scourge of the Capellan military, though the Capellan Medical Corps continues to watch for signs of the syndrome in CCAF officers. Observers believe that those few still prone to seek such an end likely found it in the recent war with St. Ives, leaving the renewed Capellan military healthier and stronger.

STANDARD CCAF BATTLEMECH ORGANIZATION

Unit	Component Units	Total Strength
Lance	—	4 BattleMechs
Company	3 lances	12 BattleMechs
Battalion	3 companies	36 BattleMechs
Reinforced Battalion	4 companies	48 BattleMechs
Regiment	3 battalions + command company	120 BattleMechs
Reinforced Regiment	4 battalions + command company	156 BattleMechs

BATTLEMECH ASSETS

Prior to the Succession Wars, the Capellan Confederation fielded an impressive 129 front-line BattleMech regiments. Savage attrition from the constant fighting undercut Capellan strength, however, and forced the entire Inner Sphere into a scavenger economy. Only one element of warfare has remained constant over the past three hundred years: the BattleMech is still king of the field.

House Liao traditionally depended on medium and lower-end heavy machines, using designs that could fill multiple roles for ease of deployment. At times, when battling heavier 'Mechs or specialized machines that took advantage of Capellan deficiencies, the Confederation suffered from this reliance on general-purpose, lighter-weight 'Mechs. Because the realm lacked the resources to build many customized BattleMechs, it relied instead on the ingenuity of its MechWarriors. This largely defensive strategy stood the Confederation in good stead for several hundred years despite limiting the nation's offensive capacity.

In recent times, however, liberal policies regarding the import of war materials has allowed for greater diversification. The CCAF now includes several Free Worlds League 'Mech designs, as well as a few purchased through Word of Blake. Confederation factories have adjusted their production lines to incorporate the new designs, upgrade existing Capellan 'Mechs, and, when possible, alter general-purpose machines for specialized roles. The CCAF is concentrating customization on the lighter 'Mechs in its arsenal, getting the most out of this investment by limiting the changes to a few different designs. Assault 'Mechs have arrived more slowly on the CCAF rosters, becoming widely available only in the past two years.

One alteration appears in every class of 'Mech: Capellan-inspired architecture. By and large, the Confederation's new BattleMechs incorporate features that reinforce House Liao's Chinese heritage. The *Yu Huang*, *Men Shen* and *Ti Ts'ang* are all examples that have overt Chinese symbols worked into their armor; future designs are likely to carry on this tradition.

Most CCAF BattleMech units use the same structure as in other Successor States: four 'Mechs to a lance, three lances to a company, three companies to a battalion and three battalions to a regiment. At times, Capellan commands field slightly larger reinforced battalions or regiments. Battalion command lances are traditionally part of the first company rather than being independently assigned. Most regiments, however, attach an independent command company.

SIMC Report

In contrast to the rest of the Confederation's armed forces, the SIMC fields a far heavier BattleMech corps. Heavy and assault designs dominate the 'Mech regiments of the St. Ives Armored Cavalry because more than half of the commonality's production lines are turning out assault 'Mech chassis. Most numerous are locally produced designs such as the venerable *Victor*, as well as new machines like the *Emperor* and the *Pillager*. Roughly 40 percent of the BattleMechs bought by the SIMC over the past decade were constructed in the Federated Commonwealth, most of them from formerly Capellan factories in the Sarna and Tikonov Marches. The one exception was a surplus of *Dervishes*, which were purchased following the retooling of the *Archernar* BattleMechs' *Dervish* line on New Avalon to produce *Enforcer IIIs* in late 3060.

The bulk of the Compact's BattleMech forces are organized into regiments, each at the core of a larger combined-arms line brigade. Drawing on the strong supply lines forged by the Compact during the 3030s and 3040s, each of those regiments was further strengthened with reinforced command elements. Only the Janissary Brigades organize differently, uniting their BattleMech and armor contingents into a true combined-arms force. In light of the heavy losses from the recent war, most St. Ives units are operating far below full strength.

AEROSPACE AND NAVAL ASSETS

In 2950, Chancellor Ingrid Liao shifted a sizable chunk of resources to the CCAF's aerospace wing, also known as the Capellan Air Defense Force (CADF). Her nephew and successor, Tormax Liao, continued to revitalize the aerospace branch, which had lagged behind the ground forces since the beginning of the First Succession War. Though the immediate results were mixed, the Confederation met its long-term goals with increased production of the TR-10 *Transit* as well as development and production of the TR-13 *Transgressor*. These fighter-craft replaced the *Eagle* and *Thunderbird* designs, relegating the older craft to interior defense.

This infusion of money and attention was the last major advance for the Capellan aerospace forces until Chancellor Sun-Tzu's recent reforms. In fact, toward the end of the Third Succession War, the massive fighter regiments were dismantled and reassigned in pieces to BattleMech regiments as dedicated support units. Only recently did the CCAF reconstitute a few of these "fleet regiments," stripping excess fighter com-

mands from line regiments unable to employ these aerospace assets effectively. The high command also set up a massive training program based on the world of Liao, where the fleet regiments learn to work together in various operations. Fleet regiments are part of the Capellan navy, ready to assist in CCAF operations but not part of the formal TO&E.

Aerospace fighters are grouped in elements of two or three fightercraft. The CCAF is one of the few militaries that still uses the three-fighter unit, also called a triple. The Confederation's historical emphasis on defense made the triple preferable to the two-fighter element; with the proper training, three-fighter elements hold a dramatic edge in defensive capability. CCAF command elements always include three fightercraft; the two wingmen protect their commander while he or she directs the flight operation. Fleet regiments use two command elements, one for the commanding officer and another for the executive officer.

Three two-fighter elements or two triples make up a CADF squadron. Two squadrons compose a flight, the equivalent of a company in other branches of the armed forces. Three flights make a wing, along with an independent command element. The CDAF also includes reinforced wings of four flights.

Most aerospace assets still attached to BattleMech commands amount to a single wing of fightercraft, though recent reorganization has increased the number of double flights. The most efficient ratio of fightercraft to 'Mechs in combined-arms warfare, proved on battlefields throughout the Inner Sphere over centuries, is eighteen to thirty-six fighters supporting one regiment of 'Mechs. For simpler air-support needs—for example, planetary insertions, defensive air cover or reconnaissance work—a regiment can make do with a single flight.

STANDARD CCAF AEROSPACE ORGANIZATION

Unit	Component Units	Total Strength
Element	—	2–3 fighters
Squadron	2–3 lances	6 fighters
Flight	2 squadrons	12 fighters
Wing	3 flights + command element	39 fighters
Reinforced Wing	4 flights + command element	51 fighters
Fleet Regiment	3 wings + 2 command elements	123 fighters

SIMC Report

The SIMC divides its aerospace and naval assets into several subgroups. The best known are the Line Support Units (LSUs), aerospace fighter groups assigned to each line brigade. These wings protect their parent units from airborne threats and provide close air support for their ground-bound brethren, bombing and strafing enemy formations and installations. Several LSUs also incorporate a flight of assault DropShips, vastly increasing the unit's already significant firepower. Each line brigade includes at least one LSU; many independent infantry brigades are assigned several conventional aircraft wings.

In addition to an LSU, each line brigade is assigned a Transportation Unit (TU). Detailed to any SIMC unit requiring interstellar transport, a TU contains the DropShips and JumpShips required to move the unit between the stars. Each TU includes at least one integral aerospace fighter wing plus several assault DropShips, providing the maximum protection and greater offensive capability for the combat unit to which the TU is attached. DropShips are permanently assigned to a TU; JumpShips are normally attached to the unit only for the duration of a particular operation, or, in the case of a command circuit, for the duration of the hyperspace jump.

Independent Aerospace Units (IAUs) are aerospace fighters independent of any other unit organization. Commonly composed of two or more aerospace fighter wings and a TU, an IAU is assigned at the discretion of the Naval Command. Over the past few years, most IAUs have escorted supply convoys through Compact space or formed provisional task forces (PTFs) to deal with significant naval threats.

The Provisional Task Force is the final naval subgroup in the SIMC. The Compact currently possesses no WarShips, but it does operate a fleet of assault DropShips. Under peacetime conditions, the Naval Command divides this fleet into two flotillas, assigning them to PTFs as needed for the duration of whatever crisis occurs. During the recent war, however, five moderate-sized PTFs fought Capellan forces while two more remained in reserve.

WarShips and Conventional Fleet Support

Most CCAF BattleMech regiments receive conventional fleet support: DropShips and JumpShips permanently assigned to a command so that it can move immediately when necessary. This organizational scheme stems from the early rise of merchant JumpShip fleets and the Confederation's invention of the popular *Union* and *Overlord* DropShips. In recent years, when assured of calm, the CCAF has begun to share fleet assets between commands. In addition, as part of Xin Sheng, the CCAF sometimes loans its ships and facilities to the civilian sector to boost the economy.

However, as other Inner Sphere nations build and expand their WarShip fleets, the Confederation risks being left behind. With assistance from the Free Worlds League, the Confederation upgraded its only large shipyard to build the impressive maneuvering drives needed by WarShips—specifically, the *Impavido*-class destroyer. Following the successful completion of those drives, the Chancellor ordered further upgrades to the Necromo shipyards, which began construction of the *Feng Huang*-class

cruiser. The name, which refers to the mythological phoenix, is a celebration of Xin Sheng.

To date, per the agreement between the Capellan Confederation, Free Worlds League and Word of Blake that led to the construction of the *Impavido*, three such vessels from Technicron Manufacturing at Tamarind have entered Capellan service. They are the *Xizang*, *Zhejiang* and *Anhui* destroyers, all named after important duchies of the Confederation.

The first *Feng Huang* cruiser, the *Elias Jung*, debuted in July of 3058, participating in the surprise blockade of Sarna while House Hiritsu took control of Kaifeng, before being taken off-line for a yearlong overhaul. Having finally eliminated all production problems but almost ignored against the escalating St. Ives conflict, the cruiser *Franco Martell* was launched into service in April 3062. A third cruiser, the *Aleisha Kris*, is expected to complete production at the end of this year. Currently, two more cruisers, the *Sundermann Rhys* and *Ilsa Hyung*, are scheduled to launch in 3065 and 3067, respectively.

ARMOR ASSETS

Throughout its history, the Capellan Confederation has relied on armored vehicles as an integral part of national defense. Almost every BattleMech regiment has an armor unit permanently assigned to it, and the bulk of the Home Guard are armor and infantry.

Confederation manufacturers boast several impressive armored vehicle designs, from the older LRM and SRM carriers still widely employed in the Confederation to the newer Regulator hovertank, the Po heavy tank and the Zhukov. Not content to rely solely on its own designs, however, the Confederation continues to seek additional solid battlefield performers. Since the recent forging of the Trinity Alliance, the CCAF has arranged to acquire the Taurian Concordat's Blizzard infantry support vehicle and the standard heavy LRM carrier from the Magistracy of Canopus.

Compared with those of other Great Houses, armor crews for House Liao traditionally exhibit greater expertise. Capellan crews are well-trained and provided with excellent equipment, unlike other national armies, which commonly undercut armor in favor of their MechWarriors. CCAF armor units are extremely disciplined, knowing they will likely take the field first against enemy 'Mechs and will be expected to cover a fighting retreat in the event of trouble. "First ones in, last ones out" is the official motto of the Capellan Armored Corps. The unofficial motto is, "Blood helps grease the treads."

Armor units follow the same organization as BattleMech units, with four vehicles to a lance, twelve to a company and thirty-six to a battalion. Few BattleMech regiments can claim support from an entire armor regiment, except where a long-standing garrison unit has co-opted the local Home Guard. In regimental formation, armor units include an independent command company.

STANDARD CCAF ARMOR ORGANIZATION

Unit	Component Units	Total Strength
Lance	—	4 vehicles
Company	3 lances	12 vehicles
Battalion	3 companies	36 vehicles
Reinforced Battalion	4 companies	48 vehicles
Regiment	3 battalions + command company	120 vehicles
Reinforced Regiment	4 battalions + command company	156 vehicles

SIMC Report

The SIMC's vehicle corps, like its 'Mech corps, runs to heavy machines. Simple designs like the *Po* and the *Vedette* initially saw much use, but they soon rotated to Home Guard units as newer and more capable vehicles entered service. Intent on finding designs that could survive extended battles, SIMC procurement officers turned to several sources outside the Compact. The Compact also began purchasing new and upgraded designs as soon as they became available, assigning them to its line regiments. The upgrading slowed considerably during the Clan invasion, however, and just recently came back on track. As a result, only 70 percent of the Compact's armor units field upgraded designs.

INFANTRY ASSETS

The Confederation has never forgotten that, despite its relative lack of prestige, infantry is vital to hold and protect territory, to safeguard installations, and sometimes to enforce order among the population. Properly trained, infantry can stand against armored vehicles, fighter craft or even 'Mechs. From the Home Guard to line units, Capellan infantry troopers are among the best-trained soldiers in the Inner Sphere.

The CCAF divides its infantry into four main groups: the Home Guard, line regiment defenders, line regiment support and the new battlesuit troopers. The so-called Irregulars that recently plagued the Federated Suns (née Commonwealth) should not be considered official Capellan forces.

Home Guard infantry, in conjunction with armored vehicles, add to the garrison forces on important worlds. Far from the simple militia force that many outside the Confederation might expect, these troops act as a first line of defense against invasion. Also, in keeping with Chancellor Sun-Tzu's new directives, all Home Guard infantrymen are trained in guerrilla warfare. These soldiers are deadlier than some front-line troops, often part of a mechanized unit and trained in anti-'Mech tactics. While on worlds with a Home Guard regiment, BattleMech regiment line commanders are encouraged to train with the Home Guard.

Line regiment defender units are the true garrison troops. They serve on every world in the Confederation, safeguarding installations and supplementing the local militia when necessary. Though these standing regiments receive the least special training, they are anything but cannon fodder. Defender infantry units frequently double as a personal guard for the local nobility.

Line regiment support units make up the bulk of CCAF combat troops. They can be trained to fill various roles, including mechanized, jump-capable, anti-'Mech and airborne operations. Most support infantry are attached directly to BattleMech regiments, though a few commands are traditionally on loan to the Capellan navy and trained as space marines for the fleet. Still others are designated as Maskirovka support or, more rarely, left on their own as special roving assault units.

STANDARD CCAF INFANTRY ORGANIZATION

Unit	Component Units	Total Strength
Squad	—	7 soldiers
Platoon	4 squads	28 soldiers
Company	3 platoons	84 soldiers
Battalion	3 companies + command squad	259 soldiers
Reinforced Battalion	4 companies + command squad	343 soldiers
Regiment	3 battalions + command platoon	805 soldiers
Reinforced Regiment	4 battalions + command platoon	1,064 soldiers
Battlesuit Squad	—	4 soldiers
Battlesuit Platoon	4 battlesuit squads	16 soldiers

The Irregulars bear mentioning because of misconceptions even among our own forces. These soldiers are pro-Liao units that have sprung up on formerly Capellan worlds, agitating for their return to the Confederation. Some work within the existing system on their worlds; others are terrorists. In the Liao-Marik Offensive of 3057, a surge in Irregulars activity dramatically aided CCAF forces. Similar events occurred during the St. Ives conflict, and the current demonstrations on worlds of the Tikonov region appear to be following the same pattern. That the Confederation benefited by these units' actions and subsequently absorbed several into the CCAF in no way implies that the Capellan armed forces directed these Irregulars, however much the Federated Suns might enjoy discovering or manufacturing evidence to the contrary.

Official CCAF infantry units begin with a seven-soldier squad. Platoons are composed of four squads; three platoons make up a company. Battalion-strength or larger units usually include an independent command squad. Regiments employ a command-level platoon.

Battle Armor

The Clan invasion introduced battlesuits to Inner Sphere warfare. Clan infantrymen, augmented by powered armor suits and referred to as Elementals, made a dramatic and lasting impression on those who faced them. Able to avoid or withstand hostile fire from BattleMechs, the powered Clan infantry could tear into a 'Mech's armor, firing their hand-mounted weapons into the breaches.

As with WarShips, the Confederation lagged behind the rest of the Inner Sphere in developing its own battle armor. Lack of experience with the suits caused the engineers difficulties that delayed the program. Finally, the project managers chose to concentrate on one design rather than the three originally proposed. In 3062 the Fa Shih finally became available in time for a few hastily trained squads to participate in the assault on the world of St. Ives.

Fa Shih platoons are composed of four battlesuit squads. This organization allows a one-squad-to-one-machine ratio when battlesuit platoons deploy with lances of 'Mechs or armor.

SIMC Report

St. Ives Compact line infantry units fall into two categories—Brigade Forces and Independent Defense Forces. Brigade Forces are regiment-sized mechanized infantry formations. Assigned their own armored transport, most of these mechanized units are manned by jump troops with supplemental anti-'Mech or engineering training.

The Independent Defense Forces garrison their homeworlds, working closely with the local Home Guard. Once activated, an Independent Defense Force is temporarily attached to a line brigade or a Home Guard unit that needs additional support. These infantry brigades fortify and defend recently captured territories, pacify rebellious citizens or engage in guerrilla warfare. Ironically, several independent defense brigades have recently been called upon to put down rebellions within the Compact's own population.

Within the past decade, the SIMC began to field armored infantry units with suits purchased from the Federated Commonwealth. Each line brigade, whether 'Mech or armor, was assigned one full platoon of armored infantry starting in the spring of 3054. As more troopers graduated from training and new powered armor designs debuted in the Commonwealth, additional units entered service. The Compact's armored infantry units took heavy casualties during the war against the Capellan Confederation, leaving most surviving armored infantry units at far less than full strength.

MIXED UNIT ORGANIZATION AND COMMAND DOCTRINE

BattleMech line regiments are commonly fielded with support commands attached, which allows for prior combined-arms training and fosters an appreciation for the other soldiers who risk their lives alongside the MechWarrior. The CCAF's traditional organization centers on a full 'Mech regiment with a command company. Aerospace forces average two flights (twenty-four fightercraft). Armor is most often attached at battalion strength or higher. Infantry can range between a company and a battalion, and tends to jump from battalion to full regimental strength.

Traditionally, overall command goes to the BattleMech regimental commander or is jointly held with an aerospace commanding officer. On occasion, however, a gifted armor or infantry commander may be assigned authority over BattleMech forces. Such officers have typically been denied (or have rejected) MechWarrior training and are best-suited for field command.

AUGMENTED UNIT ORGANIZATIONAL DOCTRINE

Unit	Component Units	Total Strength
'Mech Lance (Standard)	4 'Mechs + 2 vehicles	6 machines
'Mech Lance (Secondary)	4 'Mechs + 2 battlesuit squads	4 'Mechs, 8 battlesuits
Armor Lance (Standard)	4 vehicles + 2 'Mechs	6 machines
Armor Lance (Secondary)	4 vehicles + 4 battlesuit squads	4 vehicles, 16 battlesuits
Augmented Company	2 augmented lances	Varied

Mixed-Unit Augmentation

The Capellan military has used combined-arms tactics for several hundred years. Upon exposure to Clan Novas and Supernovas, mixed-unit commands not used in the Inner Sphere, a member of the Strategios began looking into mixed-unit organization for the CCAF.

The CCAF has since developed augmented lances and companies. The first of these expanded a BattleMech lance to include a pair of armored vehicles. The lance deployed as a single unit, not as a traditional 'Mech lance with armor support. Trials showed that the light armor attachment covered a few of the 'Mech lance's deficiencies without causing any liability. The high command then tested an armor lance augmented by a pair of 'Mechs, with equal success. Augmented companies soon grew out of these tests, deploying two augmented lances rather than the usual three—an administrative necessity to keep company-strength commands at twelve units.

Ground and aerospace mixed lances offered no improvement over the standard ground lance with aerospace support. However, armor-infantry, armor-battlesuit and 'Mech-battlesuit augmented commands have performed much better than their standard predecessors.

SIMC Report

In its two Janissary Brigades, the SIMC has fielded large integrated combined-arms units for the past five years with great success. The Strategios is considering the formation of its own Janissary Brigades, based on the SIMC organization and the CCAF's augmented companies.

Though not official combat units, the SIMC formed several small provisional combat commands during the height of the recent war with the Confederation. These Provisional Salvage, or ProSal, units were equipped from the salvage taken by the Second St. Ives Lancers from the battlefields of St. Loris. At first, the ProSal battalions simply delivered replacement equipment to units that needed it. On the world of Milos, however, Colonel Lucas Tolek filled out the ProSal unit with Dispossessed crews and used this force to hammer the Magistracy's Third Canopian Fusiliers. After that, SIMC commanders increasingly used ProSal units as strategic reserves rather than as replacements for their own destroyed materiel.

With the end of the war against the Compact, the CCAF has so far chosen to leave these units alone. The reintegration of Compact and Confederation forces is a delicate process, and the ProSal units may require particularly sensitive political handling.

UNIFORMS AND INSIGNIA

Over the past three decades, the CCAF's Procurement Division has had little difficulty outfitting the military, mainly because soldiers wore their uniforms only in the strict line of duty. During these thirty-odd years, few medals were conferred, military parades were somber events, and enlistment declined. To be part of the Confederation's army was nothing to boast of—until the current Chancellor brought Xin Sheng to his people.

Even before Xin Sheng, the success of the Liao-Marik 3057 Offensive reinstilled a certain pride in the Capellan fighting forces. The Capellan armies have since responded with fervor to the Xin Sheng movement. One can scarcely walk down a street in any fair-sized Confederation city without spotting at least one person in military uniform. Usually, that person is returning civilities from well-wishers or being offered a serviceman's discount at a local establishment. The near-disgrace of the CCAF has vanished, to the good of the realm and the happiness of its citizens—and to the mild dismay of the Procurement Division, which must work harder than ever before to keep the forces in decent uniform.

RANK AND INSIGNIA

It was no coincidence that Sun-Tzu Liao reformed the CCAF ranking conventions just as Confederation troops were moving en masse into the St. Ives Compact. The Chancellor used the event to remind every Capellan of their proud heritage, and of why they fought to reclaim St. Ives rather than simply to contain the small nation. As with many of Chancellor Sun-Tzu's orders, ranking reform served several purposes.

The main body of the CCAF employs a streamlined ranking system with four enlisted ranks, five direct command ranks for officers and two administrative command ranks at the top levels. This system prevents the enlisted ranks from becoming too striated with noncommissioned officers, while allowing just enough officer ranks to delineate responsibilities and follow a clear chain of command.

Every branch of the CCAF and the Chancellor's Death Commandos follows the same ranking conventions. The Warrior Houses use a slightly different system, which recognizes each member through position, seniority and favor of the House Master. The Warrior Houses use the same rank devices as the regular army, but not the same titles. They are not part of the regular chain of command unless specifically ordered to integrate for the duration of an operation. The following entries make note of the differences.

As of January 3061, all ranks are referred to by their equivalent names in *Hanyu* (Chinese). Rank devices are worn as collar tabs on all uniforms except those that include a full-face helmet, which covers collar insignia. In such cases, insignia patches are sewn vertically on the front shoulder.

Sang-jiang-jun (Senior General)

This singular rank is awarded to the Capellan Confederation's strategic military director. The *sang-jiang-jun* reports directly to the Chancellor, overseeing all CCAF military operations and assuming responsibility for any joint operation where the Death Commandos or Warrior Houses work with the regular armed forces. In the Chancellor's absence from Sian, the *sang-jiang-jun* acts as regent. The rank insignia is the *jiang-jun* triangle device with a green enameled center.

Jiang-jun (General)

Few have been awarded this new administrative command rank. The short list includes two military representatives of each commonality, one responsible for all line regiments and the other for the commonality's Home Guard. The admiral of the Capellan navy has also received this rank, and the Chancellor has agreed to one *jiang-jun* for each of the other five divisions of the Ministry of the Military. The rank device is an inverted, tarnished brass triangle with an open center.

The Warrior House equivalent, *gao-shiao-zhang* (Lord General), is the Master of House Imarra. The Imarra Master also serves as the Grand Master of the Blessed Discipline, representing all Warrior Houses to the Chancellor and taking responsibilty for their actions.

Sang-shao (Colonel)

The mainstay of the Confederation military, the *sang-shao* traditionally command BattleMech and fleet regiments. This rank also applies to commanders of the new Confederation WarShips, though in practice they still follow the maritime tradition and are called captains. In administrative roles, a *sang-shao* might take charge of a military base or extremely important department of the Ministry of the Military. By Confederation tradition, only MechWarriors or aerospace officers can hope to rise to this level, though exceptional armor and infantry officers have occasionally earned the rank. The insignia is an inverted silver triangle with an open center.

In the Warrior Houses, the comparable post held by a House Master is *shiao-zhang*, or Lord Colonel. The *shiao-zhang* is undisputed leader of the House, reporting to no *jiang-jun* and answerable only to the leader of House Imarra and the Chancellor.

FIRST AMONG EQUALS

Though the streamlined ranking system eliminates much confusion and prevents social climbing through the officer corps, it does not cover all eventualities.

Among officers, confusion may arise when the same rank covers a delineated position and an administrative promotion. For example, the rank of *zhong-shao* is awarded to a battalion commander by dint of achievement. When that same officer is promoted to regimental exec, he keeps the rank he has already earned but may no longer hold the battalion command. Another example arises with several regiments each commanded by its own *sang-shao*, but under the overall command of yet another *sang-shao*.

In these cases and others like them, officers are schooled in recognizing which of them is "first among equals." This honor may be earned by time in service, experience in battle or knowledge of the mission. In general, operational orders will name the first officer, or a superior will designate one.

In cases where confusion may arise among enlisted personnel, usually among the lowest ranks that fill out the bulk of the CCAF, a superior officer or a *yi-si-ben-bing* may permit a soldier to attach a pip to his rank device. This triangular brass button, set in the center of the insignia, denotes a senior level in that enlisted rank. It technically carries no more authority, but it does signify greater responsibilities.

Zhong-shao (Lieutenant Colonel)

This rank generally denotes command of a 'Mech battalion or a full aerospace wing, or a regimental executive officer within these forces. Unless the Chancellor makes an exception, *zhong-shao* is the highest rank to which infantry and armor officers can rise in the CCAF, as conventional regimental commanders. In JumpShip and DropShip command and in various administrative roles, this rank is the highest attainable. *Zhong-shao* wear a tarnished brass bar with three silver triangular pips.

Because MechWarriors and aerospace pilots are granted an honorary commission on the successful completion of their training, they are not considered "command-level" officers. They may not hold the rank of *zhong-shao* or higher without first completing officer candidate school.

The Warrior House rank for a 'Mech battalion leader is *ying-zhang*. This rank is rarely awarded, as the BattleMech battalion is typically led by the *shiao-zhang*. It is, however, commonly applied to the commander of a House infantry battalion.

Sao-shao (Major)

This rank applies to a company commander or flight leader in the main regiments, and to a battalion commander or regimental executive officer among armor and infantry forces. A *sang-wei* might also be field promoted to *di-sao-shao* (brevet-major) in recognition of superior performance. Such a promotion would attach the *sang-wei* to the battalion command staff (in conventional forces, the regimental command staff), a position that requires the rank adjustment. *Sao-shao* also denotes upper-level management among non-combat administrative positions. The rank device is a tarnished brass bar with two silver triangular pips.

The Warrior House equivalent rank is *lien-zhang*. A *lien-zhang* may command a company of 'Mechs or conventional forces, and the rank traditionally provides the command staff for the House Master.

Sang-wei (Captain)

An officer of this rank commands a lance of BattleMechs or a squadron of aerospace fighters in the CCAF's primary forces. As a conventional officer, the *sang-wei* acts as company commander among armor and infantry or mid-level management for non-combat roles. The insignia is a tarnished brass bar with a single silver pip.

Pai-zhang is the similar rank among Warrior Houses, leading a lance of 'Mechs or an infantry platoon. Senior *pai-zhang* may be advisory members of the command staff.

Sao-wei (Lieutenant)

All MechWarriors and aerospace pilots enter the military at this rank, showing them the preference due their unique abilities. In a fighter element, one *sao-wei* is recognized as first among equals. Within conventional forces, this rank denotes a commander of an infantry platoon or armor lance and is the lowest-level management position within non-combat roles. The rank device is a plain, tarnished brass bar.

Ban-zhang identifies either a MechWarrior or an infantry squad leader in the Warrior Houses. The Warrior Houses also identify MechWarriors as *janshi*, warrior.

Yi-si-ben-bing (Master Sergeant)

Partly an administrative rank, the *yi-si-ben-bing* serves as the senior enlisted representative of a conventional military battalion. In the case of an infantry unit, this individual is usually attached directly to the battalion command staff. In a non-combat command, this rank is the senior enlisted representative of major departments. Within a conventional regiment or a non-combat command, one *yi-si-ben-bing* is recognized as first among equals, the equivalent of a command master sergeant, and is attached to the command staff. The rank device is a tarnished brass bar with two diagonal green stripes.

Si-ben-bing (Sergeant)

The senior enlisted rank among a lance of armored vehicles or an infantry platoon, the *si-ben-bing* can assume temporary command in the absence of the *sao-wei*. At company level, one *si-ben-bing* is recognized as first among equals. In non-combat commands, the *si-ben-bing* is an administrator, acting as a direct link between officers and enlisted personnel. A specialized technician or accomplished administrator might also be awarded this rank. The insignia is a tarnished brass bar bisected by a large, diagonal green stripe.

In the Warrior Houses, an average trooper is considered the equivalent of a *si-ben-bing* because of the warrior orders' exceptional training requirements. The title given to these soldiers is *zhang-si*, which literally means "warrior", though the Warrior Houses have redefined it to mean infantryman.

San-ben-bing (Corporal)

Infantry squad leaders and armored vehicle commanders receive the rank of *san-ben-bing*. Enlisted infantry specialists may also be granted this rank. In the support services, the rank is common among corpsmen, technicians and specialized equipment operators. The rank device is a green bar with two thin, diagonal stripes of tarnished brass.

Shia-ben-bing (Recruit)

The rank of *shia-ben-bing* is awarded to anyone who completes basic training. Until then, recruits are simply *gong* (citizen). (The CCAF does not accept noncitizens, and so the military may not be used to earn Capellan citizenship.) This rank is the staple of infantry squads, support crews for armored vehicles and most non-rated laborers. Its insignia is a solid green bar.

UNIFORMS

Military dress in the Capellan Confederation generally emphasizes function over form. Battledress can vary widely

CCAF RANKING CONVENTIONS

Commissioned Officers	Admiralty Equivalent	Old Ranks
Sang-jiang-jun (Senior General)		
Jiang-jun (General)	Kong-jiang-jun	Senior Colonel
Sang-shao (Colonel)	Kong-sang-shao	Colonel
Zhong-shao (Lieutenant Colonel)	Kong-zhong-shao	Major
Sao-shao (Major)	Kong-sao-shao	Captain
Sang-wei (Captain)	Kong-sang-wei	Commander
Sao-wei (Lieutenant)	Kong-sao-wei	Subcommander
Noncommissioned Officers		
Yi-si-ben-bing (Master Sergeant)	Yi-si-ben-bing	Force Leader
Si-ben-bing (Sergeant)	Si-ben-bing	Lance Sergeant
San-ben-bing (Corporal)	San-ben-bing	Lance Corporal
Shia-ben-bing (Recruit)	Shia-ben-bing	Recruit
Warrior House Ranks		
Gao-shiao-zhang (Lord General)		Grand Master
Shiao-zhang (Lord Colonel)		House Master
Ying-zhang (Lieutenant Colonel [Infantry])		Battalion Leader
Lien-zhang (Major)		Company Leader
Pai-zhang (Captain)		Lance/Platoon Leader
Ban-zhang (Lieutenant)		Squad Leader
Zhang-si (Lance Corporal)		Infantryman

among the various branches of the CCAF, as professional needs dictate. Otherwise, there is little difference among ranks or forms of service, especially in combat units. Early in Confederation history, the rulers made an effort to ensure that the armed forces blended together in order to foster a feeling of equality in the defense of the nation. Alterations to the uniform have generally been allowed only for units unequivocally deserving of the extra recognition—or, in the case of the St. Ives forces, as a political face-saver. Though the St. Ives forces have been granted the right to wear the enameled seal of their commonality, many St. Ives personnel continue to wear their old uniforms and insignia in silent protest of the armistice. This passive resistance is likely to fade as the CCAF tightens its control.

Each class within the armed forces has a special insignia, described below, which identifies a soldier's branch of the military. On most uniforms, this insignia is the only method of distinguishing the form of service.

Parade Dress

The CCAF ceremonial uniform consists of a light blue-gray jersey and pants, trimmed along legs, shoulders, chest and arms in what is commonly called "Liao green." A black border along the outside seams from underarm to ankles and across the upper chest memorializes the Day of Martyrs—a reminder to servicemen and -women of the price sometimes demanded by the realm. A belt is hidden in the waistband, with only the silver buckle showing. Green plasteel mesh keeps the sleeves in place around the wrist. This uniform has a low mandarin collar, closed at the throat, on which rank devices are worn. The crest of the Capellan Confederation appears as a patch uppermost on the right arm. Ribbons and medals are worn over the left breast, the first of which displays the insignia of the warrior's class.

A Han-influenced helmet and black boots complete the basic parade dress uniform. In the field, green plasteel mesh is worn as leggings over the boots. Enlisted personnel and officers both may wear a *dao* sword on formal occasions (mandatory in the field). The *dao's* scabbard hangs from a wide black sling that runs over the right shoulder and down across the chest. Officers may also wear a narrow cape, black with green trim, that drapes from the neck and is gathered near the waist before spreading down to mid-calf.

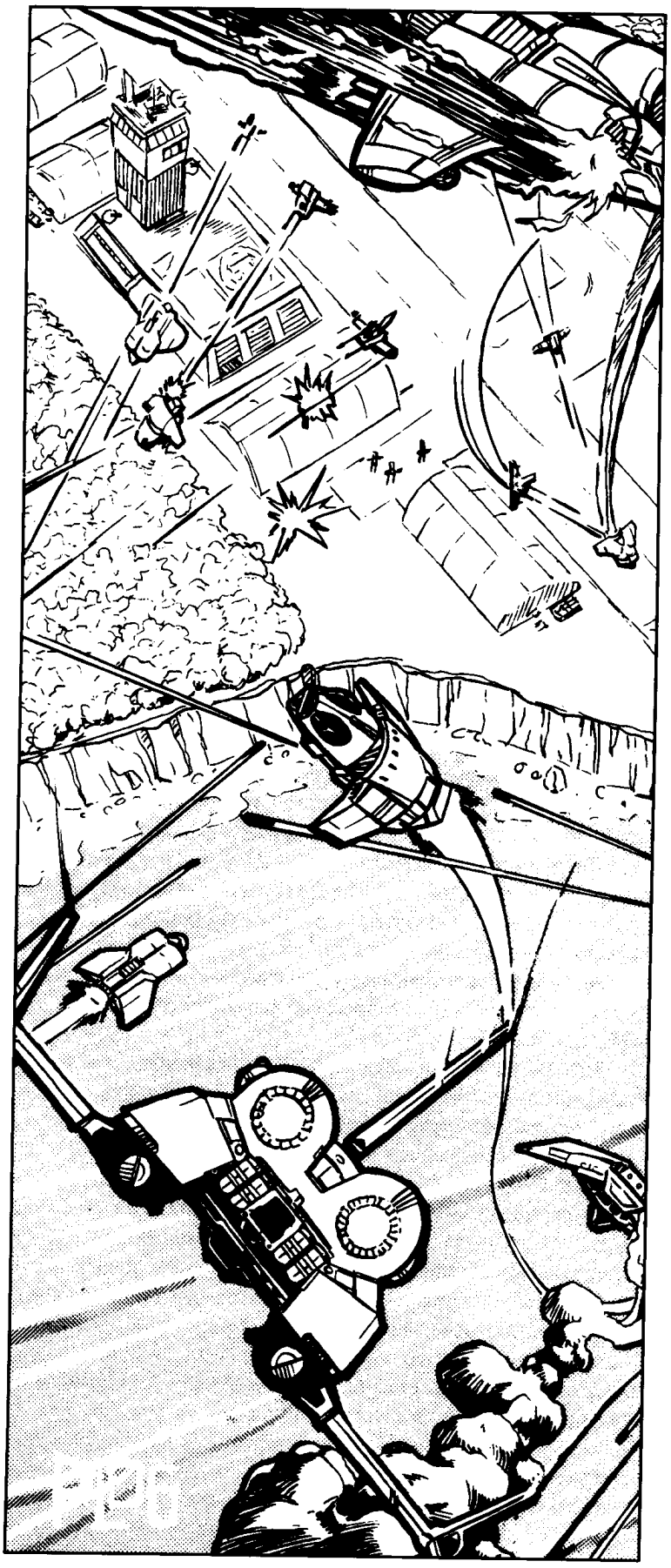
This uniform is authorized only for parade details and semi-formal or formal occasions. It must be kept well-tailored, at the soldier's expense. Though the parade dress uniform makes no special allowances for males or females, at social occasions female officers may wear appropriate civilian dress instead. Any such choice must be approved beforehand by the area's ranking officer.

The Death Commandos and Warrior Houses can select their personal colors for parade dress. Specifics are discussed in the appropriate regimental descriptions.

Combat Officers

A combat officer's working uniform consists of sleeveless beige overalls, trimmed in Liao green and worn over a brown jersey with a low mandarin collar. A brown and beige collared jacket, also piped with green, is worn over the top. Green plasteel mesh seals the jacket cuffs and is used as leggings over black boots. The brown forage cap is reinforced with plasteel and synthetic ceramic fibers, offering extra protection. A sidearm and sword are authorized for working dress.

Senior officers (*sao-shao* and above) may also wear a silk cravat, worn loosely around the neck and tucked beneath the jacket. The cravat's color signifies the officer's service branch. Light green denotes infantry, red denotes armor, blue aero-



space, and Liao green most MechWarriors. Senior officers of Warrior Houses wear a dark reddish-brown cravat. High command-level officers (*sang-shao* and above) wear a jacket with a high mandarin collar.

In combat, infantry officers must wear their field uniforms. All other officers are encouraged to do so when not in battledress. Senior officers may wear their silk cravats with the field uniform.

MechWarriors

The main piece of MechWarrior battledress, common to all nations, is the cooling vest. The CCAF issues an armless, beige body shell made up of three separate pieces. In cramped cockpits, MechWarriors can remove the torso section to provide additional freedom of movement. A personal medipack is inset on the left shoulder, containing an assortment of stimulants and pain suppressants. Rank insignia is sewn onto the lapels. Fingerless gauntlets are common. The rest of the battledress includes brown shorts, a halter top for female MechWarriors, and boots with green plasteel mesh worn as protective leggings.

Outside the cockpit, MechWarriors can turn their battledress into a serviceable field uniform. Necessary additions consist of a light jacket, brown with the Capellan crest sewn onto the right sleeve, and wide-legged beige coveralls. The body shell is worn over the jacket as limited armor. Jacket cuffs are tucked into the gauntlets, and the coverall pants into the boots. A field helmet or metal-reinforced forage cap replaces the usual neurohelmet.

The MechWarrior insignia is a dark green inverted triangle with black cross hairs over the top. Many MechWarriors embroider it on their jacket's left arm.

Aerospace

Capellan pilots wear a dark green flight suit trimmed in Liao green. Each suit is fitted with internal sensors and environmental controls that regulate G-forces and internal temperatures, monitor pilot life signs and compensate for stress factors during combat. The suit seals with the pilot's helmet to create a self-contained environment. A pilot who ejects into space has a sixty-minute reserve of breathable air.

A white harness worn over the flight suit contains a short-term, zero-G maneuvering system and parachute. The harness also incorporates a pilot's LCD log chart and an emergency distress beacon that activates upon a fightercraft power loss or an ejection. Rank devices and the Confederation crest are painted on the pilot's helmet.

The aerospace insignia is an inverted dark green triangle with a black cross covering it. When not in their flight suits, pilots wear the appropriate officer dress.

Armor

Battledress for the crew of a Confederation armored vehicle consists of green, padded combat fatigues woven with ballistic

consists of green, padded combat fatigues woven with ballistic material that can deflect small shell fragments. A beige, armored body shell is worn over the uniform, similar to a MechWarrior suit, but a one-piece design with more padding than a MechWarrior needs. The extra padding prevents injury when crew members are jostled around inside the vehicle. In addition, the body shell serves the same function as a cooling vest.

When wearing this outfit with a standard armor-crew helmet, the warrior can operate in a self-contained environment. Armor troops in battledress can operate in caustic atmospheres or even hard vacuum without worrying about armor breaches. Though chemical, biological and radiological warfare are rare, Capellan armor crews are prepared for them. Outside the vehicle, the armor-crew helmet is replaced with a field helmet or a metal-reinforced forage cap, depending on the situation. The body shell may be taken off and replaced with a light jacket.

Rank insignia is sewn on the front of the body shell, where lapels would be. As with the infantry, armor crew fatigues display a shoulder stripe to distinguish officers from enlisted personnel. Officers have a gold stripe and enlisted personnel a red stripe. Each crew member also carries a sidearm and is issued a small LCD logbook capable of holding several maps as well as text.

The insignia is an inverted green triangle with a sword driven into it.

Infantry and Conventional Forces

Infantry and other conventional combat troops such as artillery wear the standard Capellan field uniform, which is also authorized (and encouraged) for any soldier in a combat environment. The dark green, fire-retardant fatigues are trimmed in Liao green along the shoulders and the seam from underarm to ankles. Shoulders, elbows and knees are heavily reinforced and lightly padded. Plasteel mesh covers the lower arms and is also used as leggings over combat boots. The standard field helmet, a Han design similar to the parade dress helmet, is reinforced with synthetic ceramic fibers that provide extra protection against enemy laser fire. The field uniform also includes a *jian* sword, a more practical weapon for the battlefield than the curved *dao*.

Rank insignia is worn on the uniform collar. The Confederation crest is sewn on the upper right arm. Name and rank are stenciled over the right breast. Along the shoulder line are service stripes that distinguish officers from enlisted personnel. A thin gold line denotes an officer and a red line an enlisted rank. A reddish-brown service stripe identifies a Warrior House infantryman, either officer or enlisted; both of these use the same field uniform as the regular CCAF.

The infantry insignia is an inverted green triangle. Standard infantry places the silhouette of a torch and flame over the triangle. Artillery also tips all three points of the triangle in black. The insignia may be worn on the upper left sleeve.

Support Personnel

In a combat environment, working dress for support personnel (on the ground) is the standard House Liao field uniform. Fatigues are trimmed with a beige stripe along the outside seam, running from underarm to ankles. Otherwise, enlisted personnel wear green dungarees trimmed in beige. Fire- and acid-retardant, the uniform is suitable for hard work. Rank devices are worn on the collar. Lower-level officers (below *sao-shao*) wear white pants and a collared shirt, both trimmed in Liao green, and a forage cap.

The naval uniform is slightly different. Enlisted personnel wear a dark green dungaree shirt with sleeveless, white overalls. Pants legs are tucked into green boots. Officers wear beige overalls and brown boots. Rank devices for both are worn on the collar. Officers and senior enlisted personnel are issued communications headbands that help to keep activities on a tight schedule, especially in combat.

On all uniforms, service stripes set into the shoulder line denote the support field. Dark green stripes identify engineering, brown denotes technicians and bright red the medical corps. The insignia for all support services is an inverted green triangle with a small black notch along the upper side.

MEDALS, AWARDS AND DECORATIONS

As befitting a nation that demands and receives so much from its people, the Capellan Confederation has nearly as many civilian decorations as military ones. The military awards recognize bravery and dedication to duty, while civilian decorations tend to honor citizens' patriotism and willingness for self-sacrifice. Military personnel are eligible for civilian awards and vice versa, though few civilians win military decorations.

Baton of Illustrious Service

The Confederation's most prestigious military decoration, the Baton of Illustrious Service recognizes individuals who have served the interests of House Liao under conditions of extreme risk or hardship and far beyond the normal call of duty. This award has gone to civilians on occasion, including the president of Ceres Metals and a few of the Sheng nobility, but it is usually reserved for the armed forces. The baton is thirty-five centimeters long, covered with a white leather braid. The Confederation crest is etched and enameled on a gold setting at the baton's center. At the base of the baton, a Mao Zedong saying is inscribed in Han ideograms: "Wherever our comrades go, they remain a part of us."

This award is bestowed personally by the Chancellor, along with a promotion in rank. There is no accompanying ribbon or medal; the baton must be carried. In social settings, this award confers on its recipient the equivalent rank of *sang-shao*. All personnel below this rank are required to salute the bearer. Because of the award's prestige, all nominated recipients are investigated by a special inquiry team of Maskirovka agents

and CCAF officers. The team ensures that the decoration is deserved and that the recipient is an upstanding Capellan citizen worthy of such recognition.

The Chancellor's Colors

In uniforms and BattleMech paint schemes, the color gold is the prerogative of the Chancellor. This tradition harks back to ancient times on Terra, when only the Han emperor was allowed to use the color and could share it with his favored advisers and military men. To be allowed to use even a touch of real gold, as opposed to the brassy color common in rank insignia and uniform stripes, is a point of immense pride for a Capellan soldier. The Capellan Hussars, the CCAF's premier line regiment, may wear gold silk cravats with their uniforms and paint touches of gold on their 'Mechs and fightercraft.

Citation for Meritorious House Service

This civilian award is presented by local Diems to citizens whose actions have set examples worthy of emulation by their fellow Capellans. The decoration is an inverted green triangle set over a disk embossed with a red and black yin-yang symbol. Though a relatively common award, receiving it is considered no less an honor for that.

Civil Seal of Valor and Sacrifice

This decoration is a rice-paper scroll, on which is written in Han ideograms precisely what the citizen has done, at grave personal risk or loss, to aid the Capellan armed forces in wartime. This highest civilian award, personally presented by the Chancellor, confers upon the recipient's family special preference in education for children or selection for any branch of

the civil service for which an individual qualifies. If the Chancellor wishes, he may also confer a small landhold with the seal. Nominated recipients are investigated by the Maskirovka to prevent any political embarrassments.

Cluster of Conspicuous Heroism

Warriors who demonstrate extreme bravery under fire in aid of their comrades qualify for this medal. Set on a triangular base, it displays a *dao* sword and the seal of the Strategios—a wreathed *jiang-jun* rank device. It is typically reserved for MechWarriors, though it can be awarded to other deserving soldiers. The CCAF and Maskirovka conduct a background inquiry into potential recipients to ensure their worthiness. The decoration is awarded in a ceremony held on the appropriate commonality's capital world and is presented by a *jiang-jun*.

Confederation Master at Arms

This award is presented by the Strategic Military Director of the Confederation to a warrior who has proved his mastery of the battlefield. Though there is no set definition of what constitutes such proof, the award is usually given for the refinement of a theoretical grand stratagem or the invention and proven success of a new battlefield tactic. Commanders who have proved themselves masters at combined-arms deployments have won this award, as have warriors who fought through the infantry and into the armor forces, and later rose to command a BattleMech regiment or an aerospace wing.

Potential candidates are nominated by a military officer of *sang-shao* or higher, and the nomination is conferred by a *jiang-jun*. The paperwork and all supporting evidence—often including video testimony and, when appropriate, gun-camera footage—are then forwarded to the Capellan War College, where determining eligibility may take up to a year. The award is an inverted triangle formed by three miniature silver *dao* swords, connected point to hilt. The triangle frames a jade field on which a gold yin-yang symbol is etched. In each corner of the field are the Han ideograms for Mind, Spirit and Weapons.

Duchy Citation Award

The Duchy Citation is awarded to units that performed above and beyond the call of duty in service to the St. Ives Compact (now the St. Ives Commonality). Only a handful of units have won this prestigious award. Most recently, the First St. Ives Lancers and the second battalion of the Second St. Ives Lancers have been awarded the Duchy Citation for their participation in Operations Bulldog and Serpent.

Units awarded this citation mount a green ribbon, bordered in gold leaf, on their standard. Individual unit members may wear a similar ribbon on their dress uniforms.

Grand Cordon of Merit

The Grand Cordon of Merit may be awarded to military personnel of any rank or branch of the armed forces who have acted in the defense of the realm above and beyond the normal demands of duty. The Grand Cordon is a red disk on which a wreath frames concentric circles of varying materials. The outer jade circle represents House Liao, followed by a thin gold ring for the Chancellor. Set in the center is the tri-blade symbol representing the 'Mech, aerospace and conventional forces of the CCAF. Recipients of the Grand Cordon of Merit usually receive their awards in a ceremony preliminary to one for awarding a Cluster of Conspicuous Heroism. In the absence of such an occasion, the Grand Cordon may be delivered by an officer of *sang-shao* rank or higher.

Liao Sunburst of Gallantry

The Liao Sunburst of Gallantry is a common military decoration awarded to those who have demonstrated heroism under fire. It can be given to individuals of any rank or branch of service. The medal is a circular device reminiscent of the Davion sunburst; the medal was originally awarded to those who performed admirably against the Federated Suns. The Liao Sunburst is usually presented by the recipient's commanding officer.

Order of the Legion of Liao

Membership in this honorary society is open to any Confederation citizen as a reward for unique self-sacrifice in the defense of the Confederation or some other grand contribution to the nation. Recipients must be nominated by local nobility or a commanding officer, confirmed as worthy by a Diem or Refrector, and are finally named members of the order by a duke or duchess of the Confederation.

Members of the order may wear the Legion medal: the green cross of Liao embossed with a Confederation crest. Recipients are given preferment in education, civil-service placement and military promotion.

St. Ives Legion of Honor

The Legion of Honor is the only SIMC decoration that can also be earned by St. Ives Commonality civilians. It is awarded for service to St. Ives well beyond expectations, often with personal sacrifice. The decoration consists of a platinum disc worn on a crimson ribbon, emblazoned with a mailed fist holding a sword and set against the stars of the St. Ives Compact. Those inducted into the Legion of Honor are also granted a landhold and a noble title on their homeworld.

HONING AN EDGE

When tempered beyond its natural state, the finest blade will lose its edge. Even the hardest tempered sword, against water, is of no avail, and will shatter if struck against a rock. When untangled by a cutting edge, the cord in little pieces lies, and is of little use.

—Lao-tse, Terra, sixth century B.C.; reprinted in the foreword of the CCAF Recruit Training Guide

Recruitment is the lifeblood of any military organization. Armies need a steady influx of trained personnel to maintain their strength, with green troops replacing casualties and older veterans who return to civilian life. These new warriors work to gain experience and confidence, hopefully in time to pass along part of what they learn to those who follow.

Throughout this nation's history, the average Capellan soldier has remained with the military for at least seven years, with nine years the average. For centuries, this devotion to military service helped compensate for the Confederation's lower population (relative to other Inner Sphere nations). After the Fourth Succession War, with the Capellan realm attempting to rebuild its shattered military, long enlistments became the salvation of the CCAF. They gave the Department of Acquisitions and Training the time it needed to ramp up training procedures. Many soldiers voluntarily extended their terms of duty, adding more than two years to the average enlistment. This gift made all the difference in filling the rosters with competent troops ready to train incoming recruits. Swiftly and more easily than many would have thought possible, the defense of the nation passed to the next generation.

MILITARY ACADEMIES AND UNIVERSITIES

State-sponsored training centers and military academies throughout the Confederation provide the steady supply of new recruits required by the regular CCAF. These establishments prepare young men and women for the rigors of military life and instill in them the values that enable them to put their lives in harm's way for the Capellan nation.

ACADEMIC STANDARDS

Unlike most Inner Sphere nations, the Capellan Confederation has no independent military academies. At one level or another, the state controls all military training facilities. For example, Capellan citizens may attend military secondary schools in place of the usual state-sponsored education. These semiprivate schools are founded and supported by local nobility, who are directly responsible for meeting Confederation guidelines. Graduates of such schools go on to military enlistment or apply to a full-fledged academy. At this level, the state takes direct control.

Every duchy in the Confederation maintains at least one regional training center (RTC). An RTC must supply a quota of trained recruits to the CCAF every year. All RTCs must offer the occupational fields of cavalry, infantry and various technician and support classes; many of the more influential duchies have expanded their RTCs to include limited MechWarrior and pilot training facilities as well.

Most MechWarriors and pilots, as well as specialty combat classes such as armored infantry, receive their training at the primary commonality academies. Sian and Capella boast two of the oldest academies in the Confederation, the Center for Martial Disciplines and the Capella War College. These well-established schools graduate several hundred top-line MechWarriors and pilots every year, along with thousands of infantry and cavalry recruits.

Two schools in the Confederation are designated officer-only. The first is a program hosted by Sian University, which serves as a finishing school for special academy graduates and field-promoted officers looking to further their careers. The second, the St. Ives Academy of Martial Sciences, boasts a full program from basic training to JumpShip crew training, including an officer program integral to the curriculum.

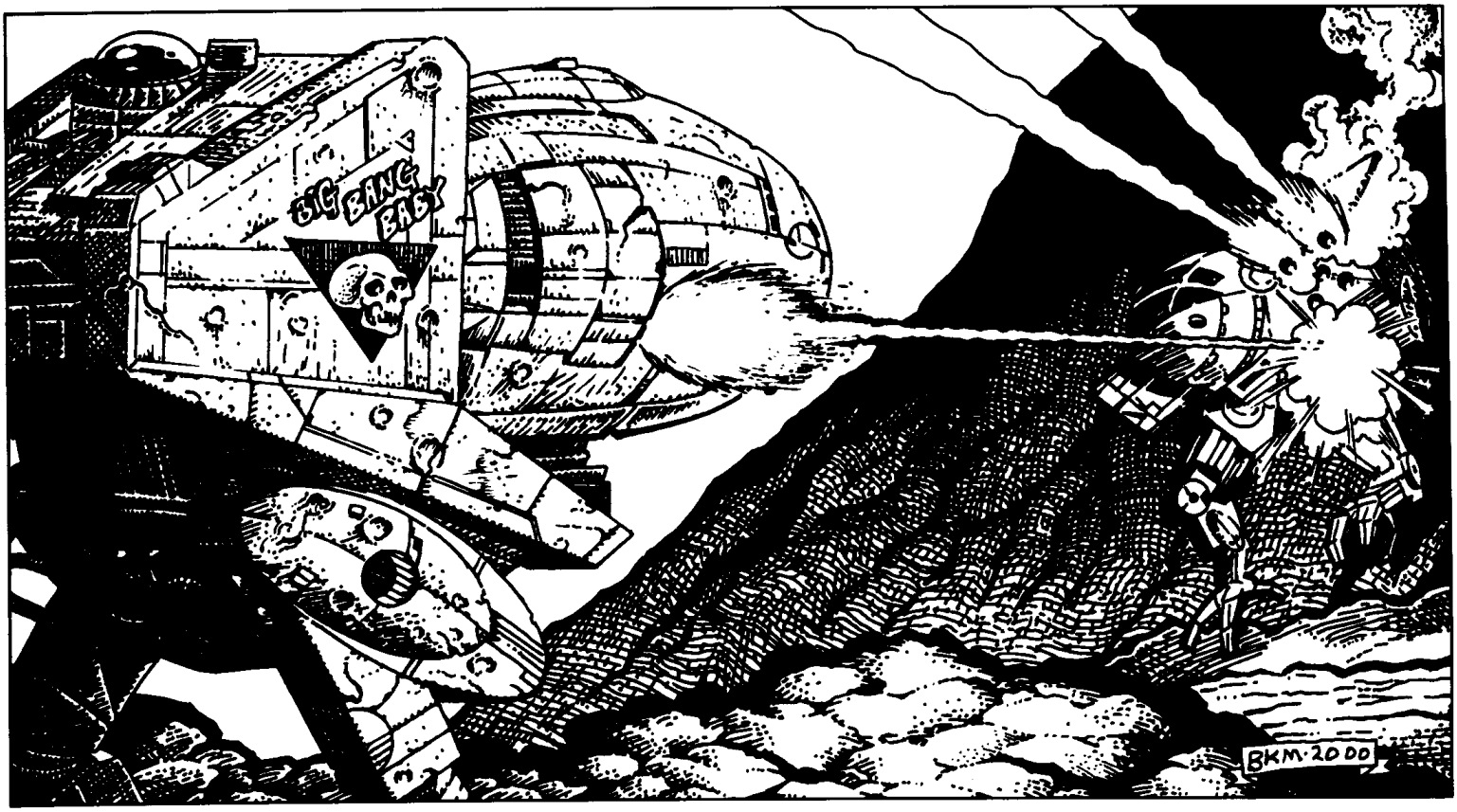
Enrollment

Admissions policies for academies and RTCs follow the demanding standards of the Capellan government. Prerequisites include passing a physical fitness assessment, testing for mental aptitude in an available training program and demonstrating proper political conditioning. The first two requirements ensure that the student is up to the challenge and possesses at least modest hopes of graduating, thereby preventing waste of government resources. The political assessment prevents potential malcontents and revolutionaries from achieving positions of military strength in the Confederation.

Academy admission standards are naturally much higher than those for RTCs. Nearly a third of all academy applicants are refused. Those turned away may request admission to the RTCs but are far more likely to enter programs geared toward a planetary militia or possibly the Home Guard.

Unlike in other Successor States, money does not influence admission to Confederation academies. Students who pass the examinations and aptitude tests are trained at the expense of the CCAF. This system prevents much of the graft and bribery that plague recruitment in other nations. Though some Capellan nobles might try to use their influence for a favorite son or daughter, admissions testing is rarely circumvented; any attempt carries a heavy penalty.

In the single exception to the political assessment, some RTCs and academies accept cadets from the Magistracy of



Canopus and the Taurian Concordat. As part of the Trinity Alliance, the Confederation has agreed to begin schooling a number of Periphery natives. Currently, the Magistracy holds an edge over the Concordat in accepted admissions, a discrepancy the Confederation defends by pointing out the extra years that the Magistracy has been a Capellan ally.

Curriculum

Even in its leanest years, the Capellan armed forces did not sacrifice the quality of its training procedures. Had it done so, the long-term damage might have been irreparable. Instead, the armed forces placed greater pressure on its recruits, exhorting them to learn and train faster while surpassing those who had gone before.

Specific training varies among different facilities and occupational fields within a facility. However, every student receives certain standardized courses. This basic training indoctrinates the student into life as a career soldier. It includes the fundamentals of first aid, basic arms and Capellan military philosophies, along with martial arts to promote fitness.

Following this training, students may choose among various military occupations. Depending on the facility (academy or RTC), these may include MechWarrior, aerospace, armor, infantry, technician and other support areas. Aptitude tests must bear out a cadet's choice, and student progress is constantly reviewed. The academy or a representative of the CCAF may require a student to change his or her occupation, though the student may challenge this order through oral examination and live-experience scenarios. Failing those usually results in expulsion; challenges to authority are rarely tolerated in the Confederation.

Exceptional students may be chosen as officer candidates. These students may extend their training and receive a commission upon successfully completing it. Courses instruct the student in the necessities of command, such as the workings of the Confederation bureaucracy, and include further political indoctrination.

Graduation

All RTCs and academies must meet a strict set of criteria for graduation. Capellan soldiers have always been among the best-trained warriors of the Inner Sphere, a strength the CCAF does not wish to lose.

From training, most students enter the military at the rank of *shia-ben-bin*, recruit. A few talented students might be promoted while in training, using the first-among-equals provision, and then employed as temporary assistant instructors. Because of their exceptional skills, MechWarriors and aerospace pilots receive honorary commissions as *sao-wei* upon graduation, even without attending an officer training program. However, they must receive such training later if they hope to rise above the rank of *sao-shao*.

Students from the Magistracy of Canopus and the Taurian Concordat who train at a Capellan academy may be invited to

join the CCAF according to their suitability, or they may return to their parent militaries.

REGIONAL TRAINING CENTERS

Regional training centers vary depending on the duchy in which they are located, the local citizenry, and the whims of local nobles who might or might not take a special interest in the center.

Though admission policies are usually less stringent than in the academies, RTCs are nonetheless demanding, especially with regard to physical ability. If an RTC does not include programs for MechWarriors and aerospace pilots, it may relax its political assessments somewhat. Most recruits transferring in from the Periphery attend RTCs.

Atmosphere

Physical fitness is a preoccupation among many RTC students pursuing combat fields. Extra time spent in the weight room is common, as is a competitive spirit. Anyone not up to the norm, or those branded as outsiders by the central group, can expect varying degrees of hazing.

Depending on the duchy, an RTC might receive more than its share of political pressure to excel. Some nobles enjoy making surprise inspections. Others apply leverage on the training center to outperform another RTC under the administration of a rival.

Special Notes

All four RTCs in the St. Ives Commonality have facilities for training MechWarriors, pilots and battle armor infantry. The St. Ives' Training Command is currently under extreme pressure to adopt more stringent guidelines for admissions. These demands are being met, but slowly.

CAPELLA WAR COLLEGE

The War College on Capella was founded in 2270, created in the same year as the Capellan Hegemony. One of the oldest academies in the Inner Sphere, the War College remains at the cutting edge of training recruits for thirty-first-century warfare. Among its extensive facilities are several proving grounds where students receive topflight, hands-on training, including limited live-fire exercises. Many previous winners of the Confederation Master at Arms award serve as War College instructors.

The War College accepts only those applicants who show the greatest promise. Previous military schooling or recommendation by a CCAF line officer is helpful. Students study the classics of warfare, such as Sun-Tzu and Von Clausewitz, along with contemporary masters of the battlefield such as Anastasius Focht and *Shiao-zhang* Jasmine Liu. Considerable time is also devoted to the Confederation's military philosophies.

Atmosphere

The War College sets a challenging pace unequaled by any other Confederation academy. Combat training stresses independent operations and combined-arms tactics, adding to the regular workload. Technical students are given extracurricular work at Capella's local production facilities. Most students struggle just to keep up. Physical fitness takes a secondary role to classes and time spent on the proving grounds.

The best and brightest who can work ahead of the curve may devote extra time to one of the War College's showcase units. The college fields one company each of 'Mechs, fighter-craft, armor and infantry who drill in precision maneuvers and put on exhibitions throughout the year, especially during Graduation Days. These privileged few are given preferential treatment by college staffers and revered by most other recruits, which inevitably earns them a few jealous enemies.

Special Notes

The War College's semiannual Graduation Days are local holidays. Major cities hold parades, led by the new graduates. Festivities also include exhibitions of BattleMech combat, air shows and historical re-enactments of famous cavalry and infantry battles.

The Holdfast Guard of the Capellan Hussars takes first pick of each year's War College graduates. Alumni may wear a small *jian* sword pin on the lapel of any uniform.

LIAO CONSERVATORY OF MILITARY ARTS

Established four years ago on the homeworld of the Liao dynasty, the Conservatory of Military Arts saw its first class of graduates enter military service in 3062, to much acclaim. Half of them went to the newly formed Heritage Guard regiment of the Capellan Hussars, which may hand-pick from each graduating class. Another significant portion of that class entered service with the Fourth Tau Ceti Rangers, at that unit's request.

So far, the Conservatory is living up to its promise to bring out the best in its students. Nicknamed the "thinking warrior's academy" for its devotion to meditation and its emphasis on individual effort, this facility is more concerned with accentuating personal strengths than with shaping its students to fit a standardized mold. Most courses are self-paced, allowing recruits to speed through subject areas for which they demonstrate particular aptitude. A recruit who passes a test in one area may use the time saved to focus on other subjects or practices, either those he finds difficult or those he enjoys most.

Atmosphere

For a military training facility, the Conservatory offers an unusually relaxed environment, with a noticeable lack of rushing around and shouting. The self-motivated student body enables Conservatory instructors to say more and motivate better with a disappointed shake of the head or a few words of encouragement. Conservatory students are never allowed to forget that they are at the academy because they wish to be there, in service to House Liao.

Special Notes

This academy concentrates primarily on MechWarrior and aerospace pilot programs, offering many unconventional training techniques. Recently, the CCAF chartered Hell's Black Aces as instructors. Cavalry and infantry programs focus on small-unit tactics and specialized details, such as battle armor and special forces.

SARNA MARTIAL ACADEMY

Though associated with the Capellan government and the CCAF, the Sarna Martial Academy is not exactly a state-endorsed facility. Located on the protectorate world of Sarna, this school served the Confederation as a primary training facility until Capellan forces lost the Sarna system in the Fourth Succession War. When Sarna resurrected the independent Supremacy, it lost forever any chance of its peaceful return to Capellan control and its former honored position as a commonality capital. The school has since suffered for this poor judgment.

Atmosphere

Mixed feelings boil just below the surface at the Sarna Martial Academy: bitterness, envy, regret, determination and resignation. The last is on the rise, especially since the Confederation chose to leave Sarna and Sakhalin as protectorates rather than fully reintegrating these worlds into Capellan society. Hope remains among some citizens that this situation will change soon. In the meantime, academy programs have suffered severe cutbacks, leaving the facility half-empty and under no pressure to turn out high numbers of trained recruits. Many consider it the military academy of last resort. Though Capellan citizenship is not required to attend, obtaining that citizenship is the only way to guarantee a successful military career after graduation.

Special Notes

Admissions have flagged since the Confederation agreed to administer the academy, though the quality of students is expected to rise to Confederation standards. Graduates have traditionally been assigned to the Sarna Martial Academy cadre. Currently, however, many are instead choosing to serve in the Sarna Home Guard, where they can work to increase the "pro-Capellan awareness" of local citizens. SMA graduates who earn Capellan citizenship in this way may transfer into other CCAF units.

SIAN CENTER FOR MARTIAL DISCIPLINES

On the Confederation's capital world, nothing and no one can escape the political realities of the Capellan nation. Stringent admission requirements at the Sian Center for Martial Disciplines reflect this state of affairs. Any applicant wishing to be considered, let alone accepted, needs a letter of recommendation by the nobility or a CCAF officer ranked *sang-shao* or higher. The aspiring student must also measure up to demanding standards. Preparatory work in a military school is a bonus, though it does not guarantee admission. The Maskirovka handles political assessments, ensuring that all accepted applicants espouse correct views.

The Center for Martial Disciplines includes courses in Confederation civics and military philosophies as part of basic and continued training. Through its relationship with Sian University, the academy also puts deserving recruits through the university's vaunted officer candidate program.

Atmosphere

The SCMD sets a pace in keeping with regular Confederation academies, but training is only a small part of the extreme pressure placed on the center's students. No excuses are accepted for slovenly appearance, dereliction of studies, inappropriate behavior or any number of other deficits in character or ability. Students may never request a second chance; if such an opportunity exists, a superior will inform them. The decisions of instructors may not be disputed.

In the rare case of a political embarrassment at the center, especially one that other students should have prevented through their diligence, the academy's colors are draped in black for six months and a note is made in the record of every attendee during that time. The potential career harm such incidents can do ensures that the students carefully police their own ranks.

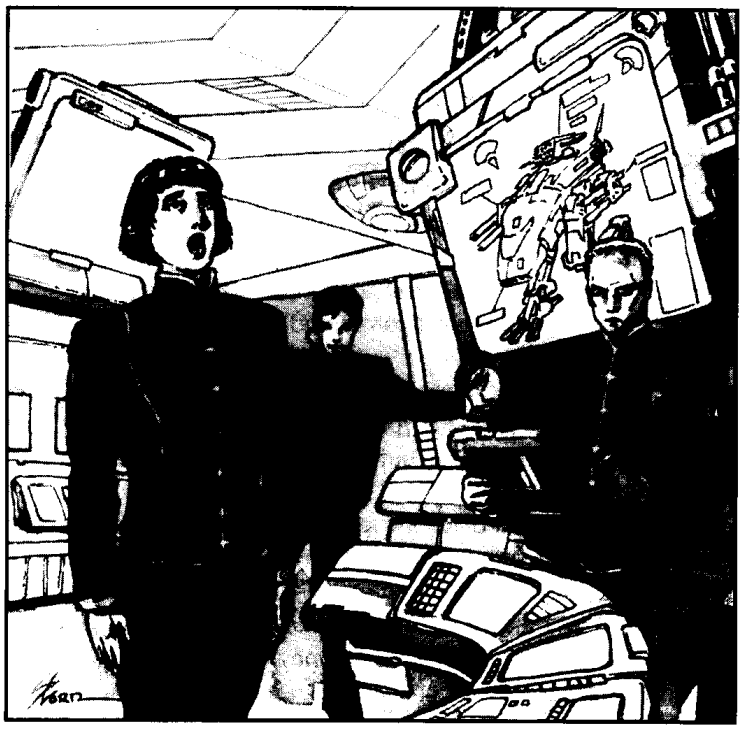
Special Notes

SCMD instructors are the best in their fields, and in any given week a guest speaker is likely to be on campus. Members of Warrior House Imarra and the Death Commandos are common sights on academy grounds. The Confederation's strategic military director teaches a three-week course on strategies and tactics every year. Even the Chancellor has been known to visit, quietly observing students or instructors and occasionally agreeing to requests for a discussion. Such an impressive roster of teachers helps the center remain a highly sought-after academy, despite the many potential political pitfalls.

The center's insignia is a gold, inverted triangle on a green field. The top 5 percent of each year's graduates receive a gold pin to wear with their uniforms, demonstrating the Chancellor's favor. When a political incident occurs, this award is denied.

SIAN UNIVERSITY

Though it cannot match the facilities of the famed New Avalon Institute of Science, Sian University has made impressive gains in the past decade. Its large main campus lies just outside Sian's capital city of Zi-jin Cheng, and satellite campuses are scattered across the planet. Under orders from successive Chancellors, the university never turns away a qualified applicant for lack of facilities. Educating Capellans to the highest levels of which they are worthy can only benefit the nation. However, some leeway exists in the definition of "worthy."



Sian University hosts the CCAF's lauded Officer Candidate Program, also known as *Hen gao Xiao-lü*, the High Path. The OCP takes all officer candidates from the Center for Martial Disciplines as well as several hundred who transfer annually from other academies or return from active duty for command-level training. The Maskirovka conducts background checks and political assessments of all candidates. Only those transferring in from the Center for Martial Disciplines may have this second check waived.

Atmosphere

The University puts slightly less pressure on cadets than does the Center for Martial Disciplines, partly because of the high numbers of civilian students and partly because cadets have already learned what is expected of them. Military drill is kept to a minimum, except for exercises that test candidates and help them apply their lessons to the battlefield.

All cadets are expected to excel academically. Just before graduation, each student undergoes a series of pass/fail oral boards and exercises. Regardless of previous academic standing, a single failure in these tests can cost a cadet his or her commission. This standard applies even to ranking CCAF officers undergoing further training. Many consider these final tests a battlefield, where years of training and preparation can similarly hinge on a few hours of performance.

Special Notes

Participants in the program suspend any previously acquired rank they may hold. Students wear basic uniforms, with no ribbons or rank insignia. Officer candidates are referred to as cadet, a manner of address that puts all candidates on an equal footing and subordinates them even to instructors who may be enlisted personnel.

ST. IVES ACADEMY OF MARTIAL SCIENCES

Among the best officer candidate schools in the Inner Sphere, the St. Ives Academy of Martial Sciences (SIAMS) is a relative newcomer. The Compact closed what was then the St. Ives Martial Academy in early 3030 and rebuilt it into a new institution with help from the AFFC and former faculty members of the New Avalon Institute of Science.

Six years later, the St. Ives Science Institute (SISI) and the attached SIAMS opened their doors. In an unorthodox arrangement, SIAMS remains an independent college of the Science Institute. The academy is operated by the St. Ives Training Command, with students spread out among the many other colleges and programs offered by the Institute.

Historically, neither the Science Institute nor the academy limited enrollment to Compact citizens, though Compact citizens received first priority. Enrollment remained high enough that many prospective foreign students were turned away. Agreements with Federated Commonwealth universities and academies allowed a small percentage of exchange students, though that program has been suspended since the end of the recent war. Currently, admission is limited to Capellan citizens.

Atmosphere

With cadets attending many of the same classes as civilian students, SIAMS has a relaxed atmosphere on the surface. However, the demanding curriculum and the deluge of applications make for a well-disciplined student body whose members are always aware that a single mistake may cost them their place—especially with the CCAF looking over everyone's shoulder.

All SIAMS candidates live in their own dormitories, apart from the rest of the SISI student body. The cadet corps holds daily formations as well as frequent inspections and PT sessions, which maintain the military atmosphere during the trimesters when the cadets join the science institute's normal class schedule. Students spend the final trimester of the third year in a completely military atmosphere, preparing them for tours of duty in the CCAF.

Special Notes

Upon completion of their studies, candidates graduate with a degree and a promotion to lieutenant in the SIMC. Despite the Confederation's absorption of St. Ives, enrollment for the next class is full, with most of the candidates hailing from the St. Ives Commonality. SIAMS graduates often find themselves in an unofficial "good-old-boy network," as many mid- and high-level SIMC officers are alumni. SIAMS graduates serve in almost every high-profile position in the SIMC.

VICTORIA ACADEMY OF ARMS AND TECHNOLOGY

The Victoria Academy of Arms and Technology is the Confederation's newest training center. It has yet to graduate a class, though a small number of students will graduate early in December of this year. Construction began in 3061, and the academy opened its doors to a few applicants in that same year. Many see these events as evidence that the Chancellor planned even then to make Victoria the capital world of a new commonality.

With the Shengli Arms factory nearby, students can easily become involved in this refurbished Star League production site. In fact, the Victoria Academy currently enrolls more technicians than cadets in combat disciplines. Tech students spend time working in the factories in order to earn the occasional hour with an off-duty master technician or engineer.

Atmosphere

The Victoria Academy offers the least competitive atmosphere of the major academies. It stresses a working knowledge of the technologies of warfare, even for students in combat specialties. MechWarriors, pilots and cavalry crew are enlisted as test subjects and encouraged to find ways to break the equipment. Though this system has proved an interesting experience for many students and helped them hone their reflexes, it has also led to a few training-related deaths. Despite that fact, there is no shortage of volunteers—unsurprising, as the best test subjects are often rewarded with a new vehicle design after graduation.

Special Notes

The newly raised Prefectorate Guard regiment is permanently stationed on Victoria, so it may select from the Victoria Academy's graduating class a reasonable number of the best recruits. Until the academy's training schedule comes fully up to speed, which is expected to happen in 3065, selections are likely to remain few and of undetermined quality.

WARRIOR HOUSE ORDERS

Since their inception, the Capellan Confederation's eight Warrior Houses have set themselves apart from the regular CCAF. These quasi-religious military regiments may make alterations to CCAF uniforms, are exempt from the authority of nobles, and lie outside the armed forces' regular chain of command. Unsurprisingly, they handle their own recruitment and training.

Enrollment

Future members of a Warrior House are traditionally selected between ten and twelve years of age. Families may request consideration for a child, or the child may petition on his or her own behalf. Local nobles may also recommend outstanding potential candidates to a House. Petitions and recommendations only guarantee an interview, however. Each order also sponsors independent scouts (usually trained House infantrymen) who travel to primary recruitment sites and look for applicants.

Each Warrior House takes care of its own needs and establishes its own policies, though they look for several of the same qualities. A candidate must have earned Capellan citizenship and demonstrated further devotion to the state or to state-endorsed philosophies. Aspirants must be strong in mind and body, and above all they must be willing participants. Regardless of qualifications, no student is ever forced into a Warrior House.

Curriculum

Every aspirant is assigned a *Sifu*, a mentor, who oversees their instruction. Training begins at an advanced military school and includes heavy indoctrination into Warrior House traditions and philosophies. For two years, the aspirant will not see the world outside the House stronghold. The only available break from training is meditation.

The basic curriculum includes infantry training and self-defense, preparing each candidate for the field. Candidates may specialize beginning in their fourteenth year, in areas such as scouting, battle-armor infantry, special forces or even MechWarrior training. Such choices are typically made by the *Sifu*, though the House Master may take special interest in some aspirants.

Atmosphere

Nothing in the Confederation or in any Successor State compares to life in a Warrior House. The closest approximation is a Clan trueborn sibko, though Warrior House training rarely reaches the Clans' level of brutality or even the pressure-cooker atmosphere attributed to the Capella War College. Aspirants are diligently instructed but never expected to hold up under more than they can stand. In hard times, each student can rely on the Warrior House for support. Ties beyond family or compatriots-at-arms bind a Warrior House order together. All members respect one another, regardless of station, and join in the feeling of oneness that typically flows from the *Shiao-zhang* (House Master) to the newest recruit.

Graduation

At the age of sixteen, an aspirant is initiated into the order as *zhang-si* (warrior, or infantryman). The initiate then joins the order's infantry. Further training may be authorized at any time as the initiate's ability or the needs of the House require.

CCAF ROSTERS

This section describes the history, command structure, and available forces and composition of every major regimental command in the CCAF, highlighting outstanding officers and trademark tactics where appropriate. All regiments follow standard Capellan Confederation organization unless otherwise noted. Each type of unit within a command is identified by one of the following symbols:

'MECH

AERO-SPACE

ARMOR

SPECIAL

INFANTRY

Each regiment's entry includes the unit's size, quality and loyalty rating. Nicknames appear where appropriate, though the CCAF's long-standing policy of fostering equality among Capellan defenders makes special names rare. Unit size ranges from a single squad or lance to one or more companies, battalions or regiments. For more information on force composition, see *Sword of State*, pp. 23–43.

Quality ratings represent an estimate of a unit's overall skill and combat experience. Units given high ratings perform consistently better than those with lower ratings, regardless of other factors. Quality ratings are assigned and regularly updated by the Department of Acquisitions and Training. Standard CCAF ratings are green, regular, veteran and elite. Green denotes units predominantly composed of new recruits or inexperienced soldiers. Regular units contain troops of average abilities, competent soldiers with some combat experience or advanced training. Veteran units employ troops with greater battle experience and skill and are generally reserved for vital or dangerous missions. Elite units are the most highly trained, experienced and knowledgeable troops. Because elite units are relatively rare, commanders reserve them for vital offensives and defending key positions and persons.

The Maskirovka assigns loyalty ratings to every unit based on many factors, but primarily on the loyalty of the unit's key officers. Clear support for Confederation policies can heavily influence a rating. Traditionally, loyalty ratings are revealed to no one outside the Maskirovka and the upper echelons of the CCAF; however, lower-level command officers can generally make rough estimates. The standard ratings are questionable, reliable and fanatical. Questionable units are composed of potentially disloyal or seditious troops, especially those who have resisted or spoken against the Xin Sheng reforms. Such units are closely watched. Fortunately, the various state-endorsed philosophies ensure that the CCAF is troubled by far fewer such units than the militaries of other nations. Reliable commands are those whose soldiers demonstrate consistent loyalty and appropriate military conduct. Fanatical units display loyalty to the Confederation and the Chancellor that knows no bounds. A separate rating, independent, applies to Capellan nationals without direct ties to the CCAF.

CAPELLAN HUSSARS: THE OLD GUARD

Though two of the four Hussars regiments are newly raised, all remain committed to ages-old Capellan military ideals: loyalty, dedication and elite service to the state. These values and the units that best espouse them are the core of the CCAF.

The Hussars trace their official origins back to the founding of the Confederation, to the Capellan Defense Force put together by Franco Liao in those early years. Conventional armies then, long before the advent of BattleMechs, the Hussars consisted of one elite regiment from each new commonality. Each independent command claimed a history of service to their original nation, and more often than not had met the others on the field of battle. The original Hussars set aside almost all the old rivalries between the Confederation's member-states in favor of pan-Capellan unity, especially as threats from outside states came closer to the Confederation.

The Hussars' history contains some blemishes, however. During the Age of War, the Hussars' sterling service record was tarnished when a single regiment staged a military coup that cost the life of young Chancellor Duncan Liao. The Red Lancers regiment partially redeemed this unforgivable act by immediately proclaiming its support for Duncan's sister and launching a vendetta against the rogue Hussars unit. With their new Chancellor leading them, the Red Lancers prosecuted a merciless campaign against their former brethren, accepting no offers to surrender and eliminating the traitors to the last man. The treasonous regiment was stricken from the rolls of the CCAF, never to be rebuilt. Determined never again to cause such a tragedy, the Hussars have since policed their own ranks to such a degree that the Maskirovka has repeatedly recruited from them for skilled agents of unquestioned loyalty.

With the advent of BattleMech technology and the following Succession Wars, the battlefield grew more unforgiving and pressures against the Hussars mounted. A second original Hussar regiment was destroyed in the Third Succession War in a brutal engagement against House Davion, attempting to hold the line as the Capellan war machine faltered. The Prefectorate Guard, suffering during those same hard decades from depredation by House Marik, was finally decimated beyond salvage in the Fourth Succession War.

Only during the relative calm that followed the Fourth War could the Hussars repair and rebuild their fallen units. Initially raised and hidden from prying eyes as elite garrison commands on Sian and Capella, the new Hussars regiments were officially named and assigned in tandem with the creation of the Liao and Victoria commonalities. The CCAF established those ties to give the new units a clear identity and to connect them to the traditions to which they were heir.

DOUBLE DUTY

The Capellan Hussars have long been considered guardians of the state. Each regiment has traditionally provided protection for the Confederation's leaders at one level or another, acting in various degrees as bodyguards, vehicle escorts, garrison forces and private enforcers.

The Hussars at first took this extra responsibility upon themselves, from their own resources and time. Before long, this generosity became a Hussars tradition. When not in active combat, each regiment divides its attention between maintaining readiness and filling a protective role for an area of the government. They sometimes share resources and responsibilities, other Hussars filling in when a sister regiment is assigned elsewhere, but for the most part they keep to their preferred areas of duty.

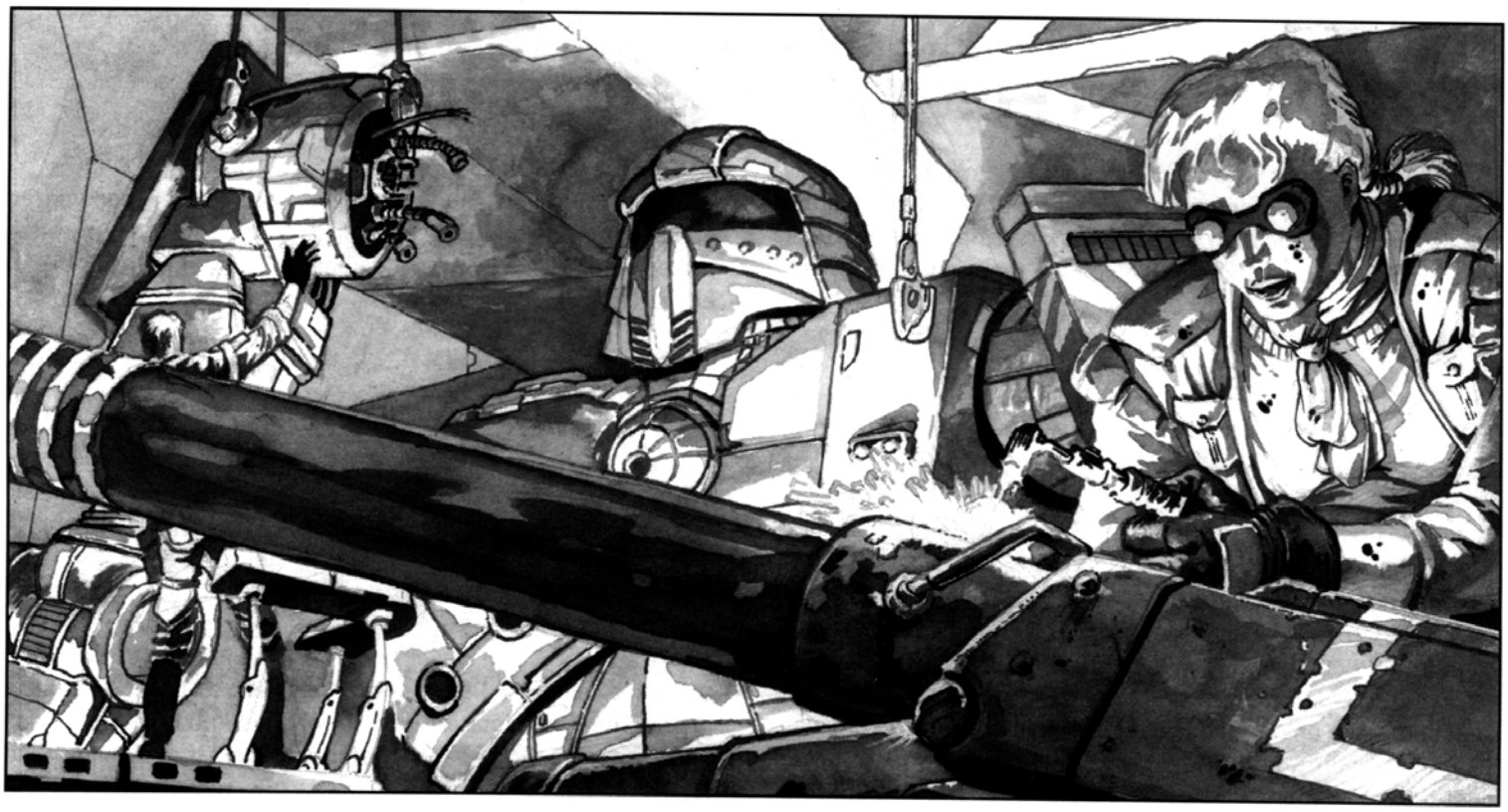
The Red Lancers serve as household guards at the Celestial Palace and provide the Chancellor with an elite bodyguard. The Prefectorate Guard, newly raised but with old traditions, protects the Capellan Prefectorate and their families. The House of Scions posting is likewise the responsibility of the Holdfast Guard from Capella. The Dynasty Guard concerns itself with the extended Liao family and with senior members of the Sheng nobility who are not part of the House of Scions. Though some among the Sheng in particular have quietly noted that this arrangement places the Chancellor's "watchdogs" at their sides, no one has yet refused the Hussars' protection.

COMMAND STRUCTURE

All but one regimental commander in the Hussars currently holds the Baton of Illustrious Service. This award is normally an unofficial requirement for the post; in the past, a retired or even deceased commander who possessed the baton might be left on the rolls as commanding officer even though the unit's executive officer, who lacked the award, actually directed operations.

Technically, each Hussars regiment reports directly to the *jiang-jun* of the commonality to which the regiment is assigned. In practice, the regimental *sang-shao* tend to take their orders from the strategic military director. They do this to prevent conflicts between the *jiang-jun* and the wards of the Hussars, many of whom are powerful Sheng nobility. None of the Sheng, however, would dare challenge the strategic director in military matters.

This command structure has the added benefit of creating yet another check on the power of the *jiang-jun*, placing the services of the Hussars just outside their reach. The one *jiang-jun* who attempted to point out this apparent oversight to a Hussars regimental commander swiftly became the focus of Maskirovka inquiries; the intelligence agency thought it unusu-



al for a command officer to desire personal authority over one of the Hussars' political responsibilities. That *jiang-jun* stepped down in favor of his aide a month later.

AVAILABLE FORCES

No matter how hard the times, the Hussars never lack for equipment or personnel. The Department of Procurement places their requests just ahead of the Warrior Houses and right after the Death Commandos. In the field, a Hussar regiment may commandeer supplies and forces as necessary from the Home Guard or any Confederation Reserves regiment.

Consequently, the Hussars have easily managed to upgrade their existing 'Mechs and equipment or swap out older designs for new ones. They also field a large percentage of customized machines; almost all Confederation production facilities have standing orders to build whatever the Hussars might require on request. The Hussars possess little captured Clan technology, though the Red Lancers brought some back from the recent assault against Clan Smoke Jaguar and have labored to create a special augmented unit with that materiel.

Each Hussars regiment receives similar preference when recruiting new warriors and support personnel. Each Hussars command is guaranteed first selection from the military academy based on its homeworld. The top 5 percent of any graduating class can expect assignment to one of these prestigious regiments. All Hussars commands maintain a variety of supporting forces with differing degrees of quality and expertise.

COLORS AND INSIGNIA

For 'Mechs and equipment, each Capellan Hussars regiment employs its own variations on red, black and gold. Red reminds them of their long history, especially the Hussars blood spilled over the centuries of devotion to the Capellan nation. Black commemorates the Time of Sacrifices and other times when the Confederation suffered at the hands of other nations, promising no easy peace with such foes as the opportunistic Free Worlds League or the militant Federated Suns. Gold represents the favor of the Chancellor, a precious gift bestowed on the Hussars to make them equal to the Warrior Houses and mark them as paragons worthy of emulation.

The Confederation crest is always prominently displayed, with regimental insignia set beneath it. The Hussars' divisional crest is a stylized version of the old Capellan emblem. Instead of the five spokes of starscape radiating outward, it more closely resembles a hand.

In addition, the Hussars are allowed a few variations on standard House Liao uniforms. Their parade-dress capes are more cloaklike than the norm, falling evenly from the shoulders. The material is a lightweight ballistic cloth that provides extra protection. In working uniform, officers wear a ushanka, a Russian-style hat, rather than the usual forage cap or helmet. This variant originated with the old Tikonov Commonality forces. Finally, command-level officers among Hussars MechWarriors may wear a gold silk cravat with their uniforms rather than the usual Liao green.

RED LANCERS: THE RED HEART GUARD

Originally the Second Hexare Lancers, this regiment was renamed the Red Lancers by Chancellor Jasmine Liao in 2452 after it helped her end the military coup that killed her brother, Duncan. The Lancers were rewarded with the posting of honor guard for the Celestial Palace on Sian, a distinction they retain to this day. They are also known as the Red Heart Guard and the Chancellor's Guard.

In addition to impressive military honors won in the Succession Wars, the Red Lancers gained favor when they prevented a Capellan civil war in 2989 by declaring for Maximilian Liao. Maximilian deposed his father, under whom the Capellan Confederation was on the verge of succumbing to House Davion's military machine. With the support of the Red Lancers, the change of power proceeded bloodlessly and Chancellor Maximilian managed to stabilize the Capellan nation. Throughout the rest of Maximilian Liao's reign, the Red Lancers enjoyed exceptionally favored status.

The unit's colors are blood red and gold with black highlights. In the spirit of Xin Sheng, the Red Lancers recently adopted a new insignia of a 'Mech hand holding a human heart, surrounded by a ring of flames.

OFFICERS

Sang-shao An Shennu is the warrior daughter of the Duke of Larsha. She succeeded former CO Siona Aterade when Aterade accepted promotion to *jiang-jun* for the Sian Commonality. An Shennu received the Baton of Illustrious Service for recent efforts in the assault against Clan Smoke Jaguar, where she led the Lancers to victory and returned with a great deal of salvaged and confiscated Clan equipment.

TACTICS

The Red Lancers prefer divide-and-conquer strategies, often splitting a battle unequally so that their greater force can overwhelm part of the enemy before turning its full attention against whatever remains. In restrictive terrain such as thick forest, the Lancers press forward with non-jumping 'Mechs, followed by jumpers at a discreet distance. At the right moment, the jumpers vault the forward lines and trap the enemy between them.

Red Lancers
Regiment/Elite/Fanatical
CO: *Sang-shao* An Shennu
XO/1st Batt: *Zhong-shao* Piril Morad
2nd Batt: *Zhong-shao* Drew "Kali Yama" Patterson
3rd Batt: *Zhong-shao* Peter Smith

The Red Lancers have shown a marked preference for the new "Capellan" 'Mech designs such as the *Men Shen* and *Yu Huang*. Topping their list is the *Ti Ts'ang*, with its impressive looks and lethal battlefield performance.

As part of the Second Battalion, the Lancers maintain two augmented lances of captured Clan OmniMechs and Capellan Regulator tanks. This unconventional unit has proved capable of devastating assaults, especially when coordinating with the unit's Fa Shih battlesuits.

4th Sian Defender Wing
Wing/Veteran/Fanatical
Wing Cmdr: *Kong-zhong-shao* David Lo

Because of their long-standing garrison post on Sian, the Red Lancers gave up their standing aerospace assets and instead chose to work with a local defender wing. These aerospace forces proved themselves up to the task against Smoke Jaguar pilots.

The Blood Brigade
Battalion/Regular/Fanatical
Armor Cmdr: *Sao-shao* Turven Bosk

The Lancers employ the Blood Brigade as shock troops. Composed of high-speed hovertanks, primarily Regulators, the unit is backed by two lances of Ontos heavy ground vehicles. Despite a reliance on hovercraft, the brigade still honors the unofficial cavalry credo, "Blood helps grease the treads."

Red Lancers Infantry
Reinforced Regiment/Veteran/Fanatical
Infantry Cmdr: *Zhong-shao* Elsa Hyung-Po

Except for two platoons of elite battlesuit troops, the infantry typically serves as a flanking force rather than front-line support. Against these troops in a defensive position, enemy soldiers will pay a steep price for forcing the Lancer lines.

On Sian, infantrymen from this unit stand guard at the Celestial Palace. One battalion is always on-station for this duty. The Blood Guard is an honored unit, hand-picked from elite members of the mostly veteran infantry detachment and charged with defending the Chancellor as his private bodyguards.

PREFECTORATE GUARD: POLITICS OF WARFARE

It seems fitting that this unit, heir to a tradition of political service, was raised on Sian. The ties to Sian are more than symbolic—each officer in the Prefectorate Guard graduated from Sian University and underwent careful screening for political suitability. The latter would serve the Prefectorate Guard better than many realized.

In addition to the military duties they owe the CCAF, the Prefectorate Guard also safeguards members of the Prefecture and their families. Only by a majority vote of the Prefecture can the Guard be deployed solely at the discretion of the CCAF. The unit's assignment to the new Victoria Commonality also demands that they deal with Periphery concerns and interests common to Victoria. Already, the Prefectorate Guard has traveled to the Magistracy of Canopus to assist that nation against the Marian Hegemony. On Victoria, elements of the Guard frequently assist in training and evaluating Periphery units present under the aegis of the Trinity Alliance.

The Prefectorate Guard employs a burgundy, gold and black paint scheme, heavier on the black than most units. The regimental crest shows a pair of crossed lances with green and gold pennants held in mailed fists.

OFFICERS

Sang-shao Jorgen Nerekov is the only Hussars commander who has not won the Baton of Illustrious Service. Instead, he earned his posting on the merits of his Master at Arms decoration. An accomplished engineer, Nerekov was consulted on the *Jinggau* 'Mech design and has proved vital to good relations between the CCAF and Shengli Arms on Victoria.

Zhong-shao Darla Inien is the daughter of a veteran of the original Prefectorate Guard and already holds the Liao Sunburst for Gallantry. She is unlikely to ever consider a position outside the Prefectorate Guard. Most observers believe she has her sights set on eventually becoming regimental commander.

TACTICS

Despite the Guard's lack of combat experience, the unit managed a decent showing in the Periphery last year against the Marian Hegemony. This regiment's talent for defensive operations shows promise for future deployments.

Prefectorate Guard
Reinforced Regiment/Regular/Reliable
CO: *Sang-shao* Jorgen Nerekov
XO/1st Batt: *Zhong-shao* Emile Nan Loen
2nd Batt: *Zhong-shao* Perry Rawlings
3rd Batt: *Zhong-shao* Darla Inien
4th Batt: *Zhong-shao* Hapsum Lee

Sharing a homeworld with the Confederation's newest production facility has its advantages. The Prefectorate Guard is equipped with an impressive share of the new Han-inspired 'Mech designs, all kept in parade condition. Because of its political ties to Sian, the Guard can also obtain designs from Hellespont Industries as easily as the Red Lancers. These same political ties gave the Prefectorate Guard four battalions instead of the three in other Hussars regiments.

Prefectorate Air Guard
2 Flights/Veteran/Fanatical
Wing Cmdr: *Kong-zhong-shao* Nu Phang Gull

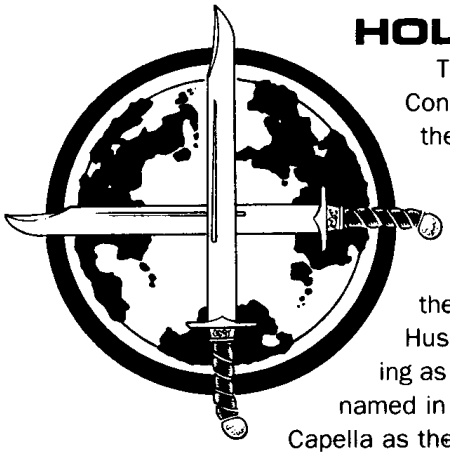
The aerospace forces boast greater expertise than the regiment's MechWarriors, thanks to the Capellan navy's efforts to assign experienced pilots to the new command.

Prefectorate Armored Guard
Company/Regular/Reliable
Armor Cmdr: *Sang-wei* Merielle Clarétte

Presently, the Armored Guard virtually serves for form's sake. Despite being underused at the moment, *Sang-wei* Clarétte continues to drill her people hard in hopes of winning a more important place in the next line of battle.

Prefectorate House Guard
Regiment/Green/Reliable
Infantry Cmdr: *Zhong-shao* Lang Koo

What the infantry lacks in battlefield experience, it makes up in polish. The House Guard serves primarily as bodyguards and household guards for the Capellan Prefecture. The Fa Shih armored infantry battalion is likewise divided among Prefecture members, providing them with impressive personal guards. Though the House Guards are unlikely to see much battlefield action, an enemy commander would pay dearly for the mistake of judging them as untrained recruits.



HOLDFAST GUARD: THE SURVIVORS

The Holdfast Guard traces its origins to the Tikonov Union Guards, prior to the birth of the Confederation. In those days, Colonel Harrison Blandford reorganized a Grenadiers regiment for the Hussars and pledged it to Franco Liao's Capellan Defense Force. Blandford's Grenadiers is typically the first Hussars regiment to deploy in an active combat zone, allowing the remaining Capellan Hussars time to prepare for combat.

Late in the thirtieth century, Chancellor Maximilian Liao recognized this unit's exemplary service by naming it the official protector of the House of Scions, a role comparable to the Prefectorate Guard. The Grenadiers survived the Fourth Succession War, one of two original Hussars regiments to do so. Sun-Tzu Liao recently offered the Grenadiers the choice of reorganizing as a new Prefectorate Guard or remaining in service to the House of Scions as the Holdfast Guard, named in honor of the original Capellan nation. The unit chose to remain at its posting, though keeping Capella as their homeworld likely influenced that decision as much as any loyalty to the House of Scions.

Members of the Holdfast Guard prefer to paint their machines with a camouflage pattern appropriate to the coming battle. Their DropShips are rigged for this procedure; support personnel can change the entire command's paint scheme in the time it takes to travel from one planet to another. For parade colors, the Holdfast Guard displays its war machines in brick red accented in gold and black. The command insignia is the planet Capella quartered by two *dao* swords running north-south and east-west.

OFFICERS

Sang-shao Anson Quinn is also a mandrinn in the Capellan Commonality and a distant descendent of Sandol Quinn, the last Chancellor outside House Liao. Anson Quinn's family connections worried some in the Strategios, but exemplary reports from the Maskirovka soon put those fears to rest.

TACTICS

The Holdfast Guard has yet to display any tactical weakness. Though they lack the flair that makes a battlefield unit stand out, their solid competence racks up victory after victory. The Holdfast Guard can wear out an enemy in a trial of endurance.

Blandford's Grenadiers
Regiment/Elite/Fanatical
CO: *Sang-shao* Anson Quinn
1st Batt: *Zhong-shao* Franklin Sung
2nd Batt: *Zhong-shao* Ulan Bey
3rd Batt: Zhong-shao Mark Hedgkins

Recent trials in the St. Ives conflict raised the regiment's experience level to elite. The holes made in the unit's TO&E by the hard fighting toward the end of that war were easily filled by recruitment drives at the Capella War College, from which the Grenadiers hand-picked the best students for early graduation.

Zhòng-shu Háng-ban (Sunstroke Flight)
2 Wings/Veteran/Fanatical
XO/Wing Cmdr: *Kong-zhong-shao* Trisha Werthum

The *Sunstroke Flight* relies primarily on *Transgressors*, *Transits* and old *Eagles*. The heavy aerospace assets ensure that the ground forces can deploy in a time and place to their liking. The aerospace forces excel at hostile insertions, with the double-strength wing flying cover and then engaging in round-the-clock sorties that give the enemy no rest.

Quinn's Backboarders
Battalion/Veteran/Fanatical
Armor Cmdr: *Sao-shao* Cameron Martinez

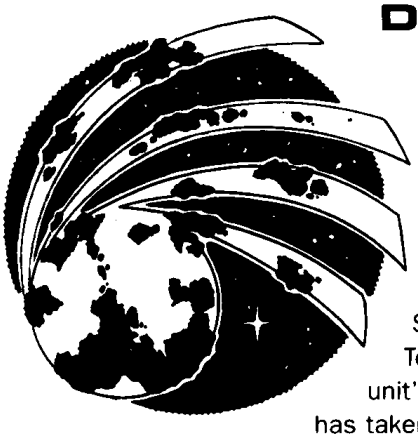
Not one armored vehicle in this unit weighs less than 70 tons. Anson Quinn named the unit offhandedly, once comparing it to a concrete backboard. If the 'Mech regiment missed the goal, the armor would surely succeed on the rebound.

1st Blandford's Defenders
Regiment/Regular/Fanatical
Infantry Cmdr: *Sang-wei* Meridian Auks

The First Blandford's Defenders are charged with protecting the House of Scions. BattleMech, aerospace and armor forces are committed as necessary for this task.

The Grenadiers take advantage of their ability to commandeer local infantry wherever they go. Doing so makes travel logistics easier and lets the unit instantly acquire troops with knowledge of the local terrain. The only combat infantry force permanently assigned the Holdfast Guard is the armored infantry company, all highly skilled at using Fa Shih suits as well as some of the more common Inner Sphere varieties. One squad is equipped with captured Clan Elemental suits.

DYNASTY GUARD: NEW BLOOD



This regiment of the Capellan Hussars is the only one without direct ties to an older command, but it nonetheless shares its fellow regiments' commitment to Hussars traditions. The CCAF made certain to instill in the Dynasty Guard a sense of duty and purpose befitting the Capellan Hussars.

Symbolism went a long way toward accomplishing this end. The regiment was given its name along with the official formation of the Liao Commonality, given to this regiment's protection. In addition, the Dynasty Guard was ordered to protect senior members of the Sheng nobility who are not already under the protection of the other Hussars.

So far, the investment has proved well worth it. The Dynasty Guard helped secure the Disputed Territories and has made solid inroads into the Chaos March despite massive resistance. This unit's steadfastness in battle is reminiscent of the Holdfast Guard's reputation. The Dynasty Guard has taken few losses compared with the damage it inflicted on opposing forces, costing Chaos March defenders in particular considerable resources.

The insignia of the Dynasty Guard is the Liao House crest. The regiment paints its equipment maroon, with greenish-gold and black accents.

OFFICERS

First Company's *Sao-shao* Erin Weng-Liao is a distant cousin of the Chancellor. Since Romano Liao's reign, relatives of the Chancellor have been barred from positions in the Hussars to prevent conflicts of loyalty. Sun-Tzu Liao allowed an exception in this case, on the request of *Sang-shao* Salzman.

TACTICS

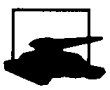
The Dynasty Guard has proved adept at breaking the opposition's battlefield concentration, pulling them into small-unit combat or a series of one-on-one engagements. The key to the Guard's success lies in making sure they match the enemy units, and in standing by in case another part of the Guard requires assistance.

Dynasty Guard
Regiment/Veteran/Fanatical
CO: *Sang-shao* Eric Salzman
XO/1st Batt: *Zhong-shao* Jordan Weiss
2nd Batt: *Zhong-shao* Rose Dawson
3rd Batt: *Zhong-shao* Zachary Bing Te

The Dynasty Guard places technology second to excellent warriors. Several members are graduates of the Liao Conservatory of Military Arts, while others are chosen through recommendations and scouting among regular CCAF regiments. Training never ends in the Dynasty Guard, which pays particular attention to reinforcing the basics. The unit is currently a company light from recent fighting in the Chaos March.

Liao First Air Defense
Wing/Veteran/Fanatical
Wing Cmdr: *Zhong-shao* Randall Williams

Six months of intensive instruction and training alongside the mercenary unit Hell's Black Aces have made First Flight an expert corps. Such aerospace training is part of the Capellan navy program, which brought the Black Aces to the Liao Conservatory.



Dynasty Guard Cavalry
2 Battalions/Regular/Reliable
Armor Cmdr: *Sang-shao* Derrik Evans

Sang-shao Evans gave up a regiment and accepted a demotion to take command of the Dynasty Guard Cavalry. It has yet to be seen if the Guard's recruiting will enhance the armor command as it has the MechWarrior regiment.

Dynasty Guard Infantry
2 Regiments/Regular/Reliable
15th Liao: *Zhong-shao* Patrick Volostyn
21st Liao Defenders: *Zhong-shao* Patrick Volostyn

Tested and tempered in the Chaos March, the Fifteenth Liao have proved themselves worthy of the Capellan Hussars. Two companies of battle-armor infantry and a battalion of hardened anti-'Mech jump troops give the Dynasty Guard solid combat infantry assets.

The Twenty-First Defenders, supported by armor and minor 'Mech assets, are currently supporting the Dynasty Guard's obligations to the Sheng nobility. Elements of the Defenders are currently guarding Kali Liao, who remains exiled on the world of Highspire for her part in the Black May atrocities.

WARRIOR HOUSE ORDERS

The end of the Second Succession War saw the birth of a new military order in the Capellan Confederation. Colonel Hiritza Hikaru, a prominent warrior-philosopher of the time, proposed a quasi-religious warrior caste founded on the tenets of the Lorix Order (see *Sword of State*, p. 31) and other, older philosophies. These so-called Warrior Houses were intended to enhance Capellan military prowess through a revitalization of martial virtue and pride. Hikaru's idea finally won over Chancellor Dainmar Liao, and the Chancellor's Decree of Martial Unity (2864) authorized the formation of commands that would adhere to Hikaru's Warrior House guidelines.

The building of the new orders, however, would fall to another; Colonel Hikaru suffered a fatal heart attack that year. Captivated by Hikaru's concept, Colonel Kamachi Imarra left the Prefectorate Guard to raise the first of these unique regiments. Realizing the importance of early indoctrination, Imarra ordered that House warriors be selected while still in secondary school and should be offered this chance to serve the state but never compelled to do so. The first young aspirants were cared for, trained and led by a hand-picked officer corps, devoted as much to the philosophies as to the skills of battle. Thus was born the Order of House Imarra, the first Capellan Warrior House.

As the Imarra regiment fought its first battles in the Third Succession War, Colonels Xander Kamata and Pham Hiritsu won petitions to form additional Warrior House orders. Major Troi Lu Sann raised the fourth regiment in 2928. All of these Warrior Houses debuted with victories, winning battles even though the Capellan forces as a whole were losing the war.

In 2991, Chancellor Maximilian Liao established four more Warrior House Orders: Dai Da Chi, Fujita, Ma-tsu Kai and Ijori. These new Warrior Houses were fully formed and operational by the year 3000, and they helped to hold off the Davion juggernaut as the Third Succession War finally ground to a close.

The respite would be short. The Fourth Succession War shattered Houses Lu Sann, Ijori and Hiritsu, the elite regiments unable to survive the overwhelming enemy forces thrown at them. Though the units quickly rebuilt from young men and women already in their respective training programs, the loss of so many senior warriors hurt the House orders and cast a shadow over them for most of the next thirty years. Their fortunes began to turn in 3058, when House Lu Sann fought well in the Chaos March and House Ijori tested itself against Clan Steel Viper. House Hiritsu apparently underwent a similar strengthening trial on the world of Kaifeng that same year, though the details of it remain a private House matter.

Each Warrior House has taken its character from its founder and the philosophies central to the order. Most remain apolitical except for their vows of loyalty. They are always ready to act on orders, often regardless of morality or self-preservation. Except perhaps for the Capellan Hussars and the Death Commandos, Warrior Houses remain among the most fanatically loyal troops serving the Confederation.

LIFE IN A WARRIOR HOUSE

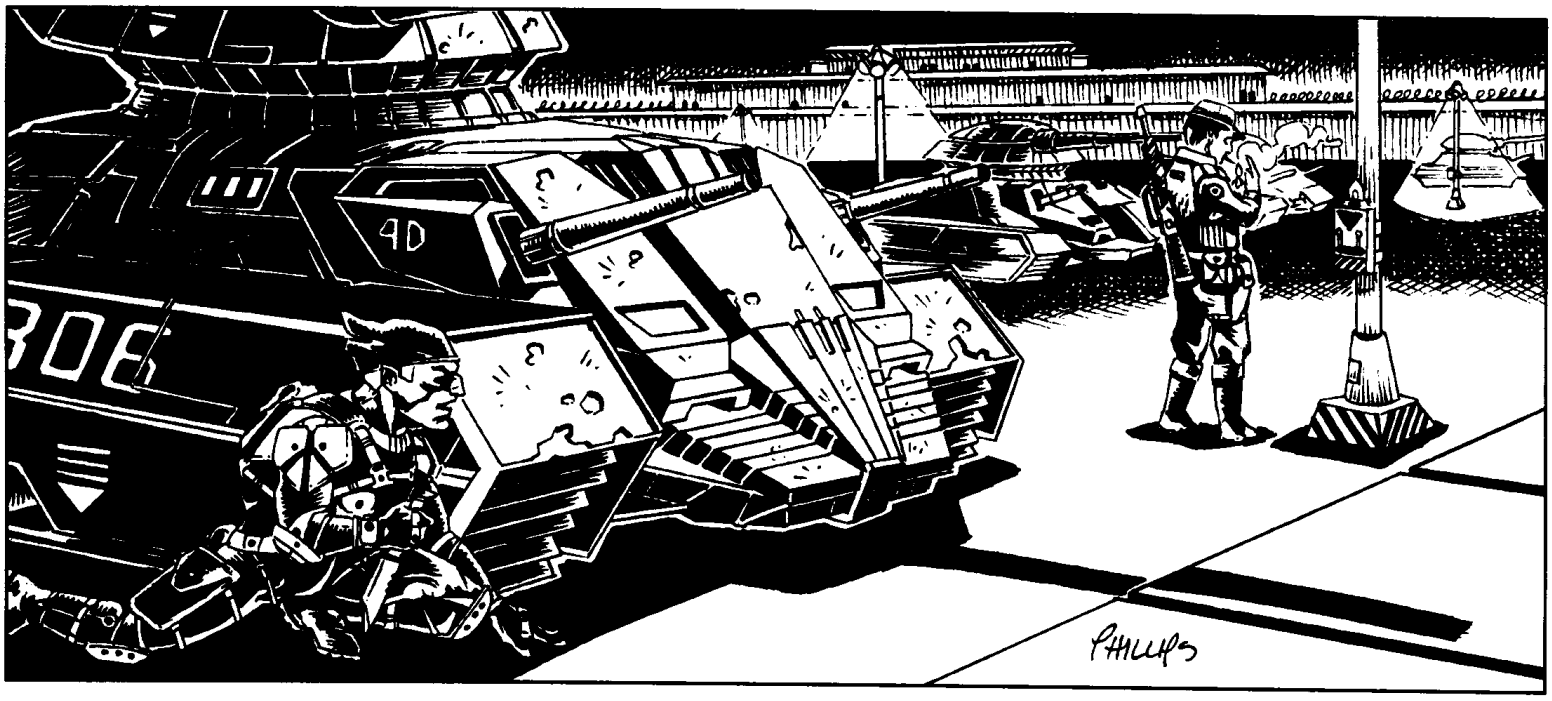
The process by which aspirants are selected and offered positions within a Warrior House is described in *Honing an Edge*, p. 49. Accepting a place in a House costs the aspirant all titles and lands he or she stands to inherit; the young candidate renounces them forever and swears sole loyalty to the House, the Confederation and the Chancellor. There is no going home, no returning to the life the child once knew. Those few who fail the training may not leave service to the House; instead, they are most often trained as support personnel.

Even after training officially ends, the House Master still controls the life of a House warrior. The warrior exemplifies devotion and service to the Confederation, called to arms when necessary and otherwise leading a near-monastic existence. Romantic relationships, though permissible, are rare and are generally kept between members of the House. The Warrior House will not raise any resulting children, however. When contraceptives fail, or in the rare cases when two House warriors choose to conceive a child, the infant is adopted by a local family, usually nobility, immediately after its birth. This happens as much to protect the child as to keep House warriors from neglecting their duties.

In a Warrior House, every position demands respect and the courtesy due another who has chosen a life of sacrifice and duty over personal gain. In addition to the Lorix Order, tenets of Confucianism and other ancient philosophies are often employed. This atmosphere of mutual respect somewhat undermines the military ranking system, as formal military rank may not accurately indicate personal authority within the House. MechWarrior versus infantry is the largest factor in determining relative authority, followed by seniority and the favor of the House Master. Recent victories can temporarily increase a member's status, though usually such warriors are humble or courteous enough to set aside whatever superiority they earn in this way.

COMMAND STRUCTURE

The Warrior Houses are simultaneously part of and separate from the regular CCAF. Early on, the founders of the first Warrior Houses decided that members of each House should be loyal only to their own House Master and to House Liao. The House Masters answer to no *jiang-jun*; they are responsible only to the leader of House Imarra as Grand Master of the Blessed Discipline and to the Chancellor. The Confederation's strategic military director receives temporary authority over a Warrior House on a case-by-case basis, and only by the Chancellor's direct order. Most of the time, the strategic director simply coordinates regular CCAF efforts with the Imarra House Master.



When paired with regular CCAF regiments, a Warrior House is generally considered the senior force and will command joint maneuvers when coordination is deemed necessary. The usual exceptions are the Capellan Hussars or the Death Commandos, though such pairings are kept rare to prevent conflicts. Likewise, the Warrior Houses are unlikely to be matched with McCarron's Armored Cavalry out of respect for the Cavalry's semiautonomous status.

Warrior Houses use CCAF rank insignia but different titles. House ranks proceed from *zhang-si*, a warrior or infantryman, all the way up to *shiao-zhang*, House Master. In another difference from the regular army, an infantry company leader holds the same rank as his or her MechWarrior equivalent, though the MechWarrior is still considered the senior officer. In all but the most formal settings, a rank may be shortened by other members of the Warrior House by dropping the "*zhang*" and simply using the prefix.

AVAILABLE FORCES

The standard Warrior House is generally composed of one BattleMech battalion and a specialized foot infantry battalion. Deviation from this organization requires special approval from the Chancellor and the Grand Master. Of a mere six such petitions ever made, four have been granted.

BattleMech forces are a mixture of old and new Capellan designs. Though Warrior House requests for equipment receive high priority, they take pride in fielding at least one machine of every design ever produced in the Capellan Confederation. In recent years some Warrior Houses have accepted 'Mechs produced in the Free Worlds League, but only when the 'Mech fills a role or possesses a capability that a Confederation design cannot match.

Infantry battalions are highly trained, with any soldier capable of filling several roles. Anti-'Mech training is mandatory for most. Many are also trained in demolitions, as scouts and infiltrators, as crewmen for armored vehicles, and occasionally as assassins. With the advent of battle-armor infantry, every Warrior House has received at least one platoon of Fa Shih battlesuits.

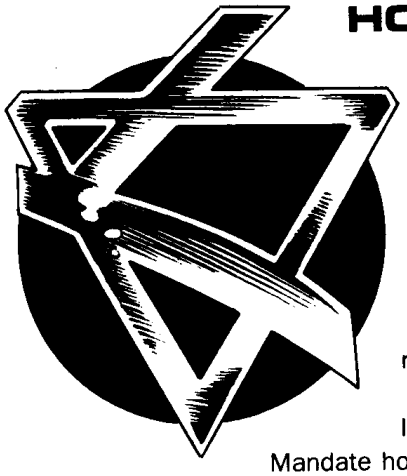
SUPPORT

Each Warrior House maintains a private logistics network that can back up the regular CCAF Procurement Department. Knowing this, Procurement gives the Warrior Houses lower priority than the Capellan Hussars and the Death Commandos.

The House orders attach support personnel from the regular CCAF rather than expend resources to train their own. These include technicians, regular medical personnel, shipboard crew and the like, as well as aerospace assets for most Houses. Such personnel do not wholly belong to the Warrior House, though serving one confers great honor.

COLORS AND INSIGNIA

Because the Warrior Houses have no central organization, there is no special divisional insignia. The closest equivalent are the uniform changes allowed the House orders. Service stripes, when appropriate, are a dark reddish-brown for MechWarriors and infantry. Senior officers wear a reddish-brown cravat in place of the color normally worn for a given class of combat. Each House chooses its own personal insignia and parade colors, for dress uniforms as well as for paint schemes.



HOUSE IMARRA: POLITICALLY CORRECT

The humiliating defeat of House Imarra was one of the last military actions of the Fourth Succession War. Tricked into equipping their BattleMechs with defective extra-strength myomer, the Warrior House was ill-prepared for the arrival of Davion forces on Sian. When exposed to a special gas, the myomer burst into flame and left the 'Mechs standing impotent on the battlefield.

The Imarra regiment was relegated to garrison duty on Sian for the next thirty years. Political necessity finally committed them to battle during the Liao-Marik Offensive of 3057, when all eight Warrior Houses helped retake the Liao homeworld and then remained on-station for light riding duty into the forming Chaos March. This first-among-equals Warrior House had finally redeemed itself, and with it the collective honor of all House orders.

Befitting its station as the most senior Warrior House and Sian's primary garrison, House Imarra is well-versed in political sciences as well as martial philosophies. In this order, the Sarna Mandate holds sway over the Lorix Order; House vows tend to emphasize loyalty to the Confederation over loyalty to the Chancellor. Officers are adept at analyzing the political implications as well as the military concerns in every situation.

House Imarra's crest is a brass replica of the Confederation crest. Parade dress uniforms are ivory trimmed with Liao green; the uniforms eschew the regular cape but retain a ceremonial *dao* sword. This same color scheme is used on 'Mechs, with gold accents added.

OFFICERS

Gao-shiao-zhang Ion Rush is Master of the Order of House Imarra as well as Grand Master of the Blessed Discipline of Warrior Houses. He serves as an aide to Sun-Tzu Liao, one of three primary advisers who attend the Chancellor almost daily. Some consider this surprising, as Ion Rush is known for strong past ties to Candace Liao. Some have even quietly made the charge, publicly refuted by the Maskirovka, that Rush may have helped Candace assassinate Romano Liao in 3052. No matter the accusations or rumors, Ion Rush appears to enjoy the Chancellor's complete trust, especially since he saved Sun-Tzu from an assassination attempt in 3062.

TACTICS

The Imarra regiment boasts a long history of battlefield excellence, which they have used more than once to intimidate lesser units. Toward the end of the Liao-Marik Offensive, however, House Imarra raided Styk and battled elements of the elite Third Donegal Guards. Far from being intimidated, the Guards attempted to overpower House Imarra with superior numbers. The House warriors encouraged this arrogance, drawing out the Guards over several kilometers and then swinging back onto the offensive. These tactics decimated several Guards companies and routed more than one battalion. Before a final engagement could take place, both units were recalled and Styk was left to the mercies of the Chaos March.

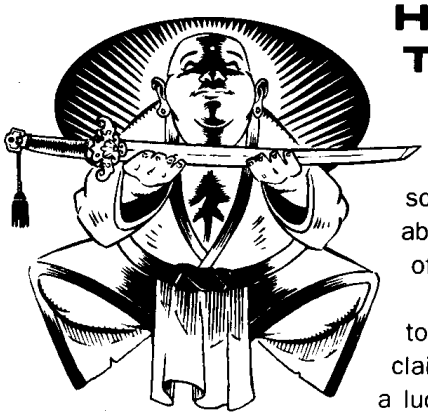
Imarra House MechWarriors
Battalion/Veteran/Fanatical
Master: *Gao-shiao-zhang* Ion Rush
1st Cmpny: *Lien-zhang* Su Mur Kald
2nd Cmpny: *Lien-zhang* Hans Van Rictoff
3rd Cmpny: *Lien-zhang* Marieh Naccaaro

It is a testament to House Imarra training procedures that this unit retains veteran standing even though it has not seen intense action since the Fourth Succession War. A brief foray in the Liao-Marik Offensive is the extent of the order's recent military duty. House Imarra was one of the first units to receive triple-strength myomer-equipped *Ti Ts'ang* BattleMechs, finally conquering the demon that had laid the regiment low during the Fourth Succession War.

House Master Rush leads an independent command lance, bringing House Imarra's total 'Mech strength to forty machines. In the field, the command lance often runs as an independent unit. Enemy forces anticipating three companies may easily overlook the elite command lance, enabling it to strike with surprise.

Imarra House Infantry
Battalion/Veteran/Fanatical
Infantry Cmdr: *Ying-zhang* Paul Matsu-Hrung

Like Ion Rush, the Imarra infantry commander has chosen to be augmented with myomer muscles. Unlike his House Master, Matsu-Hrung did not suffer debilitating injury first. Several more Imarra infantry have since chosen augmentation as a way to increase their natural abilities; many of these serve in the battalion's Fa Shih platoon.



HOUSE KAMATA: THE POWER OF GOOD KARMA

Among all the Warrior Houses, House Kamata is uniquely blessed by fortune. In addition to a sterling service record with the Sian Reserves, House founder Xander Kamata was known for his unnatural luck. Supply shipment errors were invariably in his unit's favor. No scandal, no matter how close to home, ever stained his reputation. His military forces invariably wound up in the right place to turn the tide of battle, and Kamata won an amazing number of victories that hinged on a single, deciding blow delivered by his own hand.

House Kamata won its first significant victory in 2942, after its founder's death. Ordered to the world of Hsien, the Kamata troops drove off Davion mercenaries, whose eagerness to claim destruction of one of the feared Warrior Houses left them unable to work together. When a lucky PPC shot decapitated the enemy commander's BattleMech, then-House Master Nicole Erus claimed that "the will of Kamata" had guided her hand. Similar events recurred often throughout the Warrior House's history. Though its warriors were sometimes forced into fighting retreats, usually against the Free Worlds League, House Kamata never once suffered an ignoble defeat. The House became the bane of Davion forces, invariably showing up when the Federated Suns had virtually won a battle and turning the tide toward the Capellans instead. Rotated back to Betelgeuse during the Fourth Succession War, House Kamata unfortunately missed the fighting. In the recent St. Ives conflict, House Kamata smashed nearly two full armor battalions of the Seventh FedCom RCT and won the Ambergrist system for the Confederation.

In addition to the Lorix Order, House Kamata leans strongly toward Buddhism, especially the idea of enlightenment through meditation (*ch'an*). Typically, the House contains one senior *Sifu* (mentor) known as the House *bodhisattva*. In confirmation of this title, or by an eerie coincidence, no *bodhisattva* has ever died in combat or from combat-related injuries.

The House crest is a Buddha balancing a *dao* across upraised palms, its head haloed by divine light. Kamata BattleMechs and vehicles are painted tan with reddish-gold highlights. Dress uniforms are tan with black trim.

OFFICERS

Lien-zhang Tannoe is the House *bodhisattva* and remains second in seniority to Lien Muren of the Third Company by choice. He does not desire further advancement and would not accept it if offered. The chain of command therefore passes from the House Master through the First and Third Company leaders and then to the senior lance leaders, bypassing Tannoe.

TACTICS

House Kamata warriors possess an uncanny ability to pick targets whose destruction does the most damage to an enemy. Battle tactics revolve around isolating that target or spearheading a drive toward it and destroying it. Kamata soldiers often use combined fire, though they frown on overwhelming force as tending to accrue negative energies.

Kamata House MechWarriors
Battalion/Elite/Fanatical
Master/1st Cmpny: *Shiao-zhang* Dehmitri Leonid
2nd Cmpny: *Lien-zhang* Gerald Tannoe
3rd Cmpny: *Lien-zhang* Hak Soe Muren

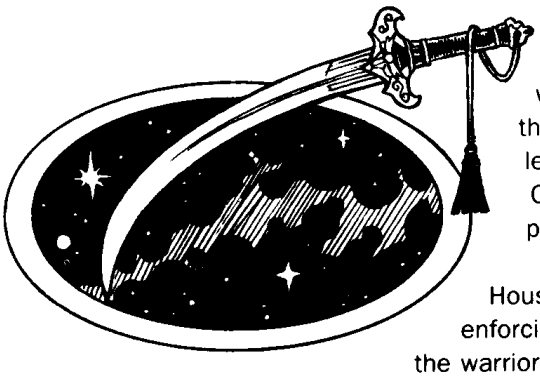
Certain 'Mechs in the House are considered nearly sacred, imbued with the auras of former brilliant MechWarriors. Most of these 'Mechs are older designs, upgraded rarely and with considerable attention from the *bodhisattva*. To be given one of these machines is a great honor, placing them in higher demand than newer Capellan designs.

Kamata House Aerospace
Flight/Veteran/Fanatical
Wing Cmdr: *Lien-zhang* Davis Men

House Kamata petitioned for permanent aerospace assets in 3008, the month after House Ijori's similar petition failed. With no explanation, the Chancellor approved the Kamata request and gave the House a full flight of new *Transgressors*. *Lien-zhang* Davis Men leads an independent command triple, giving the flight a strength of fifteen fightercraft.

Kamata House Infantry
Battalion/Elite/Fanatical
Infantry Cmdr: *Ying-zhang* Erin Jameson

First Company is composed of anti-'Mech jump troops and other specialists, lacking only forward scouts. Scouting is the specialty of Second Company, with one platoon also trained to use battle armor. Third Company is a veteran mix of artillery, demolitions and standard guards used to secure base camps.



HOUSE HIRITSU: CRISIS OF FAITH

Pham Hiritsu, founder of this famed Warrior House, had grown disaffected with the regular CCAF by the end of the Second Succession War, largely because of the increasingly defeatist attitude within the ranks. He leaped at the chance to raise and lead troops fervently committed to Capellan honor and glory. House Master Hiritsu used Confucian tenets to reinforce the Lorix Order, demanding that his warriors respect all positions in life, from the Chancellor who directed them to the citizens they defended.

In the recent hostilities against St. Ives, a different crisis of faith troubled this Warrior House. The secessionist duchy's Capellan origins caused Hiritsu warriors great difficulty in enforcing the Chancellor's will against former (and likely future) Capellan subjects, to whom the warriors normally owed respect. Many Hiritsu warriors resolved this terrible psychic conflict by envisioning the Compact military as an enemy to be crushed and its citizens as potential rebels to be oppressed rather than as misguided fellow Capellans. The hard-fought battles over the killing fields of St. Ives, had they continued along these lines, might have forced a permanent breach between the two Capellan states.

Fortunately, a dedicated minority of House Hiritsu remained true to its order's original precepts and kept the Warrior House from utter disgrace. Beginning as one voice among many, this loyal core soon drew supporters and wrestled with the rest of the House until the trial came to a head on the world of St. Ives. House Hiritsu loyalists won the day, carrying out the Chancellor's will without shattering their own order's foundation. Tests of faith continued throughout the rest of the war, but the House had passed its major hurdle.

House Hiritsu's parade dress colors are green with black trim. 'Mechs are usually painted a greenish-tinted silver with green or black trim. The order's crest is a stellar field with a shining *dadao* sword hanging overhead like a crescent moon.

OFFICERS

Lien-zhang Aris Sung is an exception to many House rules, having joined the order by infiltrating House security and allowing himself to be caught. Using his successful infiltration as a bargaining point, he persuaded the House Master to take him as an aspirant. He was later promoted to MechWarrior status when he saved the House Master's life by bluffing an enemy into surrendering his 'Mech. Though outspoken, audacious and willful, Aris Sung is also completely devoted to House Hiritsu.

TACTICS

House Hiritsu's favorite strategy is to deny resources to the enemy, destroying the opposition's supply depots or food sources. The damaging Hiritsu raid against HildCo production facilities on St. Ives proved the key to Capellan recapture of that world. On the battlefield, this Warrior House prefers a mix of open and restricted terrain where superior tactics can carry the day.

Hiritsu House MechWarriors
Battalion/Veteran/Fanatical

House Master: *Shiao-zhang* Ty Wu Non
1st Cmpny: *Lien-zhang* Jason James
2nd Cmpny: *Lien-zhang* Aris Sung
3rd Cmpny: *Lien-zhang* Jené Silvers

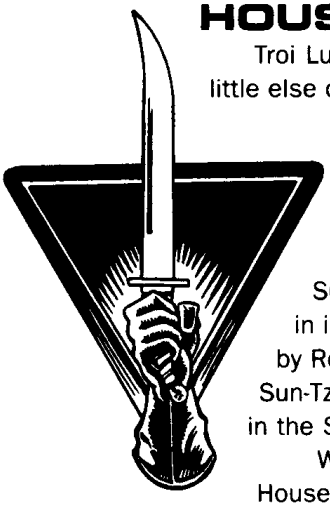
House Hiritsu is more apt to use newer 'Mechs than most Warrior Houses. Already the order fields a powerful *Yu Huang* assault machine as well as a pair of *Ti Ts'angs* and four *Men Shen* Omnis. House Hiritsu also employs a few Free Worlds League designs, among them the *Wraith* and the *Apollo*. House Master Ty Wu Non recently adopted the practice of keeping an independent command lance, though he usually melds it with one of his companies in the field. House Hiritsu has yet to replace six warriors lost in the recent fighting in St. Ives, but it expects to do so within the next year.

Hiritsu House Infantry
Battalion/Regular/Fanatical

Infantry Cmdr: *Ying-zhang* Mitchell Jessup

Along with two platoons of Fa Shih battle armor, the House Hiritsu infantry battalion also fields an armor support lance. House Hiritsu infantry under the command of Virginia York, a former House Master, developed a silent battlefield communication system using gestures not common to other military organizations. Most other Warrior Houses have since adopted this system, and the Death Commandos have adopted their own modified version.

HOUSE LU SANN: WARRIORS REDEEMED



Troi Lu Sann founded the fourth Warrior House on strict adherence to the principles of the Lorix Order, with little else clouding his warriors' minds. Lu Sann believed in applying the Lorix Order's tenets throughout Capellan society; citizens must demonstrate devotion to a high moral code in order to deserve protection, and the Chancellor must similarly be held accountable for his actions and orders. This view of the Lorix Order has made House Lu Sann prone to criticize Chancellors in the past, so its warriors rarely receive a fanatical loyalty rating.

This distinction rarely caused difficulty for the House until Lu Sann was shattered in the Fourth Succession War. The dearth of senior officers and *Sifu* allowed surviving House members greater leeway in interpreting their order's centuries-old principles. With Maximilian Liao's descent into madness followed by Romano Liao's ruthlessness, the mostly green House leadership drifted even further afield. By the time Sun-Tzu became Chancellor, House Lu Sann's loyalty was considered questionable, though only a select few in the Strategios knew of this low rating.

While Grand Master Ion Rush oversaw the strengthening of Lu Sann's training program, the Warrior House itself required a forge in which to temper its attitudes and beliefs. Rush sent the Warrior House on an extended campaign in the Chaos March, with bare support from the CCAF. The campaign cost the inexperienced unit even more dearly than the Grand Master had expected, opening large holes in its TO&E that were filled with better-indoctrinated aspirants. After the House Master fell in the fighting, Chancellor Liao confirmed a more moderate replacement who could set the House in proper order.

House Lu Sann prefers beige and light green for parade dress. BattleMech paint schemes are beige with greenish-silver highlights. The order's crest is a *jian* sword held by a leather-gauntleted fist, set on an inverted green triangular field.

OFFICERS

Shiao-zhang Rachel Moore recently bore a son, whom she immediately gave up for adoption. As a measure of respect for the *shiao-zhang*, a minor branch of House Liao accepted the infant to raise. Rumors that the child's father is a Liao scion are unsubstantiated.

Impressive despite his youth, *Lien-zhang* Rubic Vladstov heads Lu Sann training practices and is known as a harsh instructor. He was offered the Confederation Master at Arms decoration but declined while his House was in disgrace. Vladstov accrued five 'Mech "kills" while in the infantry. Since then, he has racked up twenty-three kills in three years, which places him among the best Confederation MechWarriors.

TACTICS

In the Chaos March, House Lu Sann warriors learned to depend on one another as enemy forces repeatedly threw them on the defensive. Often, an infantry squad or single 'Mech sacrificed itself in order to purchase a better field position or a brief respite for the unit. Though costly, these tactics kept the House alive.

Lu Sann House MechWarriors
Battalion/Regular/Reliable
Master/1st Cmpny: *Shiao-zhang* Rachel Moore
2nd Cmpny: *Lien-zhang* Dwayne Giastini
3rd Cmpny: *Lien-zhang* Rubic Vladstov

Still recovering from rough treatment in the Chaos March and subsequent duty in the Disputed Territories, Lu Sann's 'Mech battalion fields only two of its usual three companies. Rachel Moore has carefully rescreened the order's aspirants to make certain of proper conditioning and has sentenced half of them to an extra year in the training system. This decision will keep the battalion from reaching full strength until sometime in 3064 or 3065, but it will aid the House in the long run.

Lu Sann House Infantry
Battalion/Regular/Reliable
Infantry Cmdr: *Ying-zhang* Stephen Lee

Like the MechWarrior battalion, the Lu Sann infantry is understrength. This battalion can currently fill half of its usual roles, with its principal deficit in trained armored infantry. Only two squads of Fa Shih troops are now in service, almost all of them green soldiers. The battalion is unlikely to reach full strength until 3065.

HOUSE DAI DA CHI: A PHILOSOPHY OF EXCELLENCE

In 2991, when Maximilian Liao authorized the creation of four new Warrior House orders, Colonel Dai Da Chi of the Red Lancers was the first to be granted his petition. Clearly, Chancellor Maximilian wanted to create a stronger personal power base among the armies. He owned the Red Lancers, and Colonel Dai Da Chi would give him another elite Warrior House personally loyal to the Chancellor.

House Dai Da Chi became exactly that. This Warrior House is the weakest spiritually, shunning religion and holding at its core the most Spartan martial philosophies. The Lorix Order is administered as a strict code of law, superseding all else except the Chancellor's direct command. The House Master can even question the authority of *Gao-shiao-zhang* Ion Rush. Nothing is more important to House Dai Da Chi than military excellence, especially from a MechWarrior. Mistakes are not tolerated and victory is expected.

Unlike other Warrior Houses, no rough parity between MechWarriors and infantry exists in House Dai Da Chi. MechWarriors reign supreme, a reality that infantry cadets are indoctrinated from the beginning to accept. Dai Da Chi training is the most demanding of all the Houses, with alarming casualties and a high attrition rate. Some observers have noted striking similarities between the Dai Da Chi crèche and a Clan sibko. Harsh training seems to pay off for this House, however; Dai Da Chi has lost fewer trained warriors than other House orders despite its more brutal combat record.

Dai Da Chi warriors wear CCAF standard parade dress, adding a shoulder cover trimmed in greenish-gold to the dress cape. For machines and equipment, the House favors gold-tinged green with green or black accents. The House crest is a Chinese dragon coiled inside an inverted triangular field.

OFFICERS

Shiao-zhang Muhammed Dehringé carries the Baton of Illustrious Service, awarded by Romano Liao for his efforts as a battalion leader during the Andurien-Canopus invasion. Though surrounded and outnumbered, Dehringé refused surrender and continued to fight with a savage ferocity that finally threw the Canopian forces back in tatters.

First Battalion leader Fah Li Shei is almost certainly next in line to become House Master. A recipient of the Master at Arms award, Shei is acknowledged as the Confederation's finest MechWarrior. She has never been shot out of a 'Mech, and her list of 'Mech kills rivals that of any other warrior in the CCAF.

TACTICS

House Dai Da Chi normally spends the first few moments of combat getting a feel for the enemy's tactics. They then seize the initiative and strike with devastating force at just the right moment to throw the opposing line into disarray. They prefer a standup fight to a running engagement and decimate most units that attempt to meet them on an equal footing.

Dai Da Chi House MechWarriors
2 Battalions/Elite/Fanatical
Master: *Shiao-zhang* Muhammed Dehringé
1st Batt: *Ying-zhang* Fah Li Shei
2nd Batt: *Ying-zhang* Kevin Drake

In its seventh year, House Dai Da Chi petitioned for expansion to two battalions, a request granted by Chancellor Maximilian Liao. First Battalion is currently down by a lance and Second Battalion by almost two after losses in the St. Ives conflict. Each battalion contains one veteran company. House Dai Da Chi is committed to fielding the newest and best machines, including 'Mechs captured from the enemy if they are superior to a Capellan design. Warriors paint a *dao* sword on their 'Mechs for every battlefield kill.

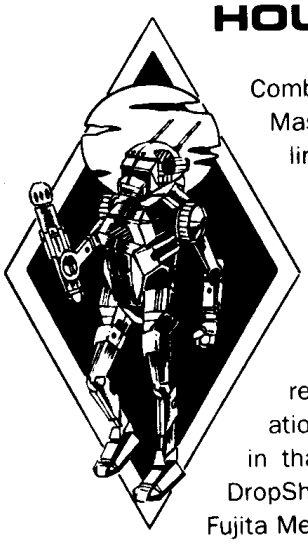
Dai Da Chi House Aerospace Wing/Elite/Fanatical
Wing Cmdr: *Ying-zhang* Rica Habeleon

Dai Da Chi is the only Warrior House to train and field its own aerospace wing. It earned these forces by petition in 3013, giving this House two of the four changes allowed in Warrior House military organization. The wing is currently down by a squadron.

Dai Da Chi House Infantry Battalion/Veteran/Fanatical
Infantry Cmdr: *Ying-zhang* Fredrick Omatai

Fielding two platoons of battlesuit-trained soldiers is only the most obvious threat posed by Dai Da Chi infantry. *Ying-zhang* Omatai also trains a cadre of assassins and snipers. Heavy artillery and a platoon of VTOL armed-reconnaissance craft add to the resources on which this House can draw.

HOUSE FUJITA: SAMURAI INFLUENCE



Major Ryan Fujita raised this Warrior House on principles similar to the *bushido* of the Draconis Combine—not surprising, given Fujita's blood ties to an ancient Japanese noble family on Terra. The House Master borrowed liberally from samurai culture, wove various elements of it into the Warrior House guidelines set down by Hiritza Hikaru, and added his own emphasis on glory and honor through combat.

Though militarily effective, House Fujita has been cursed with a run of bad luck almost since its inception. Marik forces first took advantage of Ryan Fujita's personal honor in the Third Succession War, offering him single combat and luring his command lance into a trap that cost the veteran his life. Just before the Fourth Succession War, House Fujita's regiment was split between two commonalities, its infantry battalion sent to Styk in the Sarna Commonality. Davion BattleMech forces invaded that world and crushed the infantry, denying that brave unit any chance of a noble death. The 'Mech battalion remained safely in the Sian Commonality despite frequent pleas for a forward position, until the joint operation between Warrior Houses to retake the world of Liao. House Fujita suffered the only serious casualties in that operation, when a suicidal Davion aerospace pilot rammed his fightercraft through a *Union*-class DropShip and caused its fusion drive to fail just as the vessel entered the atmosphere. A company of veteran Fujita MechWarriors died in the resulting crash.

Rebuilding has been slow and painful, made more difficult by a change in garrison post that required the relocation of the Fujita stronghold. To the order's frustration, moving their headquarters occupied a great deal of time and caused them to miss the fighting against St. Ives. Some have remarked that their eagerness for combat persuaded Chancellor Sun-Tzu to leave them out of the conflict.

House Fujita parade dress colors are tan and reddish-brown. Paint schemes for BattleMechs and troop transports combine a copper-gold base with tan or black highlights. The command insignia is set on a diamond-shaped field, showing a 'Mech silhouetted against a setting sun.

OFFICERS

Shiao-zhang Wyeth is the oldest House Master in the history of the Warrior Houses. Eighty-six years old, the Master of Fujita is a strong man determined to meet his end in combat. His skills have scarcely deteriorated, and his mind is still sharp when it comes to tactics and strategies. Jurgen Krayt, the heir-designate of Fujita, watches over most day-to-day House operations.

TACTICS

In general, House Fujita warriors prefer single combat. Even in large engagements, every warrior picks an opponent and challenges him or her to the exclusion of all others. They also prefer open battlefields where it is difficult to hide. Any opposing unit that uses overwhelming force can expect immediate reprisal in kind, the only time House Fujita consistently deviates from its usual tactics.

Fujita House MechWarriors
Battalion/Regular/Reliable
Master: *Shiao-zhang* Juan Bautista Wyeth
1st Cmpny: *Lien-zhang* Jurgen Krayt
2nd Cmpny: *Lien-zhang* Tomas Winters
3rd Cmpny: *Lien-zhang* Lynn-Jan Djerri

House Fujita has yet to make up its losses on the world of Liao and remains short two lances of MechWarriors. For every five kills a warrior makes, he may paint an inverted triangle on his 'Mech's lower leg.

House Fujita runs to heavy and assault machines, especially the newer *Yu Huang* and *Emperor*. In addition to the usual three lances per company, a typical Fujita company can break into two smaller units of six 'Mechs each. The Fujita forces' weight advantage allows them to use this tactic against numerically superior foes.

Fujita House Infantry
Battalion/Green/Reliable
Infantry Cmdr: *Ying-zhang* Kyle Smith

The rebuilt Fujita infantry has had few chances to gain battlefield experience since the Fourth Succession War. The battalion contains a single armored infantry squad, with the bulk of its soldiers trained as anti-'Mech jump troops.

HOUSE MA-TSU KAI: THE HISTORIAN'S CHALLENGE

Ma Kai was a minor Capellan nobleman and a scholar, the only non-military founder of a Warrior House. He presented his petition personally to Maximilian Liao, while the Chancellor played chess with then-Strategic Director Pavel Ridzik. Ma Kai presented excellent arguments for a scholarly order and finished his petition by offering to give all his lands to House Liao in exchange for an opportunity to prove his worthiness to found one. The Chancellor accepted, challenging Ma Kai to prove himself by besting Director Ridzik in a game of wits. Both men, said Maximilian, must choose from the game table the most potent piece.

Director Ridzik immediately seized his queen and offered it to the Chancellor. "No piece is stronger than the queen. The ultimate weapon, it ranges the board and seizes anything it desires."

After a moment, Ma Kai replied, "By the director's own admission, the queen is only a weapon. A tool in the hands of the king, or Chancellor."

Maximilian Liao did not smile at the flattery. "Then you choose the king?"

"No." Ma Kai picked up his choice. "I choose the pawn. Without the pawn, a king has nothing. And in the end, the lowliest pawn may become anything it wishes. Even the strongest warrior."

The Chancellor smiled. Ma Kai had won the challenge.

House Ma-Tsu Kai's parade dress colors are light green with ivory trim. The official 'Mech color scheme is Liao green with ivory and gold highlights. The House insignia, commemorating its founding, is a black pawn on a field of gold flames.

OFFICERS

Shiao-zhang Jasmine Liu, also known in the Warrior House as Liu-Tsu, is a master of strategy and tactics. Her battles are studied at every major Confederation military academy. She receives frequent invitations to Sian for long discussions with Strategic Director Talon Zahn, which sometimes become so abstract that most others cannot follow them. Zahn acknowledges Liu his superior in strategy, though apparently not by much. Interestingly, Zahn remains the superior tactician in the field.

TACTICS

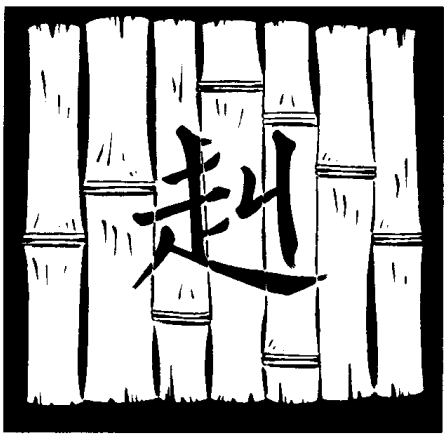
Ma Kai, called Ma-Tsu by his first students, trained beside them to learn how to fight even as he taught them philosophy, political science and history. He proved expert at dissecting an enemy's strategy and using special forces and intelligence-gathering tools to defeat the opposition before even taking the field. Though not a fast-response military unit, House Ma-Tsu Kai rarely fails to take an assigned objective—though the Confederation sometimes fails to hold it.

Ma-Tsu Kai House MechWarriors
Battalion/Veteran/Reliable
Master/1st Cmpny: *Shiao-zhang* Jasmine Liu
2nd Cmpny: *Lien-zhang* Daniel Williams
3rd Cmpny: *Lien-zhang* Brand St. Cloud

House Ma-Tsu Kai warriors will question orders if an assignment appears unrealistic or if they suspect they are being misused. Once an order is verified, however, they commit themselves completely to carrying it out. The House's BattleMech unit rarely takes the field without the infantry, relying on their conventional counterparts to establish a winning position. The unit relies on a mixture of fast medium-weight 'Mechs and heavies.

Ma-Tsu Kai House Infantry
Battalion/Regular/Reliable
Infantry Cmdr: *Ying-zhang* Aleksei Venchenko

In a standard engagement, the infantry's VTOL platoon scouts out the best battlefield. The commander then sends in artillery spotters and advanced scouts, and finally armored vehicles to quickly deploy the two squads of battlesuit infantry. Given time, this Warrior House can learn almost anything about a potential enemy, relying on its own specialforces squads rather than the Maskirovka for intelligence.



HOUSE IJORI: SPRING CLEANING

By retaining his humility, the talented person who is also wise reduces rivalry.
—From the teachings of Lao-tse

Kasei Ijori founded this Warrior House on the teachings of ancient Han philosophies as well as modern ones like the Lorix Order. He built his House's foundation on the teachings of Lao-tse and *Tao Chiao* (Taoism), which kept House Ijori stable for more than fifty years.

In 3058, however, the Maskirovka confirmed that House Ijori had been infiltrated by members of the Thuggee assassin cult. These killers worship Kali Liao, sister of Chancellor Sun-Tzu, as the death goddess Kali reincarnated. No one knows for certain how the poison crept in; the Maskirovka and the House itself found no breaches in its training program. The currently accepted theory is that the Thuggees indoctrinated children between six and ten and then compromised the recruitment process to place them inside.

Much as they had done to cleanse House Lu Sann, Grand Master Ion Rush and Strategic Director Zahn "loaned" House Ijori to the Lyran Alliance against the Clans. This move thinned the Ijori ranks but did not destroy the Thuggee infestation. The surviving cultists, the most cunning, worked their way to higher levels of authority. Two company leaders under then-House Master Sibelius are now believed to have been Thuggee fanatics.

In May of 3062, while the St. Ives conflict raged, a group of Ijori officers received a shipment of the nerve agent used to recent and deadly effect on the planet Wei. The officers intended to strike out for Compact space and assault the world of St. Ives. Fortunately, an infantry platoon leader discovered the plans and alerted the House Master and local Confederation nobles. Soon afterward, a pitched battle took place inside the Ijori stronghold. From the arrangement of bodies, it appeared that a junior MechWarrior managed to smash open one container of the nerve agent, killing himself and fifty other Ijori warriors but ensuring that no Thuggee escaped to carry out the heinous plot.

House Ijori warriors wear beige and brown parade uniforms. The same colors appear in their BattleMech paint schemes, with greenish-gold highlights. The House crest is the Han symbol for bravery, painted in red on a bamboo palisade. Since the events of Black May, however, the House has been barred from wearing parade dress. Further reflecting the order's disgrace, its paint scheme and insignia have been replaced by camouflage and the Confederation crest.

OFFICERS

Shiao-zhang Denby Cluff has dedicated his life to putting House Ijori back together. At thirty-five, he is young for a House Master, which he sees as an advantage. He has plenty of time to re-create the order and is engaged in slow but steady rebuilding.

TACTICS

House Ijori has always preferred defensive battles, largely because of its dependence on infantry. In the narrow confines of a city, Ijori infantry battalions are as deadly as MechWarriors. Ijori VTOLs specialize in low passes over the enemy, holding their fire until they reach pointblank range.

Ijori House MechWarriors
Battalion/Green/Questionable
Master/1st Cmpny: *Shiao-zhang* Denby Cluff
2nd Cmpny: *Lien-zhang* Philippe Sauvren
3rd Cmpny: *Lien-zhang* Meh So Hung

The Black May incident left House Ijori with a gutted battalion of fifteen MechWarriors. Currently, each company is little more than a reinforced lance. The *shiao-zhang* has ordered all aspirants rescreened by the Maskirovka, which will delay the arrival of new warriors on the roster. House Ijori is unlikely to regain its full strength or receive a reliable rating in less than four years.

Ijori House Infantry
2 Battalions/Regular/Questionable
Infantry Cmdr: *Ying-zhang* Forrest Hawkeye

Though wounded and in disgrace, the infantry battalions suffered less than the 'Mech unit and remain a formidable force. House Ijori has always relied heavily on infantry and received permission to double its standing forces in 3021. Two companies of armored vehicles and a platoon of VTOLs front the bulk of the unit, jump-capable squads armed with lasers. Currently, House Ijori has no battle-armored infantry.

THE DEATH COMMANDOS

In 2988, Chancellor Tormax Liao drew elite and fanatically loyal troops from the Warrior Houses to create what may be the most fearsome military unit ever assembled. Known to history as the Death Commandos, it exists to eliminate all enemies of the Capellan state, wherever they might be found and by any means necessary.

More than elite and ruthless MechWarriors, the Death Commandos are assassins, saboteurs and terrorists. No other unit in the history of the Inner Sphere has raised more controversy, with even some in the Confederation's own military objecting to the Commandos' existence. Unofficially referred to as the Chancellor's "storm troopers," Commando warriors may execute any Capellan soldier on their own authority, and, under certain circumstances, any member of the nobility as well.

Some misgivings about the unit faded in 3003, when Chancellor Maximilian Liao opened its membership to any sufficiently distinguished regular CCAF officer. Unease remains, however, and is unlikely to ever die out. Many wrote off the Commandos when the entire unit was believed destroyed on Kathil during the Fourth Succession War—another victim of the treacherous Justin Xiang Allard. Nine Commando warriors eventually made it back to Confederation space, though two of them would never pilot a 'Mech again.

The remaining seven, however, were enough to form the core of the new Death Commandos, raised from the elite of the Warrior Houses and the CCAF. Made wiser by the ravages of the Fourth Succession War, the present Death Commandos claim the same mantle of discipline, loyalty and ability.

COMMAND STRUCTURE

Every Death Commando warrior is a CCAF officer, promoted one rank above his normal position. This system allows Commando members to step into the chain of command as needed and commandeer forces while remaining personally exempt from any authority save the Chancellor's. Not even Strategic Military Director Zahn or the Warrior Houses Grand Master can give an order to the most junior of the Commandos.

Every member of the Death Commandos swears a blood oath of fealty to the Chancellor. A soldier who dares break that oath will be slain by his comrades.

AVAILABLE FORCES

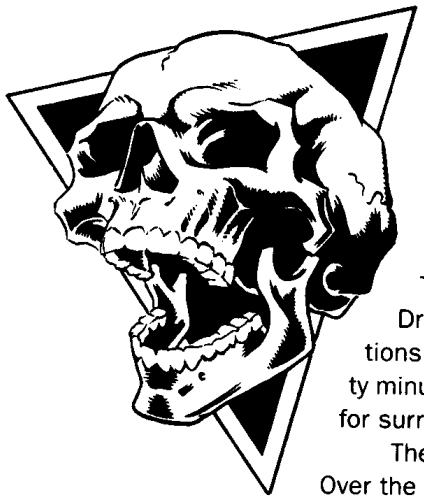
Seventy-six warriors currently make up the Death Commandos, in two battalions with one independent command lance. These troops are the Confederation's highest elite, proficient in all manner of warfare, from archaic weapons to BattleMechs. They also excel at espionage, intelligence-gathering and code breaking; have a thorough understanding of local planetary society and politics; and are well-versed in the use of poisons and the manufacture of nonstandard weapons. The Death Commandos lack for nothing in equipment, with unrestricted access to the latest special technology and the authority to confiscate anything they need from any other CCAF unit.

The unit was always meant to become a full regiment, though men and women capable of serving in it are hard to find and the loss of two full companies on Kathil seriously hampered expansion efforts. The first battalion was not fully resurrected until 3041. A rump battalion of two companies formed in 3055 and finally reached full strength in 3060.

COLORS AND INSIGNIA

Death Commando soldiers paint their BattleMechs black, occasionally trimming them with Liao green. They do not display the Confederation crest. The unit's insignia is a death's-head, enameled in bone-white and set over a green triangular device barely wide enough to be seen behind the skull. This device is usually the only decoration worn, though Commando members may also wear a single rank insignia for the benefit of outsiders.

The Death Commandos are anything but a parade unitand so have no parade dress. The non-combat uniform includes black pants, pleated at the knee and hip with extra material for complete freedom of movement, the legs tucked into strong but pliable leather jackboots. A light jacket with a low mandarin collar is fastened up the front with hidden clasps, the collar and cuffs trimmed in Liao green. The jacket also has built-up shoulders reinforced with semirigid body armor and is tailored slightly long in arms and body for easy movement. A heavier dark green jacket of light body armor may be worn over this outfit. Commandos wear the unit crest on the left collar or on the lapel of the dark green jacket. Depending on circumstances, a Commando warrior may also wear a rank device on the right collar or lapel.



DEATH COMMANDOS

The Death Commandos are known as efficient and ruthless. A shining example of their uncompromising tactics is their recent actions on Wei. After resisters on the planet Wei gassed a battalion of McCarron's Armored Cavalry with a rediscovered nerve agent, few Capellan units dared attempt to pacify the rebellious world. The Death Commandos were finally ordered to take control of Wei by any means necessary, a task for which the unit's members exploited all the latitude their orders gave them.

The Wei terror campaign lasted seven days, precisely the time allotted for the operation. The Death Commandos infiltrated Wei without BattleMechs rather than risk detection of their DropShips. On the first day, a Commando squad seized control of a major military communications center and transmitted to the Wei government a demand for unconditional surrender within thirty minutes. If refused, the Commandos would make the same demand exactly one week later. The call for surrender also branded all civil employees subversives and traitors—and therefore viable targets.

The government declined to answer. At thirty-one minutes, the Commandos blew up the center. Over the next six hours, thirty-seven highly placed government officials and military officers died at the hands of other Commando warriors, previously positioned and ordered to carry out their missions unless they received a recall signal. By the end of the first forty-eight hours, the highest-ranking officer left on the planet was a major. The Commandos had destroyed the three largest supply depots, along with the planet's primary space tracking station. With Wei's satellite system crippled, the Commandos brought down their DropShips and BattleMechs and struck with merciless force.

By the sixth day, a new Wei administration had begun transmitting surrenders on all frequencies—all of which the Commandos ignored. Later that same day, the Death Commandos met and shattered what was left of the standing militia. Many Wei soldiers had defected, and civil employees avoided work in droves for fear of being targeted. The Commandos engaged in mop-up operations on day seven, tracking down and destroying straggling military forces. As a dramatic final blow, a Commando DropShip struck the planetary capital and leveled its primary government buildings.

The Death Commandos finally accepted Wei's surrender at midnight on the seventh day.

OFFICERS

Jiang-jun Michael Hyung-Tsei has led the Death Commandos for fifteen years. A veteran of the Capellan Hussars, he is the first commander who did not come up through a Warrior House. Ruthless, judged a borderline sociopath by the Maskirovka, he reserves his loyalty for the Chancellor and his own men—and the latter is negotiable. On at least one occasion, Hyung-Tsei shot one of his own troops for questioning an order. He also once rewarded a Commando warrior for executing a comrade who demonstrated a marginally reckless attitude that put his team in unnecessary danger.

Vladimir Korskav, Second Battalion's executive officer, designed the terror campaign on Wei, assigning targets and commanding the final assault. Known for always bringing down a target after putting his "death mark" on it, he has earned the nickname Vlad the Executioner.

TACTICS

The Death Commandos rely on their reputation to give them an edge on the battlefield—a reputation backed by talent. This unit's supremely skilled warriors are a match for any in the Inner Sphere or among the Clans. Death Commando teams move as if guided by a single mind, which enables them to outperform most other units. The Commandos tend to employ straightforward maneuvers, spearheading a drive for the thickest fighting to destroy an enemy quickly.

Death Commandos
2 Battalions/Elite/Fanatical
CO: *Jiang-jun* Michael Hyung-Tsei
1st Batt: *Sang-shao* Thad Roonstock
XO/2nd Batt: *Sang-shao* Vladimir Korskav

The Death Commandos include an independent command lance that often deploys with the First Battalion. Each member of the Death Commandos can keep two BattleMechs. Most members choose a newer design loaded with the best technology available. The second choice is likely to be an older but more durable 'Mech. Commando warriors frequently customize either or both machines. Selection of a BattleMech for a given mission often depends on access to support facilities and supplies.

CONFEDERATION RESERVE CAVALRY

With only two regiments out of five surviving the Fourth Succession War, the Confederation Reserve Cavalry could muster only a shadow of its former strength. As fragments of battered commands came limping home, most were transferred to fill holes in the ranks of other divisions. Only a few were held back to become the core of a new Reserve Cavalry. The CCAF could ill afford to spare even these few units from its front lines, but the potential long-term benefit to the Confederation outweighed the immediate need for every soldier to help secure the nation's shrunken borders.

When the CCAF reorganized as part of the Xin Sheng movement, Chancellor Sun-Tzu chose the Confederation Reserve Cavalry as Sian's standing reserve regiments. These forces will concentrate their efforts in the Sian Commonality, establishing a home base from which they can tour the commonality's various worlds. Moving from planet to planet should familiarize the units with the territory they are primarily responsible for defending and will hopefully foster close relations between the military and Confederation citizens.

Unlike reserve divisions in other commonalities, Cavalry units also stand ready to shift to another commonality as needed. Several units were given alternate homeworlds in other commonalities; the CCAF has arranged for those units to occasionally rehearse maneuvers in their secondary regions.

Unorthodox though it may be, allowing the Cavalry unprecedented access to the entire Confederation brings many benefits. Such strategic planning gives the Confederation a flexible line of defense, able to reinforce any commonality as necessary against outside aggression. The closer interaction between reserve divisions also promotes the exchange of tactics and ideas on troop command. Finally, this plan gives the Chancellor one more check against an ambitious commonality prefect or various *jiang-jun,* who must consider the location of reserve forces not under their control.

In the recent conflict against St. Ives, every regiment of the Reserve Cavalry save the Seventh saw active duty. Though initially unsure of their abilities, most of the Reserve Cavalry regiments managed solid performances. They often faltered when facing a superior opposing force, but against units of equivalent or lesser quality they tended to hold the advantage. *Sang-jiang-jun* Talon Zahn called their efforts "very promising."

COMMAND STRUCTURE

Siona Aterade-Liao is *jiang-jun* for the Sian Commonality's line forces, commanding all local regiments except the Warrior Houses and Hussars. Recently of the Red Lancers, Aterade-Liao has solid line experience as well as a *jiang-jun's* exposure to politics. She is heir to the Capellan Duchy of Exedor and the Lady (in absentia) of Eom, and she recently married Syn Wit Liao, a distant relative of the Chancellor.

Her relations with *Jiang-jun* Chon Ji Hyung, the Sian Commonality's second administrative commander in charge of all Home Guard forces, are strained. Aterade-Liao thinks Hyung is too much the politician at the expense of the warrior. For his part, Hyung sees Aterade-Liao's recently acquired ties to House Liao as an unfair advantage.

AVAILABLE FORCES

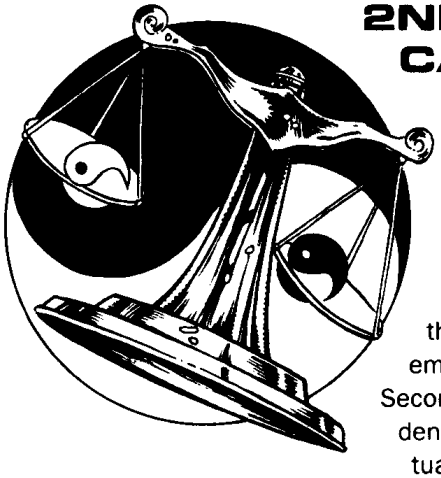
Even though the Cavalry Reserve generally relies on older BattleMechs or the less elaborate and more widely deployed newer designs, only a foolish enemy commander would mistake this or any other Confederation reserve force for garrison troops. Cavalry units are currently awash in new recruits, but they also possess a solid officer corps and reasonably good support from the Department of Procurement.

The Reserve Cavalry maintains fewer infantry assets than the usual CCAF regiment and only rudimentary aerospace assets. However, no Reserve Cavalry command fields less than two battalions of armored vehicles to support BattleMech operations. Most Cavalry regiments are proficient at using augmented lances and companies that combine BattleMechs and armor. Placing the acquisition of new 'Mech designs at a lower priority than most units typically allows Cavalry units to get any armored vehicles they desire.

COLORS AND INSIGNIA

Historically, the Reserve Cavalry had no insignia of its own, in keeping with its mandate to remain neutral among the regular commands. The revamped Cavalry maintains this tradition, displaying only the Confederation crest and a regimental insignia on BattleMechs, fightercraft and other vehicles. Other reserve regiments have followed the Cavalry's lead and cast aside their old divisional emblems. A specific Cavalry unit can be identified by regimental insignia or the field backing the Confederation crest, colored gold by permission of the Chancellor.

For paint schemes, the Confederation Reserve Cavalry uses a camouflage pattern appropriate to the world on which a given unit is stationed, usually a two-color striped pattern.



2ND CONFEDERATION RESERVE CAVALRY: SECOND SIGHT

Fortunate enough to miss the Fourth Succession War, the Second maintained its quality as regular House troops and became the lead regiment of the Confederation Reserve Cavalry more by attrition than design. The regiment was stationed along the Confederation-Compact border for twenty years after the Fourth War, now and then engaging in raids sponsored by Chancellor Romano Liao.

In the recent Xin Sheng campaign against St. Ives, the Second Cavalry saw action on several worlds before being pulled back to garrison Denbar. They worked for a time alongside the Hustaing Warriors, helping that unit retake and hold Ambergrist. The bizarre methods employed by the Second's sister regiment often made coordination difficult. No one in the Second has yet forgotten the evening a company of Hustaing Warriors stormed the Second's hidden base with a full battalion of the Mounted Fusiliers in pursuit, even though the Second eventually gained the upper hand and repulsed the assault.

The insignia of the Second Cavalry is a brass scale weighing a broken yin-yang symbol. The scales tip toward yin for female warriors and yang for men. The regiment trims all machines and equipment in brass, regardless of the camouflage scheme.

OFFICERS

The CCAF high command had hoped that some of the Second's more formal attitude might rub off on the somewhat wild Hustaing Warriors if the two units spent time fighting and training together. Instead, the reverse seems to have happened. Ever since training alongside the Warriors' Arcade Rangers, *Sao-shao* Tamara Cross and much of First Battalion's Third Company have demonstrated a distressingly flippant approach to combat.

TACTICS

For years, the Second Cavalry suffered enormous resupply problems and lacked proper maintenance. Equipment failure was rampant, especially communications and targeting systems. Rather than complain, the unit's commander ordered all warriors to train without these systems so that they would not have to rely on faulty equipment. This strategy promoted excellent gunnery skills and reduced the unit's difficulty with vision-impairing combat conditions, such as fighting at night or in dense woods.

2nd CRC (Capella's Bright Edge)
Regiment/Veteran/Reliable
CO: *Sang-shao* Mai Tee Phyn
1st Batt: *Zhong-shao* Ichobod Vale
3rd Cmpny: *Sao-shao* Tamara "T" Cross
2nd Batt: *Zhong-shao* Cameron Davidson
3rd Batt: *Zhong-shao* Kray Haveld

The Second Cavalry's 'Mech forces are named for their original homeworld of Capella. The command company is built around the regimental commander and his executive officer. The first two battalions are veteran-quality, though down by a full company of trained MechWarriors. Third Battalion, recently rebuilt after hard action on Ambergrist, has dropped to regular status.

Capellan Navy 9-11
2 Flights/Regular/Reliable
Wing Cmdr: *Kong-zhong-shao* Gavin Darkseer

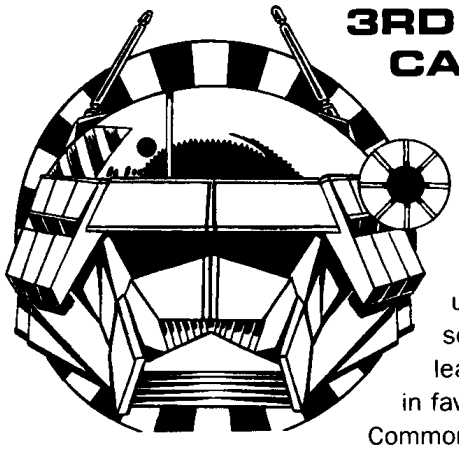
The Nine-Eleven has a reputation for arriving in the nick of time, purportedly due to Kong-zhong-shao Darkseer's "combat visions," which somehow tell him where and when his fliers will be needed.

45th Armored Cavalry
Regiment/Veteran/Reliable
Armor Cmdr: *Zhong-shao* Carl Nardan

Badly mauled in the recent fighting against the Compact, the Forty-fifth is down to two battalions. In true Capellan cavalry fashion, these units are first on the field and last off. The Forty-fifth relies primarily on tracked vehicles with heavy armor and long-range weapons, particularly valuing LRM carriers.

Purvo 7th District Home Guard
Battalion/Regular/Reliable
Infantry Cmdr: *Sao-shao* Lawry Jung

After so many years stationed on the world of Purvo and working with the Seventh District Home Guard, the Second Cavalry Reserve brought the Guard infantry with them when the regiment left Purvo for the fighting in St. Ives. The Second uses these ground troops mostly in static defenses and for security rather than in front-line combat, except for the single green squad of armored infantry recently attached to the unit.



3RD CONFEDERATION RESERVE CAVALRY: CASUALTIES OF WAR

Though rebuilt and on the CCAF rolls since 3052, the Third Cavalry is still considered a casualty of the Fourth Succession War, when it was smashed on the world of Kawich. Surviving officers formed the core of a new regiment but could not leave behind the horror of a dead command. Hopeless-battle syndrome was first diagnosed when this unit showed a penchant for suicidal stands during the Andurien-Canopus invasion.

Twenty years of effort to prevent a repeat apparently did limited good, to judge by the unit's actions during recent fighting on Denbar. As it had before, the command company sought a glorious final charge with no apparent concern for preserving the regiment. Bereft of leadership, other elements of the Third fell in follow-up strikes before the unit was pulled back in favor of the Fifth Reserve Cavalry. The Third has since languished in the depths of the Victoria Commonality.

Lack of support from the Departments of Procurement and Training and Acquisition will likely keep the Third from making up its battle losses any time soon. The unit has not even changed its paint scheme, still using jungle camouflage even though its current post is a base in the middle of plains country. The regimental crest is the head of a *Vindicator* that nearly covers a circular field of red and orange sun stripes. Other Reserve Cavalry regiments joke that the head needs some "shrinkage," referring to the Third's ongoing psychiatric troubles.

OFFICERS

A feud is building inside the Third Cavalry between *Sao-shao* Gart Umbiqua and his commanding officer. Umbiqua openly resents his demotion from *zhong-shao,* which, as he puts it, "the MechWarriors earned, but I got." The demotion occurred as part of the general downsizing of excess assets, and the CCAF has assured Umbiqua that it will not reflect on his service record. Umbiqua's commanding officer has so far denied all of his requests to transfer to a new and larger unit.

TACTICS

The removal of its aerospace assets and the majority of its armor regiment has deprived the Third of the forces needed for its specialized tactics. The unit is currently adapting some of its former tactical doctrines—a long and hard process, especially when many battalion and company commanders are trying to keep their units operational by any means possible.

3rd Confederation Reserve Cavalry
Regiment/Green/Questionable
CO/1st Batt: *Sang-shao* Martin Penwall
XO/2nd Batt: *Zhong-shao* Lyle Crawford

The 'Mech unit once had three battalions, until the CCAF used Third Battalion to fill holes in the ranks of the first two. The few newer designs assigned to the Third Cavalry were recalled and divided among other Confederation Reserve Cavalry regiments, leaving the Third with no 'Mechs built after 3050 and most dating back to the Fourth Succession War. This lack of support has forced the Third to scrounge whatever extra equipment it can.

3rd Cavalry Armor
2 Battalions/Regular/Reliable
Armor Cmdr: *Sao-shao* Gart Umbiqua

The armor unit was once a reinforced regiment, but a full battalion went down on Denbar and the second divorced from its parent unit before the Third's exile in the Victoria Commonality. Like the 'Mech forces, the armor battalions are mostly equipped with older designs in need of constant maintenance.

3rd Cavalry Support Staff
Company/Green/Questionable
Infantry Cmdr: Captain Erin Karata

This unit is comprised almost completely of Taurian Concordat troops trained on Sarna as part of the Trinity Alliance force exchange program. The Third's regular infantry was left on Denbar as part of a new Home Guard regiment.

5TH CONFEDERATION RESERVE CAVALRY: APPRENTICES OF WARLOCK

When the Fifth Cavalry dropped onto Warlock, it came prepared for the winter conditions that cover most of the planet. It also expected to meet a newer St. Ives unit described by intelligence as green and untried. The initial week of combat brought a furious arctic storm that shielded a wave of assaults by the First Janissaries.

These attacks were the start of a series, as 'Mechs and armor repeatedly hammered the green Fifth Cavalry. Constant aerial raids kept the Capellan unit from regrouping. Armored infantry detachments stung the Fifth from the backfield. As soon as one wave ended, the next began. The Fifth experienced roughly the same losses as the Janissary command, but it felt defeated, and in the end that made the difference. The Fifth pulled back to await reinforcements, causing the Confederation to spend more resources on Warlock than it wanted.

When a regiment of McCarron's Armored Cavalry shattered the Janissary line and forced them to retreat, much of the Fifth's fear retreated as well. Over the next six months, the unit's commanding officer studied how the Janissaries operated and began to develop similar practices in her own unit.

The Fifth trims all equipment and machines in bronze. Their new regimental insignia shows a drop of bright red blood centered on a snowflake.

OFFICERS

Commanding officer Rhi Song is a true student of the enemy. Impressed with the performance of a largely green Janissaries unit against her own force and then against the veteran and elite soldiers of McCarron's Armored Cavalry, Song set out to learn the enemy's tactics. Her in-depth report to Talon Zahn was the first clue to the Janissaries' integrated, combined-arms deployment. Her efforts to learn about them qualified her for the Grand Cordon of Merit.

TACTICS

Speaking well of its commander's training techniques, the Fifth managed some surprising battlefield maneuvers later commended by McCarron's Armored Cavalry. In a favorite ploy, the Fifth hid anti-'Mech infantry on the battlefield; these units remained hidden even though enemy forces walked nearly on top of them. Fast 'Mechs and hovercraft then rushed an enemy position, signaling their advance. Just after delivering a hard-hitting salvo, the assault force cut and ran, while the infantry popped from hiding to attack the distracted enemy. *Sang-shao* Rhi Song looks forward to refining this tactic with fast-deployed armored infantry.

5th CRC (The Wardens)
Regiment/Green/Reliable
CO/1st Batt: *Sang-shao* Rhi Song
XO/2nd Batt: *Zhong-shao* Richard Ashington
3rd Batt: *Zhong-shao* Makura Masushta

Though listed separately in the TO&E, the Fifth's BattleMech and armor forces train and deploy as augmented lances and combined-arms companies. The regiment relies on faster machines than the usual Capellan unit, pairing them with armored hovercraft. Though the Fifth CRC once employed an independent command unit, lack of replacement machines and personnel forced them to drop it.

5th Reserve Air Corps
Flight/Regular/Reliable
Wing Cmdr: *Kong-sao-shao* Arik Ivanov

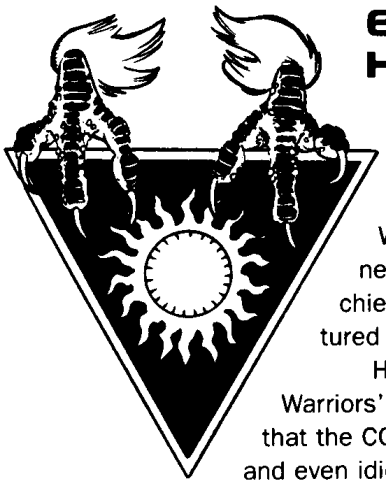
The Fifth lost half its aerospace assets in the recent downsizing of front-line fightercraft units because the high command believed it was not employing those forces efficiently enough.

5th Reserve Armor Corps (Dalia's Shield)
Regiment/Regular/Reliable
Armor Cmdr: *Zhong-shao* Dalia Jo Raihn

The armor corps is down one battalion from losses on Indicass and Warlock. Though they now deploy with the BattleMechs, the armor corps accept their place as the last ones off the field. The unit often attempts to draw fire intended for BattleMechs.

5th Reserve Auxiliary Forces
Battalion/Green/Reliable
Infantry Cmdr: *Sao-shao* Que Dim Pahn

The auxiliary forces consist of two companies of anti-'Mech jump troops and one company of regular-quality artillery. All jump troops are also skilled artillery spotters, freeing up tank crews and MechWarriors for other tasks.



6TH CONFEDERATION RESERVE CAVALRY: HUSTAING WARRIORS

When the Blackwind Lancers surrendered after their ill-fated attack on Hustaing, Chancellor Sun-Tzu Liao saw the opportunity the incident presented. Exploiting Duchess Candace Liao's denial of public support for the Lancers, Sun-Tzu ordered all the unit's equipment (including DropShips) seized and used to raise a new Capellan regiment: the Hustaing Warriors. Recruited from the local Home Guard and retired CCAF officers living on Hustaing, the new regiment included a lance of MechWarrior trainees from a local, noble-sponsored college. Their chief qualification for military duty came from hours spent every day in a recreational center that featured stripped-down BattleMech simulators.

Hastily trained and sent into action as a peace-keeper unit for the Compact world of Denbar, the Warriors' debut was considered embarrassing by many. The Hustaing regiment itself reportedly admitted that the CCAF might need a new quality rating for them—perhaps "newborn pink." Despite their unorthodox and even idiotic methods, however, they managed to accomplish their goals. That trademark would stick with the unit as it grew—no matter what, the Hustaing Warriors would find a way to get the job done. The Hustaing Warriors still have a lot of rough edges, but perhaps with peace in the Confederation they can refine some of their operational doctrines.

The unit highlights its equipment and machines with copper trim. The unit insignia is taken from the crest of Hustaing, a red flaring sun on an inverted tan triangular field, gripped in a hawk's talons.

OFFICERS

Sang-shao Ni Tehn Dho had retired from the Capellan Reserves and settled into life on Hustaing when the call came to raise the new regiment. He came back to the CCAF at fifty-nine, with memories of military service that included the Fourth Succession War and the troubled times under Romano Liao's early rule, and no one expected much of him. He turned out to be quite competent, however, able to bridge the gap between the Capellan "old school" and the "Xin Sheng cadets" who made up the bulk of his command. His reluctant approval of the unorthodox Arcade Rangers is one measure of his seemingly infinite patience.

TACTICS

Often resorting to tactics and strategies that seem strange or even beneath most MechWarriors, the Hustaing Warriors continue to surprise battlefield opponents. Though limited by a lack of aerospace assets and, until recently, combat infantry, the Warriors have used armor support remarkably well as a flanking offensive force. They need more solid experience to become a premier unit; at the moment, their skills outpace their savvy.

6th CRC (Hustaing Warriors)
Regiment/Regular/Reliable
CO: *Sang-shao* Ni Tehn Dho
1st Batt: *Zhong-shao* Torri Chan
2nd Batt: *Zhong-shao* Jeremy Kubasik
3rd Batt: *Zhong-shao* Dan Evans

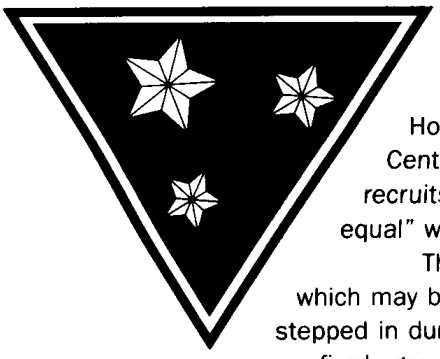
The Warriors employ an independent veteran command lance that can join with any battalion as necessary. Dho tends to reinforce the Third Battalion more than others. Third Battalion contains the company known as the Arcade Rangers, composed almost wholly of students with no prior military training and only a great deal of simulator time to recommend them for military service. The veteran Rangers "keep score" in every battle using a complex formula that few outside their ranks understand. Their "running total" is painted on the chest of their BattleMechs, and competition between them is intense. The Arcade Rangers are rated questionable by the Maskirovka because of their unusual entry into the military.

Hustaing Armor Corps
Regiment/Regular/Reliable
XO/Armor Cmdr: *Zhong-shao* Ilsa Cappuccio

Naming the armor commander as the unit's regimental executive officer deviates considerably from standard Capellan doctrine, but it has so far proved a valuable move. The appointment recognizes the armor forces' contribution to the Hustaing Warriors, and including a veteran like *Zhong-shao* Cappuccio in high-level strategy planning has increased the unit's tactical efficiency.

Hustaing Associated Infantry
2 Companies/Green/Reliable
Infantry Cmdr: *Sang-wei* Darlan Magnusson

Magnusson hails from the Magistracy of Canopus and attended the Liao Conservatory for Military Arts as part of the Trinity Alliance agreements. After graduation, she decided to enter Capellan service. Her infantry consists primarily of motorized assault forces with some scout squads, balanced almost evenly between Capellan-born troops and Magistracy soldiers.



7TH CONFEDERATION RESERVE CAVALRY: HOLDING THE FORT

This still-forming unit, founded in 3058, was to be drawn from the Sian Commonality Home Guard and Magistracy of Canopus recruits attending the Confederation's Regional Training Centers. The Seventh Confederation Reserve Cavalry would be a test unit, to see if Canopian recruits could work in the same command as Capellans or if the forces should remain "separate but equal" when posted to the battlefield.

Though considered a partial success so far, the Seventh Cavalry has yet to see real combat—which may be fortunate, as the unit appears to lack a certain formal military discipline. The Maskirovka stepped in during 3061 to keep close watch on the budding unit and ensure that the Capellans, at least, were firmly grounded in training and philosophy. This surveillance postponed the Seventh's activation until 3062, and then repeatedly delayed their entry into the St. Ives conflict. They were still awaiting orders when the final cease-fire went into effect.

The Seventh Cavalry has been assigned two homeworlds, one in Capellan space and one in Canopian territory. Rather than divide their forces, the whole unit alternates six-month posts on the two worlds. They also serve as a demonstration unit on the world of Detroit, showcasing the new 'Mechs being produced there in a joint venture between the two nations.

The regimental insignia sets the three stars of the Magistracy crest over the green triangular field common to Confederation emblems. BattleMechs and other equipment are highlighted with a steel-finish trim.

OFFICERS

Though all Capellan officers were cleared by the Maskirovka, the Seventh's reliance on Magistracy officers leaves some doubt about the regiment's overall loyalty. Major Shawna White is a Canopian-trained officer who attended the Sian University Officer Training Program's finishing courses. *Zhong-shao* Georgia Shippe is also Magistracy-born, but she took service in the CCAF proper after attending the Capella War College.

TACTICS

Too new to develop much specialization or an impressive battlefield repertoire, the Seventh remains as much a political concern as a military unit. Special training keeps recruits in line with proper Capellan thinking while helping the disparate nationals understand one another.

7th CRC
Regimental/Green/Questionable
CO: *Sang-shao* Orvus Toshadi
XO/1st Batt: Major Shawna White
2nd Batt: *Zhong-shao* Georgia Shippe
3rd Batt: *Zhong-shao* Kyle Westrick

In keeping with the binational organization of the Seventh Reserve Cavalry, the BattleMech unit fields designs from the Confederation and the Magistracy. When possible, the designs come from the colony world of Detroit, to further emphasize the spirit of cooperation. After a recent protest at its exclusion from this unit, the Taurian Concordat has received assurances that Concordat troops will be rotated into the unit when places become available in the TO&E.

7th CRC Aerospace Contingent
2 Squadrons/Green/Reliable
Wing Cmdr: *Kong-sao-shao* Miokhil Zubernavich

The Seventh's aerospace contingent is wholly Capellan and relies on the triple configuration rather than two-fighter pairings.

7th CRC Infantry Contingent
Battalion/Green/Questionable
Infantry Cmdr: *Sao-shao* Bosk Nefarr

A split-nationality command, the infantry has begun accepting Concordat soldiers. Multiple reports have come up already of trouble started by these new recruits, however, a situation that can only hurt further Concordat plans to place MechWarriors in the Seventh.

CAPELLAN DEFENSE FORCE

Before the Fourth Succession War, the Capellan Commonality was considered one of the safest regions in Capellan space. Sandwiched between the Sian and Sarna commonalities, with only nine worlds in easy striking distance for foreign nations, its garrison needs were minor. This district, often called the "first among equals" for its position as the Confederation's birthplace, could apparently afford complacence.

That changed, however, when the Armed Forces of the Federated Suns cut the Confederation in half just coreward of the Capellan Commonality border. Suddenly this region fronted several hundred light-years of potentially hostile space, and most of its defenders were battle-scarred or broken from fighting House Davion. If not for the timely end to the war, Capella could not have mounted much resistance and might even have fallen. This realization uprooted the commonality's traditional feeling of safety and demanded a strong military showing.

The existing Capellan reserve regiments were renamed the Capellan Defense Force, taking the name of pre-CCAF armies. This bit of symbolism helped armor the troops against the hard times that followed the Fourth Succession War. The Defense Force did poorly in the Liao-Marik Offensive of 3057 but partly redeemed itself in the St. Ives conflict. In that war, the CDF foiled several strategic counterattacks, thwarting all but Kai Allard-Liao's St. Ives Lancers before troop movements in the Free Worlds League demanded the Capellan units' return to the Marik border.

COMMAND STRUCTURE

Jiang-jun Dan Gun is working to improve the quality of both CDF regiments. In his opinion, two reserve regiments are not nearly enough. He is agitating for a larger force, citing (carefully) the aftermath of the Fourth Succession War to support his position. However, given the deployment of key units from McCarron's Armored Cavalry and the Capellan Brigade into his command, expansion of the CDF is unlikely to occur soon.

Jiang-jun Jason Spore recently struck a deal with Gun and the Capella War College to create a "refinement program" for the local Home Guard. Like Gun, he hopes to improve the quality of Capellan Commonality Home Guard commands.

AVAILABLE FORCES

Despite the presence of Ceres Metals on Capella and the availability of many excellent BattleMechs, the most popular and widely deployed of the newer 'Mech designs in the CDF are the *Men Shen* and *Blackjack* OmniMechs. Partly responsible for this is the Capella War College, which values OmniMech designs for the advantage of customizing 'Mechs to suit a coming battle.

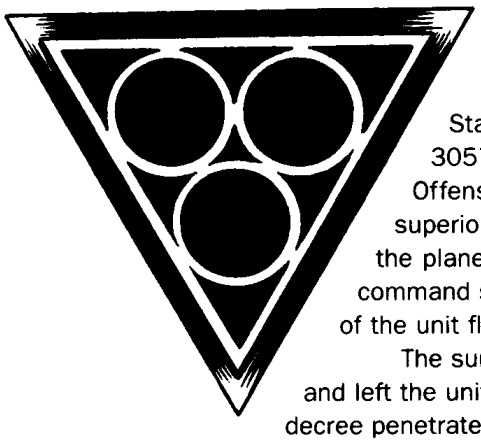
In addition to the Omnis and an average number of other new designs, the Capellan Defense Force relies on older but hardier BattleMechs, which are easier to maintain over extended campaigns. Twice a year, the Defense Force participates in extended training missions with limited access to repair and refit facilities, where the older machines continue to prove their worth to newer warriors.

Even with the old Sarna Commonality reclaimed and renamed the Liao Commonality, Capella continues to promote strong military readiness within its borders. Equipment is better-maintained than the CCAF requires, and older material is upgraded whenever advisable. This commonality also has an independent logistics network, designed by the president of Ceres Metals to ensure that supplies and replacement 'Mechs can be on any world within days. Considering the time it normally takes to route supplies through regular DropShip and JumpShip traffic, such speed is a considerable feat; not surprisingly, most of the network is a company secret. However, reports have it that a secondary network can be put in place quickly to support neighboring worlds in the Sian and Liao commonalities.

COLORS AND INSIGNIA

As with the Reserve Cavalry, the Capellan Defense Force units display the Confederation crest and their regimental insignia. The lack of other symbols represents the equal importance of each commonality to the Capellan state. The only indication of the reserves' assignment and primary allegiance to the Capellan Commonality is the beige field that backs the Confederation crest.

For 'Mechs, fightercraft and vehicles, the Capellan Defense Force has adopted a patchwork pattern of light summer colors. All appropriate to the Capellan nation, these hues will work in most terrain as basic camouflage, making the paint scheme suitable for parade or battle. Common applications employ ivory, light green and brown.



1ST CAPELLAN DEFENSE FORCE: UNDER PRESSURE

Originally raised from the private guard of the late Lady Margaret "Bloody Mary" Stapleton, Stapleton's Grenadiers was under constant pressure to prove its worth. Until 3057, the Grenadiers responded by outperforming expectations. Then, during the Liao-Marik Offensive of 3057, the Grenadiers were mauled trying to take the world of Sarna. After losing air superiority to aerospace cadets from the Sarna Martial Academy, the unit was forced to abandon the planet. Fearing a court-martial upon return to Capellan space, Colonel William Asselin and the command staff of the Grenadiers made a last stand against the planet's defenders as the remainder of the unit fled in tatters.

The surviving officers received Maskirovka evaluations that forced several of them into retirement and left the unit to languish at the bottom of the CCAF's refit list until 3060. As Sun-Tzu Liao's Xin Sheng decree penetrated the military, the Grenadiers received a new name and a new lease on life as the first regiment of the Capellan Defense Force.

The unit insignia for the First CDF is a green inverted triangle with circles at each corner, set against the outline of a larger triangle in beige.

OFFICERS

Sang-shao Gary Weinrib is one of the few members and the only officer of the former Stapleton's Grenadiers to remain after the Maskirovka's evaluation of the unit. Despite—or possibly because of—the pressure he has been under to redeem his unit's past, *Sang-shao* Weinrib has molded his unit into an impressive fighting force. He was recently awarded the Liao Sunburst for Gallantry.

TACTICS

The First CDF places greater emphasis on air support than most reserve units, preferring to soften up a target with air strikes before sending in BattleMechs and armor. Second Battalion often conducts nighttime raids on enemy positions in conjunction with one or two squadrons from the CDF's aerospace wing.

1st CDF (Stapleton's Honorary) Regiment/Regular/Reliable

CO: *Sang-shao* Gary Weinrib
XO/1st Batt: *Zhong-shao* Alexander Zivojinovic
2nd Batt: *Zhong-shao* John Rutsey
3rd Batt: *Zhong-shao* B.J. Pratt

This regiment largely fields older Capellan 'Mech designs, the result of several years' neglect by the Department of Procurement. Each company maintains a single lance of fast scout 'Mechs. The veteran Second Battalion, nicknamed "The Enemy Within," is adept at sneaking behind enemy lines to raise havoc. They prefer middleweight 'Mechs in the 50- to 70-ton range.

1st CDF Aerospace Wing/Veteran/Reliable

Wing Cmdr: *Kong-zhong-shao* Alec "Bounty" Bain

A fanatical supporter of Xin Sheng, *Kong-zhong-shao* Alec Bain has a reputation as a demanding taskmaster. Once he even shot down a recalcitrant pilot for insubordination. Though he continually rides the line between court-martial and commendation for his actions, he commands the respect and devotion of his pilots and gets results that please his commanding officers.

New Sagan Armor Auxiliary Battalion/Green/Questionable

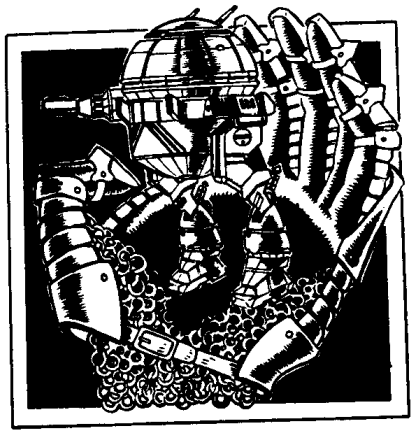
Armor Cmdr: *Zhong-shao* Eric Jarra

This armor battalion emphasizes fast hovertanks to an extent that some might consider a detriment, were it not for the unit's impressive showing against counterattacking St. Ives forces on New Sagan. The unit's green rating reflects a recent influx of new recruits from the Home Guard regiments, which lowered the rating from marginal regular status.

1st CDF Infantry Battalion/Regular/Reliable

Infantry Cmdr: *Zhong-shao* Lamont Forschault

This motorized and foot infantry battalion recently received a squad of Fa Shih battlesuits, making it one of the first reserve units to receive the new battle armor.



2ND CAPELLAN DEFENSE FORCE: CARESS OF STEEL

The Second Capellan Defense Force was raised in separate pieces, expanding several Home Guard units to include a battalion of MechWarriors each. In 3060 these units were pulled together and trained as a Defense Force regiment. At the start of the Xin Sheng campaign against St. Ives, the Second was rotated to Necromo to defend the planet's vital shipyards. Formed with ground support in mind, the unit eschewed aerospace assets in favor of increased armor and infantry. Any air cover the unit needed, aside from its own DropShip, was to come from the Capellan navy. This decision almost proved the Second's undoing on Necromo. Despite the presence of Capellan navy fighters, the Second found itself woefully unprepared for the St. Ives counterattack in 3062. Kai Allard-Liao and the St. Ives Lancers left the defenders of Necromo torn up and at half their original strength.

With the resolution of the Xin Sheng campaign, the Second CDF has moved to the world of Ares to rebuild and provide support along the Free Worlds League border. The unit's commanders have requested aerospace assets in an attempt to stave off another debacle like Necromo, but so far all such pleas to the Strategios have fallen on deaf ears.

The Second's insignia is a mailed hand cradling a BattleMech. The Second uses a washed-out, sepia-tone version of the standard CDF color scheme.

OFFICERS

The son of émigrés from the Federated Commonwealth, *Zhong-shao* Matt Blackledge has found himself walking a fine line lately. Despite a nearly impeccable service record, Blackledge has become the object of constant Maskirovka scrutiny since the Second's thrashing on Necromo. Maskirovka pressure may force the *zhong-shao* into early retirement.

TACTICS

Before the battle on Necromo, the Second CDF preferred trench-warfare fighting—a style that contributed partly to their rout by the St. Ives forces. Though a predominantly green unit, the regiment has developed an affinity for urban combat. Its members' lack of experience makes such battles hard on the city, however.

2nd Capellan Defense Force
Regiment/Green/Questionable
CO: *Sang-shao* Bian Kaiheng
XO/1st Batt: *Zhong-shao* Matt Blackledge
2nd Batt: *Zhong-shao* Rai Harada
3rd Batt: Zhong-shao Kong Kuaimin

The MechWarriors of the Second CDF suffered the brunt of the St. Ives assault on Necromo, losing half their number. *Sang-shao* Bian has taken the opportunity to procure a few of the newer Capellan 'Mechs for his warriors, though his best result so far is a lance of *Duan Gungs.*

15th No Return Home Guard
2 Battalions/Green/Questionable
Armor Cmdr: *Zhong-shao* Shirley Davis

LRM carriers and other support vehicles dominate these armor battalions. *Zhong-shao* Davis is especially proud of the lance of refurbished Padilla artillery tanks that the unit recently acquired.

121st Urban Defense Detachment (The Walking Dead)
Regiment/Regular/Reliable
Infantry Cmdr: *Zhong-shao* Su Tianfa

At one time a 'Mech company, the 121st is among the rare Home Guard units sent into front-line combat. Following a disastrous raid into Federated Suns space in 3005 that nearly wiped out its company of skilled city fighters, the 121st was rebuilt as a foot/motorized infantry unit specializing in urban defense. As a nod to the unit's past life, the 121st's insignia is a skeletal *UrbanMech.*

LIAO CHÁNG-CHÉNG

Throughout most of 3060 and 3061, the Capellan Confederation fought to reclaim the disputed worlds left in limbo after the Liao-Marik Offensive of 3057. Most of these pro-Liao planets welcomed the Confederation's return and were easily absorbed into the newly named Liao Commonality. The new region soon numbered more than forty worlds, making it the largest commonality after Sian. Its size and central position in the Inner Sphere demanded the best possible protection.

Though not officially on the CCAF roster until 3061, the Liao Reserves—known as the Liao Cháng-Chéng—had actually been assembled over several years as the CCAF relocated older reserve regiments to Liao Commonality space. The troop rotations freed offensive-line commands for other duties, some joining the escalating St. Ives conflict. The Cháng-Chéng saw front-line actionin its own region, as well. Some resistance existed on most of the disputed worlds, and a few systems actively fought reunion with the Confederation. The Cháng-Chéng also ran up against the hard-fought battle lines of the Chaos March, a second front that sapped needed strength from the CCAF.

Though the Chaos March front remains a stalemate at best, no one in the CCAF's upper levels is taking the Liao reserve regiments to task. With almost any other unit, the success of the St. Ives campaign would only highlight the lack of progress in the Chaos March. The Cháng-Chéng, however, benefit from an overriding feeling that their forces can do no wrong. Though related partly to the Xin Sheng movement, which has kept the commonality's citizens from worrying overmuch about the drawn-out fighting, this widespread conviction owes more to the leeway granted the Liao Cháng-Chéng by the CCAF.

COMMAND STRUCTURE

Jiang-jun Do San Mu, commander of the Liao Commonality's main military forces, is no armchair general. She received the Master at Arms decoration at the age of thirty-four, a mark of her meteoric rise through the infantry and armor ranks to become a MechWarrior. During those same two years, she also learned the basics of aerospace piloting. The Capella War College has since included several of her papers on combined-arms warfare in its training texts and uses the simulator programs she created that require such skills to win.

The *jiang-jun* reached her current position when its former holder resigned rather than face continued Maskirovka inquiries into his political ambitions. Do San Mu has shown no tendency to repeat her predecessor's mistakes, instead honing the skills of the CCAF regiments under her authority. She often sends her units up against the Liao Commonality Home Guard forces, commanded by *Jiang-jun* Allen Dalmar.

The Liao regimental commanders enjoy an unusual degree of personal freedom in exercising their authority. This slight emphasis on individuality among the Cháng-Chéng has led the different units to develop a variety of skills and strengths.

AVAILABLE FORCES

This region of Confederation space lay under Federated Suns control for almost thirty years, and so the Confederation salvaged large numbers of Davion and 'Mech designs after the reclamation. Some were undamaged, part of a Davion-equipped militia turned Capellan Home Guard. Of the salvaged machines, several went to the LCC, in lieu of newer Capellan BattleMechs that invariably reached higher-profile regiments first. *Caesars* and *Enforcers* are common among Cháng-Chéng units.

The Cháng-Chéng also tends to rely on lighter designs than the average CCAF unit. Medium-weight 'Mechs are common and assault machines a rarity, except for the *Victors* coming out of the factory on Styk. Light 'Mechs from various manufacturers appear in every regiment, creating a fast-response reserve division trained in running engagements. Tactics and deployment strategies reflect this lighter-weight bias.

Though the Liao Commonality encompasses the former Sarna Commonality and its forces protect the Supremacy worlds of Sarna and Sakhalin, the Sarna Martial Academy Training Cadre is not considered part of the LCC. Instead, the cadre is currently the responsibility of the Confederation's strategic military director. The LCC cannot requisition 'Mechs or fighter craft from the Sarna production facilities; the Department of Procurement handles the output from those factories.

COLORS AND INSIGNIA

Most Liao Cháng-Chéng units are named for their current commanders, a compromise between simply renumbering the regiments and allowing them to keep the names they possessed for more than forty years.

Like other Capellan reserve regiments, the LCC chose not to adopt a divisional crest. Instead, LCC BattleMechs and equipment display the Confederation insignia. To differentiate themselves from the reserves of other commonalities, the LCC's Confederation crest is backed by a green field. 'Mechs and equipment are usually painted dark green. When appropriate, the units sometimes switch to three-color camouflage.

KAMAKURA'S HUSSARS: THE LIAO BERSERKERS

Ever since they first saw action in 2925, Kamakura's Hussars have earned a reputation as one of the CCAF's less-disciplined regiments. Many attribute the unit's lack of coordination under fire to berserker rage, while others describe the regiment as "a suicidal rabble of talented egotists."

Whatever the case, few argue with the Hussars' success. Though never an elite unit, Kamakura's Hussars have repeatedly given excellent service, much of it driven by their fanatical hatred of House Davion which was further fueled when they were hammered by the Sixth Syrtis Fusiliers during Operation Guerrero. Some predicted trouble when the Hussars were left out of the fight against St. Ives; the CCAF high command feared the Hussars might take extreme actions against the pro-Davion Capellan nation. Instead, the Hussars vented their frustration against Chaos March targets, accomplishing by brute force what Vong's Grenadiers had failed to do through well-planned strategies.

The Hussars' regimental crest shows a stylized, eighteenth-century Terran Hussar against a blue field. The field's shape changes depending on the type of assets. For 'Mechs, the field is shaped like a shield. Aerospace fighters give the shield wings. Armor units place red cross hairs over a circular field, and the infantry's field is an inverted triangle.

OFFICERS

With battlefield losses in almost every CCAF regiment and the spirit of Xin Sheng rampant among the general population, *Sang-shao* Takei Kamakura returned to active service after ten years' retirement at his estates on Hexare. A descendant of Jori Kamakura, the original founder of this regiment, Takei had previously served with the Red Lancers, where he became executive officer in just twelve years. Returning to duty at forty-one, he requested and received permission to replace former Hussars commander Jeremiah Sagehorn, who was killed in action in the Chaos March.

Far from resenting the appointment of a new commanding officer from outside the regiment, the Hussars responded to Kamakura as if welcoming home a long-absent comrade. *Zhong-shao* Kan Ai Phyr, the unit's executive officer, is one of Kamakura's strongest supporters.

TACTICS

The Hussars rarely worry about coordination under fire or preplanned strategies, preferring simply to charge the enemy and break his formation. This mad rush to battle often nullifies the enemy's strategy, a fact that has kept the unit alive more than once. When the Hussars hold the upper hand, they often call in aerospace assets to shatter enemy forces.

Kamakura's Hussars
Regiment/Regular/Reliable
CO: *Sang-shao* Takei Kamakura
XO/1st Batt: *Zhong-shao* Kan Ai Phyr
2nd Batt: *Zhong-shao* William Torgenson
3rd Batt: *Zhong-shao* Ashofed Hashremon

Third Battalion is a green unit, rebuilt just before the Xin Sheng campaign against St. Ives. Kamakura's command lance, rated elite, often deploys with Third Battalion to provide what little battlefield support any unit is likely to receive in combat. The regiment's BattleMechs are solid designs equipped with some advanced technology, most often extra-light engines and double heat sinks.

Mig's Mustangs
2 Flights/Veteran/Reliable
Wing Cmdr: *Kong-zhong-shao* Kirsten Mgwayne

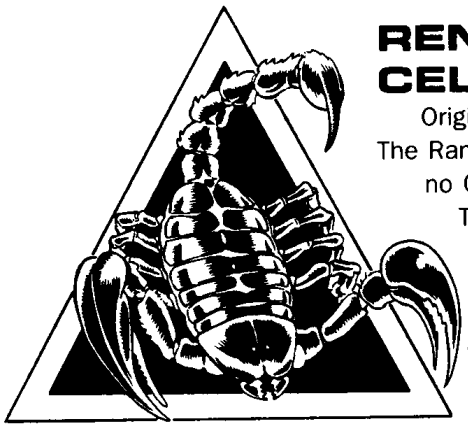
Preferring light, fast aerospace craft, the Mustangs are incredibly skilled dogfighters. Against heavier craft, they hold a decided edge in tight maneuvers.

Kamakura's Armored Cavalry
Regiment/Regular/Reliable
Armor Cmdr: *Zhong-shao* Alek Skareb

Down by two companies of heavy vehicles, the cavalry unit is requesting reinforcements of fast hovercraft.

Kamakura's Infantry Corps
Battalion/Regular/Reliable
Infantry Cmdr: *Sao-shao* Ernest Gabrillio

When necessary, Kamakura picks up a local infantry regiment to augment his forces. This permanent battalion provides steady combat support such as artillery, VTOL operations and two squads of armored infantry recently graduated from the Liao Conservatory.



RENSHIELD'S DRAGOONS: CELESTIAL FAVOR

Originally Kincade's Rangers, this regiment was once considered Maximilian Liao's pet project. The Rangers trained heavily with the Death Commandos at one point in their history, and to date no Confederation reserve regiment has had more of its warriors taken into the Commandos. The renamed unit remains justifiably proud of this distinction.

Most recently, the newly named Dragoons saw fighting in the St. Ives conflict, where they reinforced House Dai Da Chi in taking the world of Tantara. That planet later fell again to Compact forces, but the temporary loss of this primary world in the St. Ives logistics network is credited with prompting the first peace talks.

Chancellor Sun-Tzu has shown favor to the Dragoons by allowing them to retain their old regimental insignia of a gold scorpion set against a green triangle. The regiment does not bother with camouflage paint schemes, preferring dark green with red highlights.

OFFICERS

Sang-shao Victor Renshield is one of the few Confederation soldiers to turn down a place in the Death Commandos. While none doubts his fanatic loyalty to the Chancellor, he preferred to stay with the Dragoons, which offered greater prospects for an independent command. The Dragoons' current fanatical loyalty rating is largely due to Renshield's efforts.

Kong-sao-shao Xia Caul is an interesting case. Almost denied admission into the Liao Conservatory because of mediocre aptitude scores, she blossomed in her first year and became the terror of the simulators. In her second year, most instructors were hard-pressed to match her. In a recent return to the Conservatory, she fought the executive officer of Hell's Black Aces to a standstill in a series of simulated dogfights using various spacecraft, including DropShips. She has so far refused six offers of transfer to any of the Capellan Hussar regiments, McCarron's Armored Cavalry or the Black Aces.

TACTICS

The Rangers excel at multiple assignments, dividing their forces as necessary. Usually, First and Fourth battalions split from the armor-infantry regiment and strike secondary targets, while the BattleMech regiment and aerospace wing divide into three independent units. The Second and Third armor-infantry battalions each support one of these five operational forces as necessary.

Renshield's Dragoons
Regiment/Veteran/Fanatical
CO/1st Batt: *Sang-shao* Victor Renshield
2nd Batt: *Zhong-shao* Pavlov Bagroutinni
3rd Batt: *Zhong-shao* Thomas Bard

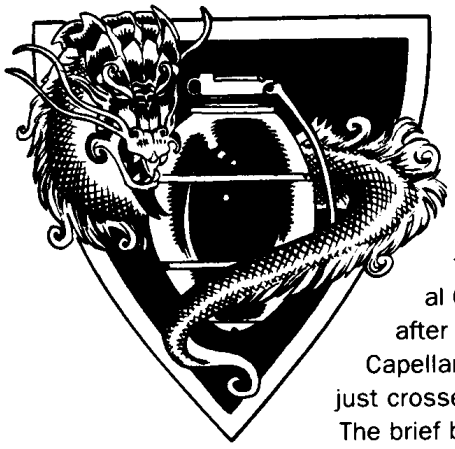
The Dragoons have carefully built up an impressive force for a reserve regiment, taking possession of several OmniMechs and many brand-new Capellan designs. On Tantara, Victor Renshield made a deal—some say a wager—with the Master of House Dai Da Chi that allowed him first salvage rights among the captured military stores. Renshield was careful to leave the real gems, but he claimed several other excellent machines. The Dragoons are one of the heavier reserve regiments, averaging 70 tons per 'Mech.

Renshield's Airborne
Wing/Veteran/Reliable
XO/Wing Cmdr: *Kong-zhong-shao* Yuri Pedrova
2nd Flight: *Kong-sao-shao* Xia Caul

Most members of the Airborne are regular troops, but the outstanding efforts of *Kong-sao-shao* Xia Caul's Second Flight have raised the unit's overall quality rating to veteran. Second Flight lies between veteran and elite status. Despite being a better pilot than Wing Commander Yuri Pedrova, Caul remains devoted to her commanding officer, who is working to pass as much of his experience as possible to his young protégé.

Renshield's Augmented Cavalry
Reinforced Regiment/Regular/Reliable
Cmdr: *Zhong-shao* Taylor Sung

This command specializes in the augmented formation that matches two combat infantry squads with a lance of armored vehicles. First Battalion weds anti-'Mech jump infantry to fast hovercraft. Second Battalion combines heavy armor forces, such as SRM and LRM carriers, with artillery and demolitions experts. Third Battalion is the reconnaissance force, with faster hovercraft and a variety of scout infantry. The new Fourth Battalion, currently one company strong, matches each lance of heavy armor with a platoon of armored infantry.



VONG'S GRENADIERS: DOWNWARD SPIRAL

When the Confederation first chose to push hard at the Chaos March, the Strategios did not expect the level of resistance the CCAF would encounter. Vong's Grenadiers were a casualty of that miscalculation.

Formerly Ishara's Grenadiers, Vong's was one of the first units sent to the March, striking at the world of Carver V. The Grenadiers got their first surprise when a double flight of fightercraft met them just outside the planet's atmosphere. The enemy force destroyed several Grenadiers fighters and damaged one of the unit's valuable DropShips. The air raids continued after landing and were soon followed by armor raids. With no enemy BattleMech forces sighted, the Capellan regiment brushed off the attacks and struck out for the nearby planetary capital. They had just crossed the city perimeter when an assault 'Mech battalion burst from hiding in nearby buildings.

The brief but bloody battle ended in the Grenadiers' quick forced retreat. They managed to cling to their foothold on Carver for two months before the Strategios ordered them back to Aldebaran for rest and refit. After the Carver V disaster, the wounded Grenadiers were up to little but support missions while rebuilding their ranks.

The Grenadiers' insignia is a Chinese serpent coiled around a grenade, set over a red shield. The unit uses camouflage patterns appropriate to its assignment.

OFFICERS

When *Sang-shao* Vong received an unconfirmed report that Word of Blake was indirectly supporting independence movements in the Chaos March, he reportedly flew into a rage and killed the Word of Blake acolyte who delivered that sealed message. The unit made reparations to Word of Blake from the Grenadiers' own supply stores. On the Grenadiers' next mission, to the world of Genoa, Vong's warriors "accidentally" targeted a Word of Blake facility caught in the crossfire between the Grenadiers and the local militia, an act that made a bad situation worse. The Confederation was forced to discipline the Grenadiers, which has done little to improve unit morale.

The Maskirovka has since assigned a liaison to the regiment who oversees its senior command staff and works with the Grenadiers to foster a proper attitude.

TACTICS

With the loss of personnel and radical shifts in assets over the past year, the Grenadiers' usual tactical doctrine is under evaluation. Most unit members detest urban environments and restrictive terrain, however, and the unit frequently uses vicious tactics such as combined fire or overwhelming force.

Vong's Grenadiers
Regiment/Regular/Questionable
CO/1st Batt: *Sang-shao* Choung Vong
XO/2nd Batt: *Zhong-shao* Aimee Yung-Tsi
Maskirovka Liaison: Jordan Marche

Low on Procurement's priority list, the Grenadiers remain down a full battalion and are unlikely to be rebuilt until other, more senior regiments are brought back to full strength. Previously a heavy regiment, battle losses and inferior replacement machines have dropped the Grenadiers to a medium-weight unit.

Vong's Air Squadron
2 Squadrons/Green/Questionable
Wing Cmdr: *Kong-sao-shao* Andrew Wiggin

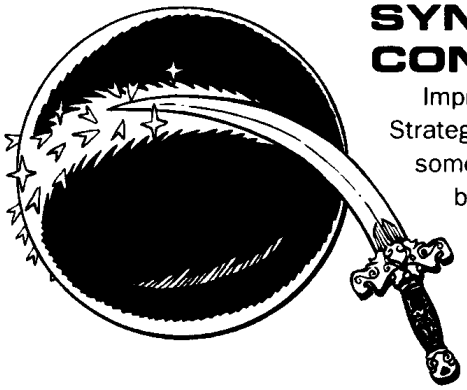
The Grenadiers were hard hit by the recent downsizing of front-line units' aerospace assets, losing nearly a full wing to the Capellan navy. The remaining squadrons consist mainly of disaffected green troops.

Aldebaran 12th Home Guard
Regiment/Green/Reliable
Armor Cmdr: *Zhong-shao* Paul Richards

One of the few benefits currently claimed by the Grenadiers is the recent attachment of a full armor regiment. Though inexperienced in combat, the regiment is politically sound. With luck, its correct reputation will rub off on the rest of the Grenadiers.

Vong's Special Teams
4 Companies/Regular/Questionable
Infantry Cmdr: *Sao-shao* Rue Mank Oaks

Whittled down from two battalions, the Grenadiers' support force currently consists of four companies that rarely deploy as a coherent battalion. The units include one security company, one assault company, one artillery company and one scout company.



SYN'S HUSSARS: CONSERVATORY COMMAND

Impressed by the ability of recent graduates from the Liao Conservatory for Military Arts, Strategic Director Talon Zahn chose to build a new unit around them. Though doing so would keep some units understrength for a few months to a year longer, the scheme promised long-term benefits to the Confederation, especially considering that troubles between the Federated Suns and the Lyran Alliance might well bleed across the border.

Though not officially connected to the Liao Conservatory, Syn's Hussars acts as a training cadre for that academy. Worthy Conservatory students not snapped up by the Capellan Hussars or other premier units are sent directly to *Sang-shao* Syn Sum Orr for between one and three years of active combat duty before continuing their military careers in other CCAF regiments. The unit stresses continued training in addition to accepting supporting combat missions.

The Hussars trim all their machines in jade green. The regimental insignia is a *dadao* sword slashing a black circular field, trailing red sparks and silver stars.

OFFICERS

One of the first overseers of the Liao Conservatory, *Sang-shao* Orr volunteered as field commander when Director Zahn began to form this unit. Orr chose Andrea Deer as his executive and Kail Crushniev as chief master-at-arms. Command of Third Battalion always goes to an officer cadet in whom Orr sees strong potential. The position does not carry a promotion with it, as the chosen student may not always keep the command.

TACTICS

Sang-shao Orr carefully chooses missions for his students, knowing that they lack the experience for detailed tactical plans. Instead, he formulates combat plans around tactics that allow individual strengths to show.

Syn's Hussars
Regiment/Green/Reliable
CO: *Sang-shao* Syn Sum Orr
XO/1st Batt: *Zhong-shao* Andrea Deer
2nd Batt: *Zhong-shao* Kail Crushniev
3rd Batt: *Sao-shao* Julian Locke

Following the Conservatory credo that "machines don't matter, the mind does," the Hussars have traded efforts to acquire the latest technology for certain educational concessions. The regiment owns the latest training simulators and employs many retired military officers as instructors. Customization of the unit's older 'Mechs is rampant, with warriors adding or decreasing armor or modifying weapon configurations to better support their own combat affinities.

Syn's Winged Hussars
Flight/Regular/Reliable
Flight Cmdr: *Kong-sao-shao* Devin Ross

The quality of this aerospace unit reflects the Conservatory's recent upgrade in pilot training. Flight Commander Devin Ross hopes to expand to two flights within the next year, though the current demand for good pilots makes this unlikely unless the Conservatory expands its programs. Currently, Ross receives only eight pilots per graduating class.

Syn's Armored Hussars (Myng's Marauders)
Regiment/Green/Fanatical
Armor Cmdr: *Zhong-shao* Laura Myng

Armor recruits coming out of the Conservatory who are not immediately picked up by other units see Syn's Hussars as a means to promotion. They soak up whatever extra training they can, and on the battlefield commit themselves completely to the mission at hand. Rather than begrudging the MechWarriors their exalted status, as is common among other armor commands, the Armored Hussars work to improve their own specialty.

Syn's Support Hussars
Battalion/Green/Reliable
Infantry Cmdr: *Sao-shao* Brian Calhoun

In a slight departure from overall Hussars policies, the infantry unit does not accept all lower-end graduates from the Conservatory. Instead, the Support Hussars hand-pick enough students to fill out a single battalion. Commander Brian Calhoun recruits them personally, looking for excellent recruits overshadowed by other classmates. He rarely makes mistakes and so gives such recruits a chance to shine before transfer into the regular CCAF.

VICTORIA COMMONALITY RANGERS

Though most local nobles and highly placed CCAF officers accept the splitting of the Victoria Commonality from the Sian Commonality as a bureaucratic necessity, they nonetheless take seriously the establishment of Victoria's working administration and military force. Addressing political concerns involving the Taurian Concordat and the Magistracy of Canopus requires a certain delicacy, especially within the military.

The Victoria Rangers have standing orders to defend their new commonality and to swiftly relocate in either of the Capellan-allied Periphery nations as requested or necessary. To enable the Rangers to cooperate with Periphery military commands, the CCAF set up an officer-exchange program. To assuage concerns that prolonged exposure to foreign ways—particularly the seductive hedonism of the Magistracy—would undermine loyalty to the Confederation, the CCAF built the Rangers around two politically impeccable regiments: Kingston's Legionnaires and Sung's Cuirassiers. Solidly loyal without going overboard and of average skills, these units were free of the identity cults that frequently crop up in fanatical or elite regiments. They would also work together for some time before dealing with Periphery soldiers, creating the trust necessary to keep them free of foreign taint.

COMMAND STRUCTURE

Jiang-jun Petyr Andreyvich defected from the Tikonov region soon after House Davion claimed it in the wake of the Fourth Succession War. With forged papers, he managed to take his father's *Cataphract* with him to Outreach, where he turned the 'Mech over to the Confederation's mercenary liaison team. His citizenship reaffirmed on Outreach, he soon returned with his 'Mech to Confederation space, where he was awarded a Citation for Meritorious House Service and appointed to the Sian Center for Military Disciplines. He was all of fifteen at the time.

Jiang-jun Won Hyo Yul-Gok, who commands Victoria's Home Guard, came up through the ranks in a more traditional manner. He and Andreyvich were appointed on the same day that the Victoria Commonality was officially created, accepting their postings personally from Chancellor Sun-Tzu. Andreyvich is fanatically loyal to the Confederation; Yul-Gok's more easygoing manner has smoothed relations with the Confederation's Periphery allies.

AVAILABLE FORCES

The Victoria Commonality Rangers field a variety of 'Mechs and armor, ranging from older Capellan machines and Periphery designs to some of the newest 'Mechs and vehicles from Shengli Arms on Victoria. Kingston's Legionnaires returned from Clan space with a few Clan OmniMechs, a rarity in the Capellan armed forces and unheard of in any other reserve division.

The Rangers' supporting forces suffer from weak aerospace assets, though the Capellan navy maintains a WarShip and several newly reconstituted fighter regiments in the Victoria Commonality. By contrast, the Ranger regiments' armor and infantry assets have recently expanded. Most of the infantry units act as general security details in addition to any combat-specialty training they might have received. Such troops recently quelled the brief rebellion on the world of Detroit, in what many observers call a dress rehearsal for similar occupations that may become necessary.

As part of a deal struck when the core regiments still belonged to the old Chesterton Reserves, the Kingston and Sung families are entitled to hereditary command positions in their respective units. This arrangement does not guarantee regimental or even battalion command, which the CCAF decides according to ability. Instead, it promises company command to a scion of either family. To date, each regiment has always included at least one hereditary commander. Every year, the current commanding officer—whether or not he or she is a relation—receives a new 'Mech paid for by the appropriate noble family.

COLORS AND INSIGNIA

The Rangers often use two-color patchwork camouflage and always include red highlights. As long as one member of either the Kingston or Sung family remains on active duty within their respective regiments, the regiment retains that family's name.

As with other reserve divisions, the Victoria Commonality Rangers use the Confederation crest as their only insignia aside from a regimental emblem. Their version of the crest is backed by a steel-colored field.

KINGSTON'S RANGERS: YEAR OF THE SMOKED JAGUAR

Including Kingston's Rangers (née Legionnaires) in the line-up for Task Force Serpent rather than a veteran or elite line unit was a precautionary measure. With the Red Lancers leading three additional regiments into the Smoke Jaguars' Inner Sphere occupation zone, neither Chancellor Sun-Tzu nor Strategic Director Zahn wished to send another high-profile unit far away from Confederation space.

Surprising many in the CCAF, Kingston's Rangers eventually came home, battered down to a battalion and numbering Colonel Samuel Kingston among their dead. The colonel fell in the last days of fighting, which by all accounts were brutal and desperate for Clan Smoke Jaguar. Colonel Kingston was reaffirmed as a *sang-shao* of the new Capellan armed forces, awarded the Cluster of Conspicuous Heroism, and buried with full honors.

As their regimental insignia, Kingston's Rangers use a hawk pierced by a lance, set over a red circular field. They have yet to change their paint scheme from the jungle pattern used on Huntress, the Smoke Jaguar homeworld, and indications are that survivors of that campaign have no intention of ever repainting their machines. New recruits may not use this color pattern.

OFFICERS

Soft-spoken and somewhat shy, Sang-shao Green defies the stereotype of an elite MechWarrior. Any opponent who threatens her unit, however, soon discovers the ruthless strength beneath that quiet exterior.

Sao-shao Mara Kingston of First Battalion graduated from Sian University's officer program four months before the Rangers returned from Clan space. She was immediately transferred into the regiment and welcomed as a company commander. Judging by her aptitude scores, she should easily make battalion command and may even reach regimental command someday.

TACTICS

The harder an enemy beats on the Rangers, the harder they fight back. While this stand-and-deliver combat style often brings massive losses, the Rangers are willing to pay that cost rather than allow an enemy to strike them with impunity. The Armored Rangers often support the BattleMech command with flanking maneuvers designed to catch the enemy off guard.

Kingston's Victoria Commonality Rangers
2 Battalions/Regular/Reliable
CO: *Sang-shao* Willow Green
XO/1st Batt: *Zhong-shao* Oscar Sung
2nd Batt: *Zhong-shao* Elizabeth Lee-Ping

The Rangers are back up to two battalions, with the third planned for next year and possibly accepting Periphery-born warriors. The unit employs an independent elite command lance of Clan OmniMechs to back up the veteran First Battalion. Unfortunately, battlefield losses on Huntress will be replaced by two green battalions, dropping the unit's overall quality rating. By way of compensation, the unit has been awarded a company of newer machines from factories on Victoria.

Kingston's Air Rangers
2 Flights/Green/Reliable
Wing Cmdr: *Kong-zhong-shao* Yal Po Tseng

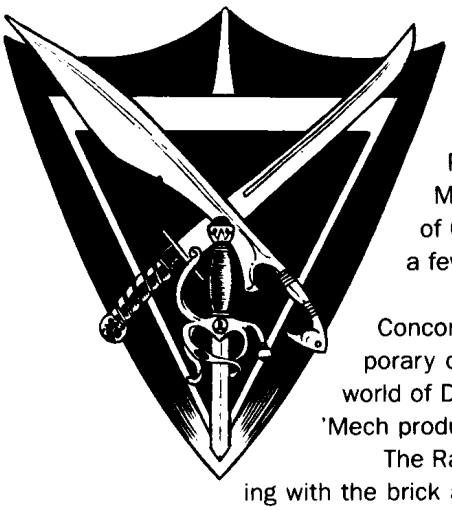
The regular air wing left the unit before the Rangers joined Task Force Serpent. Since then, the Rangers have been assigned two new flights from the Capellan navy.

Kingston's Armored Rangers
2 Companies/Veteran/Reliable
Armor Cmdr: *Sao-shao* Jamie "Mailman" Gardner

Two companies of the original battalion remain, owing their survival to Samuel Kingston's skill in using armor assets without decimating them. *Sao-shao* Gardner hopes he shares that trait.

Kingston's VCR Infantry
2 Regiments/Green/Reliable
3rd Victoria Home Guard: *Zhong-shao* Pan Ti Lun
15th Victoria Home Guard: *Zhong-shao* Eric LaFabre

Two of Victoria's Home Guard regiments have recently been assigned to augment the Rangers' combat forces. Each regiment maintains a single company of artillery and another of laser-equipped combat infantry. The remaining troops serve as security, riot suppression and the like.



SUNG'S RANGERS: CONFEDERATION'S REACH

With an extra few years stationed near the world of Victoria, Sung's Rangers has had somewhat more experience than its sister regiment in dealing with the Confederation's Periphery allies. Periphery-born troops have already joined this unit's ranks, mostly from the Magistracy of Canopus. Concordat natives have begun arriving in the past few months, by way of Capellan regional training centers. The different nationalities of unit members have sparked a few spirited rivalries among the Rangers, but nothing so intense as to concern the CCAF.

Sung's Rangers received a gracious reception on their travels to the Magistracy and the Concordat. Two years ago, the Rangers were one of the Capellan regiments placed under the temporary command of Naomi Centrella, when the Canopian heir put down a rebellion on the colony world of Detroit. The regiment has remained on Detroit ever since, safeguarding the new joint-venture 'Mech production facilities.

The Rangers currently paint their 'Mechs and armor in rust-red and gray-black camouflage, in keeping with the brick and steel landscape of Detroit's primary cities. The unit's new regimental crest is a triskelion comprised of weapons set against a beige triangular field. The blades pointing to the upper corners are the Han *dao* and a Greek *kopis*, representing the Confederation and the Magistracy, respectively. Some Taurians note that the rapier representing their nation is the lowest-placed sword, though just as many claim that position makes it the foundation supporting the other two.

OFFICERS

Sang-shao Harris is famous among his subordinates for knowing when to be serious and when to relax. On the battlefield, he displays a strong grasp of tactics, though he relies on his executive officer for strategic planning.

TACTICS

On the field, *Sang-shao* Harris frequently draws fire away from his men in order to work someone else into a superior position. Whether the unit takes advantage of the maneuver is often left to fate.

Sung's Victoria Commonality Rangers
Regiment/Green/Reliable
CO: *Sang-shao* Jason Harris
XO/1st Batt: *Zhong-shao* Wang Meh
2nd Batt: Major Franklin Majumoro
3rd Batt: *Zhong-shao* Rana Crane

Holding a garrison post along the Periphery during the St. Ives war, Sung's Rangers are virtually the only CCAF reserve division at full strength. However, the long garrison assignment also sapped the accrued experience of the unit's officer corps, leaving the Rangers a green unit with just two regular companies. They rely heavily on older machines, but continue to upgrade as 'Mechs become available from the Detroit complex. The new *Marshal* has been a particularly welcome addition.

Sung's Air Rangers
Flight/Regular/Reliable
Wing Cmdr: *Kong-sao-shao* Gordon Sleeter

The Air Rangers pull extra duty as test pilots for new fighters going through trials on Detroit. In the absence of combat, pushing these untested craft to their limits helps keep pilot skills sharp.

Sung's Armored Rangers
Regiment/Green/Reliable
Armor Cmdr: *Zhong-shao* Clark Jacobs

Unable to mobilize in time, the Armored Rangers missed the action against St. Ives and on Detroit in 3061. The unit relies on tracked vehicles, especially various LRM and SRM carriers. Almost a third of this unit are Magistracy troops recently graduated from local regional training centers.

Sung's Ranger Vanguard
Regiment/Green/Reliable
Infantry Cmdr: *Zhong-shao* Yorei Hovanova

First Battalion is trained for forward combat deployment as well as security. During the crisis on Detroit, this unit was instrumental in freeing Magestrix Emma Centrella.

MCCARRON'S ARMORED CAVALRY

McCarron's Armored Cavalry is famed throughout the Inner Sphere, listing among its peers such illustrious mercenary units as Wolf's Dragoons and the Kell Hounds. Elite, fearless and terrifying to their enemies, McCarron's now forms the backbone of a new force in the CCAF. Known as "the Converted," these mercenary units and other independent commands have accepted permanent Liao sponsorship.

Lord Gamala McCarron raised the Cavalry in 2930 on the world of Chesterton, and by 2995 his command had fought for and against every major Inner Sphere House save one. In 2996, McCarron's "came home" to the Capellan Confederation, where they have remained ever since. The unit swiftly became the Confederation's chief troubleshooters, roaming where they wished and acting as the situation demanded.

Responding to Davion military pressures in 3022, Chancellor Maximilian Liao permitted the Cavalry to mount an extended campaign into Federated Suns territory. "McCarron's War" allowed the Confederation to carry the fight to the Davions for the first time in the Third Succession War, striking hard in three drives that combined to lay siege at Marlette before splitting up again. In the course of this two-year offensive, the Cavalry hit fourteen worlds, fought Hanse Davion's personal guard to a draw on Beten Kaitos, and forced the AFFS to abandon its advance against the Confederation.

The Fourth Succession War nearly destroyed the Cavalry's First Regiment and heavily damaged the rest, but the unit pulled through and regrouped under the command of Colonel Archibald McCarron. Tragedy struck in 3050, when McCarron died in a training accident without leaving an heir of command age. Always a close-knit unit, the Cavalry chose Colonel Marcus Baxter as their new commander, on condition that he adopt Archibald McCarron's twins and, in time, name one as his successor.

THE CAPELLAN PLEDGE

Marcus Baxter proved to be the strong leader the Armored Cavalry required. After personally leading the Nightriders regiment against Clan Smoke Jaguar, he returned to the Confederation at the height of the Xin Sheng campaign to herald a new era for the Capellan armed forces. On the world of Relevow, Baxter accepted Chancellor Sun-Tzu Liao's offer of full Capellan citizenship for himself and his warriors, officially conferring on the Cavalry the status it technically possessed but had never formally claimed. The offer included a noble title for Baxter among the *Barduc*, the sword nobility, and a landhold of two worlds for the Cavalry. The unit's enthusiastic acceptance bound the Cavalry forever to the Confederation.

COMMAND STRUCTURE

Sang-shao Marcus Baxter currently commands McCarron's Armored Cavalry, also known as the "Big Mac." In addition to adopting Archibald McCarron's twin children, Baxter later married McCarron's widow. He was named a Lord of the Realm in 3060 and later invested as Mandrinn of Menke and Mitchel, the planets marked as the unit's landhold. He immediately turned over governing responsibility to Lord Thomas McCarron, uncle of Archibald McCarron, who rules as Baxter's regent.

The Cavalry regiments answer to the *jiang-jun* of the commonality in which they are stationed, though a direct order from Lord *Sang-shao* Baxter may take precedence. By keeping their semiautonomous status, the Armored Cavalry can continue to act as the Confederation's troubleshooters. Baxter's command unit is officially part of the second regiment.

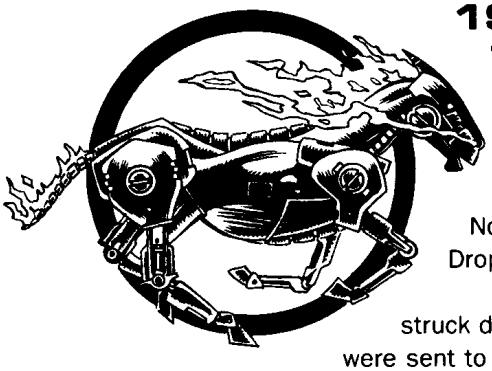
AVAILABLE FORCES

Before becoming a CCAF line unit, the Cavalry owned extensive supporting forces. Since accepting Capellan sponsorship, the five BattleMech regiments have received even more supporting assets. Though still understrength from the recent hard fighting against the St. Ives Compact, they should soon be even stronger than before.

Production facilities owned by the McCarron family on the world of Menke stand to help the unit swiftly replace needed materiel. Menke factories make the popular *Emperor* assault 'Mech, which the unit has recently begun trading for other designs. Impressed by the Clan OmniMechs brought back by the Nightriders, the Cavalry has purchased several *Men Shens* as well as Omnis from the Free Worlds League and the Draconis Combine. New MechWarriors have proved harder to find, however, as the Cavalry prefers more independent-minded soldiers than the typical Confederation academy graduate. The unit sponsors its own regional training center on Menke and has made arrangements to select from the 3064 graduating classes at the Liao Conservatory and Victoria AAT.

COLORS AND INSIGNIA

Each regiment of McCarron's Armored Cavalry has its own insignia field and parade colors. They all display the Confederation crest in addition to the Cavalry emblem, an armored knight with a red plume in his helm rising from a green triangular field. The latter is usually more prominently placed; given the unit's reputation, the sight of its insignia has driven off more than one would-be opponent. Recently, the Cavalry has revamped its unit crest to look somewhat more Capellan. Each regiment except for the Wild Ones also displays a regimental insignia, usually on the back of the shoulder or the upper leg.



1ST MCCARRON'S ARMORED CAVALRY: THE NIGHTRIDERS

Once among the best units in McCarron's Armored Cavalry, the Nightriders have suffered operational disasters and sheer bad luck during the past thirty-odd years. Caught with inadequate air cover during the Fourth Succession War, only one battalion escaped the Davion assault on Arboris; the same battalion was nearly lost later on Nopah. Virtually smashed, the unit rebounded, only to lose a veteran company to a DropShip crash during the Andurien-Canopus hostilities.

The DropShip crash, however, was nothing compared with the treachery that recently struck down the unit. Upon their return from the Smoke Jaguar occupation zone, the Nightriders were sent to the Disputed Territories on what should have been a simple mission: ending hostilities on the world of Wei. Instead, the veteran First Battalion became the first victims of the nerve agent rediscovered on that planet (which would later fall into the hands of Kali Liao's Thuggee cultists). Thirty-six veteran warriors died agonizing deaths in minutes. With no way to combat such horrors, the Nightriders fled Wei and turned over the operation to the Chancellor's Death Commandos.

The Nightriders paint their 'Mechs and vehicles ash gray with silver trim; they have never used camouflage. The regimental insignia is a fire-breathing, mechanical black horse galloping over a green field.

OFFICERS

High turnover in the officer corps after Wei has thrust several junior officers into positions of great responsibility. *Sang-shao* Elaine "Blaze" Parks, at one time the executive officer of Baxter's Regiment, took command after fierce fighting on the world of St. Ives cost the regiment its previous commander, Amanda Gahn-Skeeng. Parks' headhunter tactics crushed the planet's defenders, earning her little good will from Compact soldiers but preserving her command.

TACTICS

After their horrific recent losses, the Nightriders show a marked tendency toward utter ruthlessness. The slightest show of resistance can turn even simple occupation missions bloody. The Nightriders regard such savage actions as concentrated fire, artillery and aerospace barrages against ground sites, and overwhelming force as sound tactical decisions. The armored infantry detachment has standing orders to find the enemy commander and take out his or her 'Mech by any means necessary.

1st MAC (The Nightriders)
2 Battalions/Regular/Reliable
CO: *Sang-shao* Elaine "Blaze" Parks
XO/1st Batt: *Zhong-shao* David Benten
2nd Batt: *Zhong-shao* Chris Metcalf

The Nightriders placed their captured Clan OmniMechs in Second Battalion, where one heavy Clan Omni lance leads two Inner Sphere Omni lances. First Battalion fields mainly Capellan designs, including the new *Yu Huang* and *Men Shen*. The unit expects to finish rebuilding Third Battalion within the next two years. As a whole, the Nightriders field medium- to heavy-weight 'Mechs.

Vader's Vampires
Wing/Veteran/Fanatical
Wing Cmdr: *Kong-zhong-shao* Lawrence Vader

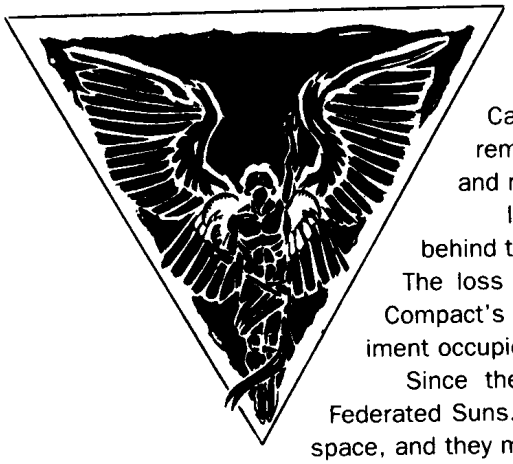
Determined never again to lack adequate air support, the Nightriders built and have since maintained a solid air wing. The Vampires are adept at nape-of-Earth runs as well as nighttime surgical strikes, and they prefer heavy fightercraft for their ground-pounding power. Each fighter is emblazoned with a stylized bat.

Nightriders Armored Security Detail
2 Battalions/Regular/Reliable
Armor Cmdr: *Zhong-shao* Isaak Carrington

Formerly three companies that provided flanking support, the CCAF added the second battalion in hopes that the Nightriders would employ them more offensively. According to current CCAF doctrine, sole reliance on 'Mechs in the field will likely hurt the Nightriders in the long run. First Battalion is a veteran force; Second Battalion is staffed mostly by regular and green troops.

Nightriders Special Forces
Reinforced Battalion/Regular/Reliable
Infantry Cmdr: *Sao-shao* Steven Risner

The Nightriders employ one platoon of armored infantry, using Fa Shih suits as well as a few Kage light battle armor brought back from Combine space. Two companies of artillery support and another of general security troops round out the Nightriders' infantry detachment. Though they accepted additional armor forces, the regiment refused extra ground troops.



2ND MCCARRON'S ARMORED CAVALRY: ANGEL'S REGIMENT

This unit, through which *Sang-shao* Lord Marcus Baxter worked his way to overall Cavalry command, currently acts as the command regiment. Baxter's personal unit remains attached to Angel's Regiment on paper, though it is presently stationed on Menke and may attach itself to any Cavalry regiment.

In the St. Ives conflict, Angel's Regiment (then called Cristobel's Regiment) came in behind the Star League peace-keepers and wrested control of Brighton away from the Compact. The loss of this important world, which hosted sizable supply stores as well as one of the Compact's larger training centers, was a critical blow to the St. Ives front. Later in that war, the regiment occupied and held Milos against the elite Eridani Light Horse.

Since the cease-fire, Angel's Regiment has patrolled the Confederation's border with the Federated Suns. They have orders to watch for trouble spilling over from the turmoil in Steiner-Davion space, and they may act on their own authority as the situation demands.

Angel's Regiment paints its 'Mechs and equipment a dark metallic blue that works well as nighttime camouflage, highlighted with a different color chosen by each battalion. The unit insignia shows the outline of an angel in silver, set on a black field. For every battlefield kill, a MechWarrior may paint a blood-colored teardrop on his machine.

OFFICERS

Sang-shao Angel Bodez is a gifted tactician with a reputation for accomplishing what others might consider impossible. He has no qualms about hinging an assault on split-second timing or travel over unfamiliar and borderline impassable terrain.

Already a battalion commander, Rhamses McCarron is currently the odds-on favorite for leading the Armored Cavalry someday. His placement in the elite second regiment shows the trust he has earned from his adopted father.

TACTICS

Angel's Regiment earned its reputation by being unpredictable. *Sang-shao* Bodez has even fought on a battlefield of the enemy's choosing, luring the opposition into a false sense of confidence before springing a lethal trap.

2nd MAC (Angel's Regiment)
Regiment/Elite/Fanatical
CO: *Sang-shao* Angel Bodez
XO/1st Batt: *Zhong-shao* Frank Doyle
2nd Batt: *Zhong-shao* Rhamses McCarron
3rd Batt: *Zhong-shao* William Styles

Thanks to the stores captured on Brighton, Angel's Regiment is fully equipped despite being short two lances of MechWarriors. First Battalion's Third Company fields two lances of Clan OmniMechs brought back by the Nightriders, though maintenance difficulties have prompted inquiries about trading them to Wolf's Dragoons for Inner Sphere 'Mechs. *Sang-shao* Bordez leads an independent command company.

McCarron's Armored Mosquitoes
4 Flights/Elite/Fanatical
Wing Cmdr: *Kong-zhong-shao* Eng Sung

Also known as the Bloodsuckers, these heavy fighter craft have been souped up for faster-than-normal speed while retaining their hard-hitting firepower and excellent armor. The Mosquitoes never accept anything less than veteran pilots. The unit insignia shows an armored mosquito.

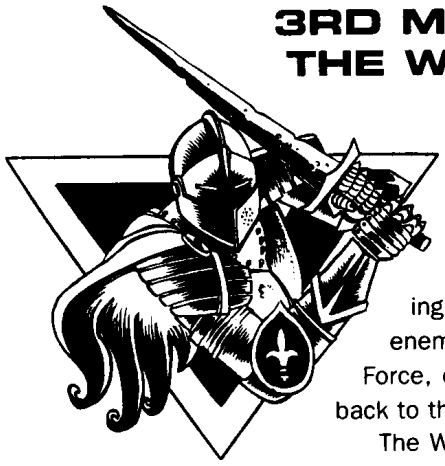
Angel's Gypsies
Reinforced Regiment/Elite/Fanatical
Task Cmdr: *Zhong-shao* Desmond Hernandez

This special regiment comprises four strengthened battalions of combined armor and infantry. First Battalion, Desmond's Devils, is a front-line combat force employing heavily armored vehicles and battlesuit infantry. Second Battalion contains artillery and security details. Third Battalion, McCarron's Moths, pairs light hovercraft, VTOLs and conventional aircraft with jump-capable paratroopers and special reconnaissance teams. Fourth Battalion is an occupation force, with mechanized urban-combat infantry supported by heavy armor.

Baxter's Commando
Mixed Battalion/Elite/Fanatical
CO: *Sang-shao* Lord Marcus Baxter

Sang-shao Baxter personally leads the Commando's First Company of elite MechWarriors. Regulator tanks support his command lance of *Emperors* and *Yu Huangs*. Second Company is an armored vehicle honor guard, Third Company an escort squadron of heavy fightercraft.

3RD MCCARRON'S ARMORED CAVALRY: THE WILD ONES



Also known as McCarron's Thugs, the Wild Ones are called in when finesse has failed and brute force seems necessary. Just before the St. Ives conflict, the Wild Ones were dropped onto Sakhalin to quell a brief military uprising on that protectorate world. Rather than land a safe distance away and launch a strategic campaign, the Wild Ones grounded their DropShips in the middle of the rebel military base. The vessels took heavy damage, but the maneuver sent the Wild Ones' assault 'Mechs pouring into the heart of the opposing stronghold. By the time the smoke cleared, every building had been leveled and not one enemy BattleMech remained standing. The Wild Ones left cleanup to the First Capellan Defense Force, commandeering a DropShip to replace one of theirs that would never fly again and heading back to their post on Kaifeng. They offered no apologies and showed no remorse.

The Wild Ones paint their 'Mechs dark copper with burnished steel highlights. In lieu of their own emblem, the unit uses an oversized version of the Armored Cavalry insignia. They have yet to add the Confederation crest to their 'Mechs, though all other vehicles display it prominently. The regiment refuses parade duty, and warriors may dress as they wish without regard to proper or authorized uniform. This assault command is unquestionably the most unruly and least disciplined unit in the Armored Cavalry.

OFFICERS

Sang-shao Otto Kung is an aging MechWarrior holding on to command through sheer determination. With a hip replacement, prosthetic limb and recent knee surgery, most sixty-seven-year-old men might look forward to retirement. Kung, however, continues to lead the Wild Ones with the same reckless abandon as a thirty-year-old battalion leader, and the regiment will accept no other commander as long as Kung is alive and able to fight.

TACTICS

The Wild Ones are famous for their relentless advances. In *Sang-shao* Kung's words, "My job is to gain ground, and once I take it, I never give it back." In general, the unit uses BattleMechs to gain ground and armored vehicles to hold it. Whenever the Wild Ones lose momentum, *Zhong-shao* Christine Blake of First Battalion can be counted on to make an end run around the defense and break the battle wide-open.

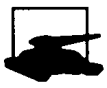
The Wild Ones accept infantry assets as needed, preferring not to haul around those they call "poor cousins." This disparaging attitude toward infantry has its drawbacks, however, leaving the unit vulnerable to infantry-mounted threats.

3rd MAC (The Wild Ones)
Regiment/Regular/Reliable
CO: *Sang-shao* Otto Kung
1st Batt: *Zhong-shao* Christine "The Demon" Blake
2nd Batt: *Zhong-shao* Kool Suk Lynn
3rd Batt: *Zhong-shao* Lance Hawkins

Half of this regiment's BattleMechs weigh more than 75 tons, and most lances field at least one assault-class machine. Heavy and medium 'Mechs are armored for staying power and usually carry impressive weapons configurations. Most medium 'Mechs are outfitted with MASC or triple-strength myomer, forming a vanguard for the heavier core of the unit.

Kung's Piranhas
2 Flights/Veteran/Reliable
Wing Cmdr: *Kong-zhong-shao* Patricia Bindu

Though she rarely deploys them in concert with ground forces, *Kong-sang-shao* Bindu maintains a strong aerospace contingent. In contrast to the assault ground forces, the air wing prefers lighter fighter craft, using concentrated fire to put down an enemy fast and hard before moving on to the next. As *Kong-zhong-shao* Bindu is fond of saying, "Enemy fighters—you can't eat just one."



The Terrible Three
Regiment/Regular/Reliable
XO/Armor Cmdr: *Zhong-shao* Devin Montgomery

As with the 'Mech regiment, the Wild Ones' armor regiment habitually takes hard losses that erode the unit's expertise. The unit fields mostly heavy tanks, along with such specialty designs as LRM carriers.

4TH MCCARRON'S ARMORED CAVALRY: LORD CARSON'S CAVALIERS

A workhorse regiment, the Cavaliers are consistently strong and dependable. Though often held in reserve or used to protect backfield interests, the Cavaliers have seen enough front-line duty to keep their skills sharp.

When Kai Allard-Liao led his unit on raids into Confederation space during the recent St. Ives conflict, the Cavaliers were among the forces sent to stop him. They briefly met the First St. Ives Lancers on the world of Gei-Fu, in a hastily fought and inconclusive battle. Though Kai Allard-Liao escaped, Faith McCarron's company eventually drove the Lancers away from wounded Cavalry comrades. Given Allard-Liao's reputation in combat, fighting him to a draw is no small victory for a new officer.

The Cavaliers paint their vehicles dark green with white-stripes, a scheme that works equally well for parade colors and basic camouflage. The unit's insignia is a coat of arms over two crossed lances. Each lance flies a pennant, one green and gold, the other green and red.

OFFICERS

Sang-shao Lord Richard Carson is a member of the Barduc sword nobility, though he plans to lead the regiment until Faith McCarron is ready to take command. While stopping short of championing her as a rival to her brother Rhamses, he takes seriously *Sang-shao* Lord Baxter's orders to give Archibald McCarron's daughter the best possible training. For her own part, Faith McCarron continues to push herself hard. So far, rivalry between the siblings remains good-natured. Both have admitted to wanting the Cavalry command but are satisfied that the other remains ready to take over the leadership if necessary.

TACTICS

The Cavaliers have recently begun using a wheel-and-thrust maneuver designed by Faith McCarron. First Company leads the way onto the battlefield and then veers off and lures the enemy out of position. Second Company then charges forward to catch the enemy's flank. If the enemy commits to facing this assault, First Company wheels back to broadside the opposition while McCarron's force retreats or smashes forward into a pincer movement, as the situation demands. When retreating, McCarron often draws fire with her 'Mechs while armor and battlesuit infantry sprint forward to deal a devastating blow at pointblank range.

4th MAC Carson's Cavaliers
Regiment/Veteran/Fanatical
CO: *Sang-shao* Lord Richard Carson
XO/1st Batt: *Zhong-shao* Erin Gray
2nd Batt: *Zhong-shao* Dave Stansel
3rd Batt: *Zhong-shao* Pavel Moskva

A well-rounded unit, each battalion of the Cavaliers is composed of three companies: one light-medium, one medium-heavy and one heavy. Each battalion also includes two scout lances and an assault lance. OmniMechs are in great demand, especially the *Men Shen, Blackjack, Perseus* and—when available—the Combine's *Avatar* and *Sunder* designs.

First Battalion's Second Company, nicknamed "McCarron's Pride," is a double-strength, extra command unit comprising one company of BattleMechs and an augmented company of hovercraft and Fa Shih battlesuit troopers. Lord Carson considers this arrangement the best training method in combined-arms tactics for Faith McCarron.

Capellan Navy Eclipse Flight
Flight/Veteran/Fanatical
Wing Cmdr: *Kong-sao-shao* Kym Lan Tang

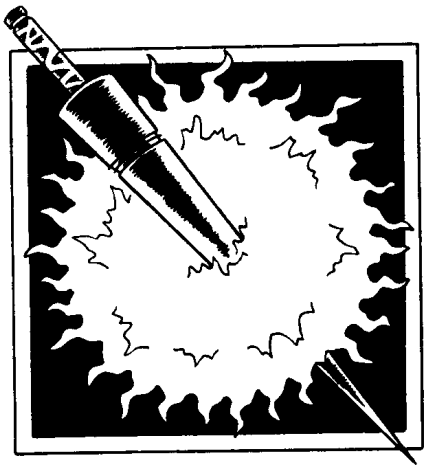
Battling the First St. Ives Lancers on Gei-Fu cost the Cavaliers most of their aerospace assets. The Capellan navy has lent Eclipse Flight to Lord Carson until he can reconstitute his own forces. Considering their stellar performance so far, Carson has privately made noises about keeping them as the core of a new wing.

Carson's Armored Vanguard
Battalion/Veteran/Reliable
Armor Cmdr: *Sao-shao* Justin Kiriakus

Composed of lighter and faster units, the Vanguard serves as a flanking force or makes high-speed passes along an enemy line.

Carson's Valets
2 Battalions/Regular/Reliable
Infantry Cmdr: *Zhong-shao* Carter Zimm

First Battalion is a laser-infantry unit generally used for security detail or limited front-line deployment. Second Battalion contains special forces, including one company of artillery, one of VTOLs and a third of armored infantry.



5TH MCCARRON'S ARMORED CAVALRY: KYP'S KOMMANDO

Formerly Rob's Renegades, this regiment is the only one in the Cavalry to suffer from the transition to a House unit. At first, a few officers were less than enthusiastic about giving up their mercenary heritage. By the time the Maskirovka detected the problem, the St. Ives conflict had commenced and efforts were directed elsewhere.

The trouble might have subsided if not for Little Richard's Panzer Brigade. The mercenary brigade has made no secret of its jealousy of the Armored Cavalry and a few other prestigious units in Capellan employ. When the Renegades deployed on the same world as the Panzer Brigade, the taunting and rough treatment finally erupted in a barracks brawl that escalated into a few 'Mech lances hammering at one another. A local Home Guard 'Mech company intervened and was quickly reduced to scrap metal by the veteran combatants. Commanding officers eventually brought both units back under control, though both sides are still looking for a chance to settle their "disagreement."

The Kommando goes through the motions of being a Capellan unit, wearing proper uniform and abiding by the changes in ranking conventions. They paint their 'Mechs and vehicles gray and blue with silver highlights; the unit insignia is a lance spearing a flaming sun. Because the Maskirovka remains unsure of the extent of the disaffection in the ranks, the entire regiment carries a questionable rating.

OFFICERS

A trusted friend of *Sang-shao* Lord Marcus Baxter, Zhong-shao Kyp Marloe is judged loyal to the Confederation. Upon his recent ascension to regimental command, the Maskirovka agreed to give him a chance to set the regiment back in order.

TACTICS

Often used as the Armored Cavalry's reserve regiment, the Kommando is experienced in fighting defensive engagements. Though slow to take the initiative, once their lines are set this regiment presents a near-impenetrable wall. An enemy cannot break through, but must face a drawn-out battle where each meter of ground is hard-fought.

The distrust engendered by recent events between the Kommando's component units has hurt the regiment's integrity. At pres-

5th MAC (Kyp's Kommando)
Regiment/Veteran/Questionable
CO/1st Batt: *Sang-shao* Kyp Marloe
2nd Batt: *Zhong-shao* Martin "Running Wolf" Kennedy
XO/3rd Batt: *Zhong-shao* Madora Sumasei

Kyp Marloe personally leads First Battalion and takes a heavy hand in Second as well. Third Battalion has raised its loyalty rating to reliable because of new troops and constant supervision by the unit's executive officer, who works to promote the "new Cavalry."

Kommando Air Guard
2 Flights/Regular/Questionable
Wing Cmdr: *Kong-zhong-shao* Horace Nepharisto

Guilt by association has prompted the Maskirovka to label the Kommando's aerospace assets questionable. This rating may be creating the very situation the Maskirovka wishes to avoid, as Air Guard pilots understandably resent suspicion without evidence.

Kommando Armored Korps
Regiment/Veteran/Fanatical
Armor Cmdr: *Zhong-shao* Jamie Hanscom

Currently separated from its parent command, the Armored Korps helps garrison Milos in the St. Ives Commonality. Though some in the commonality's high command resent this posting as an unwarranted intrusion, the heavily pro-Liao people of Milos vocally support the Korps in preference to being garrisoned by hard-line pro-Compact forces.

Kommando Special Forces
Battalion/Veteran/Reliable
Infantry Cmdr: *Sao-shao* Kevin Larsen

Though small in number, this battalion's excellent training makes up for its lack of bodies. The battalion comprises a company of elite anti-'Mech jump troops, a conventional air company of two combat VTOL lances and two recon lances, and another splitting its lances among artillery, demolition engineers and special-ops teams.

CITIZENS' HONORED

ent, the Kommando is better-suited for small-unit engagements than for large-scale battles.

After McCarron's Armored Cavalry accepted permanent Confederation sponsorship, many counted the days until the Chancellor made a similar offer to other mercenary units in good standing with the CCAF. In fact, it took three months, partly out of respect for the Cavalry and partly because of the Blackwind Lancers' attempted assault against the Chancellor's person. By coincidence or design, on the same day that the Hustaing Warriors were mustered with salvaged machines taken from the rogue Lancers, the next mercenary commander to be honored with permanent sponsorship received the call to Sian.

The Fourth Tau Ceti Rangers were the second mercenary unit to be so honored. A regiment with roots in the original Star League Defense Force, the Rangers have served the Confederation through the best and worst of times. Battered down to a single battalion in the Fourth Succession War, they rebounded along with the Confederation in recent years, once again becoming a full regiment.

In the few months after the Rangers' acceptance of permanent Capellan duty, two more mercenary regiments similarly became Capellan house commands: the Fifteenth Dracon, another regiment with ties to the old SLDF, and Lockhardt's Ironsides, a heavy battalion grown to regimental strength during its time in Liao employ.

These three regiments formed the division known as the Citizens' Honored, which recently picked up a fourth regiment when Laurel's Legion abandoned House Davion to return to the Confederation. Disillusioned by recent troubles in the Federated Suns and inspired by the Xin Sheng movement that swept through the Tikonov region, the Legion traveled secretly through abandoned star systems to Sian, where they immediately surrendered themselves to the Chancellor. Slated for inclusion in the Capellan Brigade, the Legion joined the Citizens' Honored instead after the people of Tigress, the unit's homeworld, made themselves heard even from Davion space.

COMMAND STRUCTURE

The regiments in this division answer to the *jiang-jun* of the commonality in which they are stationed. They share no joint command; only their common mercenary heritage binds these disparate units together. It is likely that within a decade or two, after the Capellan people have fully accepted them, they will be redistributed within the various commonality reserves.

As part of the conversion of mercenaries to line regiments, the Citizens' Honored regiments may name their own commanders and subofficers. The CCAF reserves the right to overturn such appointments in the case of poor performance or demonstrated unreliability.

AVAILABLE FORCES

The Citizens' Honored generally lack full combined-arms support, falling well under Capellan averages for armor and infantry especially. This situation mainly arises from the financial difficulty of trying to maintain a large mercenary force, as payrolls cut heavily into profit margins. Most mercenary commands traditionally rely on their employer to provide auxiliary forces.

Existing combined-arms support usually comes from the Capellan Confederation. Home Guard infantry and armor may be attached to a garrison unit, or the Capellan navy may loan flights to a regiment. The only permanent force in all four Citizens' Honored units is a full BattleMech regiment.

Along with the Capellan Brigade, most of these regiments have been given permanent garrison posts. This arrangement allows greater freedom of movement to commonality reserve regiments, which must remain more flexible than the average garrison command, and binds each converted unit to the Capellan people. Only the Fourth Tau Ceti Rangers are likely to remain somewhat more mobile, given their history in the Confederation.

COLORS AND INSIGNIA

The various regiments have retained their own color schemes, with one exception. On the lower leg of each BattleMech, on a fightercraft wing or on the rear quarter of a vehicle, the Citizens' Honored paint two thin silver lines symbolizing money as a reminder of their mercenary origins. A warrior's machine may only sport these stripes if the warrior served time as a mercenary. The divisional crest, which each regiment may display, is an inverted triangle of dadao swords framing a tiger. According to Han symbolism, this beast signifies strength.

4TH TAU CETI RANGERS: THE BEST DEFENSE

The Fourth Tau Ceti Rangers are one of the few veteran mercenary commands to receive an A rating from Wolf's Dragoons on Outreach. For virtually all of the past three hundred years, they have remained in Capellan employ—through the reigns of ten Chancellors, twenty-three regimental commanders and twelve generations of warriors.

The Tau Ceti Rangers have only recently grown back to a full regiment, taking care not to lose their veteran status by rushing the rebuilding process. The unit drew its latest batch of recruits directly from the Liao Conservatory of Military Arts. The Rangers hope to use their surplus of candidates to field at least one reinforced battalion.

The Rangers' paint scheme is bronze with dark gold trim. The unit insignia is a stylized number four set over the circular seal of Sian, their honor post for many years.

OFFICERS

Executive Officer Daniel Jax is a skilled MechWarrior, taught everything from small-unit combat to regimental engagements with combined-arms support by his equally skilled mother. He is the current favorite to replace *Sang-shao* Shelly Jax, whose age is beginning to show. Command in the Fourth Tau Ceti is not normally hereditary—all officers are tested for promotions, including overall command, to make sure they can handle the position. They are similarly tested to see how skillfully they use newer technology; the outcome of these tests determines which command gets the better upgrades.

TACTICS

The Rangers' command lance generally ranges all over the field, allowing Colonel Jax to direct a flagging offensive or shore up a weak area. The vanguard lance primarily stays between the command lance and any dangerous situation. Vanguard MechWarriors are adept at drawing enemy fire, using movement and terrain to make sure few of the enemy's shots hit. C3 systems enable the BattleMechs of the command and backboard lances to hit with regularity, and the assault lance provides devastating firepower when it closes with the enemy. The assault lance also covers any retreat made by the command lance.

The Ranger battalions can operate together, independently or as company-sized units. First Battalion specializes in open-field warfare but suffers no disadvantage in restrictive terrain. The battalion's one weakness is its susceptibility to ambushes, which can throw First's battle plans into disarray. Second Battalion is more flexible on the field, reacting swiftly and aggressively to almost any enemy tactic.

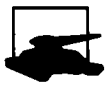
4th Tau Ceti Rangers
Regiment/Veteran/Fanatical
CO: *Sang-shao* Shelly Jax
XO/1st Batt: *Zhong-shao* Daniel Jax
2nd Batt: *Zhong-shao* Ernesto "Big Ernie" Hollyfeld
3rd Batt: *Zhong-shao* Mikhail Zul-Lee

Tau Ceti Command is the Rangers' elite command company. It relies on proven designs upgraded with advanced weapons and C^3 computers arranged in a master network. The company is composed of Command Lance (each 'Mech equipped with a C^3 master computer), Vanguard Lance and the assault-class Backboard Lance.

Zhong-sao Daniel Jax's battalion is a hard-hitting unit, designed for staying power rather than speed. This unit invariably receives the best upgrades, and Daniel Jax frequently pairs *Men Shen* 'Mechs with *Ti Ts'angs*. Second Battalion, though biased in favor of heavy machines, includes faster 'Mechs and MASC systems for extra maneuverability on the battlefield. The regular-quality Third Battalion mixes light 'Mechs with heavy machines for reconnaissance in force.

Tau Ceti Hard Air
Wing/Veteran/Fanatical
Wing Cmdr: *Kong-zhong-shao* Tara Michelle

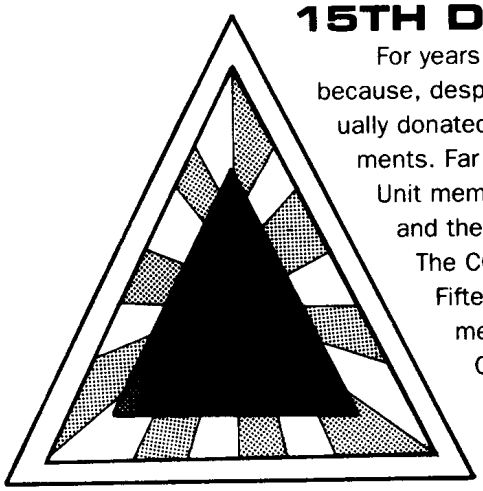
The Rangers' air corps is infamous for head-on charges, in which several of its heavy craft concentrate their fire on one enemy fighter. Breaking apart a formation to take the air corps one-on-one is no less dangerous, as Tau Ceti pilots handle their fighters with incredible skill and the enemy is usually at a weight disadvantage.



Tau Ceti Heavy Cavalry
Company/Regular/Fanatical
Armor Cmdr: *Zhong-shao* Angela Albright

A new addition, the Tau Ceti Heavy Cavalry consists of fast hovercraft, primarily the Regulator and the Pegasus. These armored vehicles support the third 'Mech battalion.

15TH DRACON: WINNING HEARTS AND MINDS



For years, the Maskirovka mistakenly labeled the Fifteenth Dracon as "possible subversives" because, despite the usual difficulties of mercenary units with supplies and money, the regiment habitually donated a portion of any captured stores and booty to local planetary officials for civil improvements. Far from subversive, however, such actions merely reflected the Dracon's SLDF heritage. Unit members have always believed that their duty to their charges goes beyond mere defense, and they preferred to leave something behind them other than war-torn lands and bitter civilians. The CCAF has publicized this tradition in recent years, lifting the Maskirovka cloud from the Fifteenth Dracon. Giving something to the people remains the personal policy of every regimental commander in the unit, and the Dracon have promised that their new status as Confederation troops will bring no change.

The Fifteenth Dracon's insignia is a red triangle radiating gray and yellow bands, surrounded by an orange border. The regiment uses the same gray and green paint scheme as their original Star League forebears. In another nod to their Star League heritage, the Fifteenth Dracon paints kill markers on its 'Mechs and vehicles. These markers appear as military "hash marks" along 'Mech limbs or the main body of a fightercraft or vehicle.

OFFICERS

Sang-shao Tsuba has been awarded the Liao Sunburst of Gallantry and the Order of the Legion of Liao, as has every commanding officer of the Fifteenth Dracon for the past forty-five years. The efforts of such officers made the Dracon one of the few mercenary outfits that Capellan nobles requested be posted to their worlds.

TACTICS

The Fifteenth Dracon refuses to fight in an urban environment and would rather turn over a city to the enemy than destroy it in its defense. To prevent such a dilemma, they have developed a fast-response deployment pattern that allows them to challenge an invading force before it can threaten a city. As the Dracon regroups for battle, opposing forces are often surprised by flanking maneuvers and pincer movements.

15th Dracon
Reinforced Regiment/Regular/Reliable
CO/1st Batt: *Sang-shao* Rei Tsuba
XO/2nd Batt: *Zhong-shao* Clint Swereda
3rd Batt: *Zhong-shao* Joan Wilson
4th Batt: *Zhong-shao* Lawrence Bloch

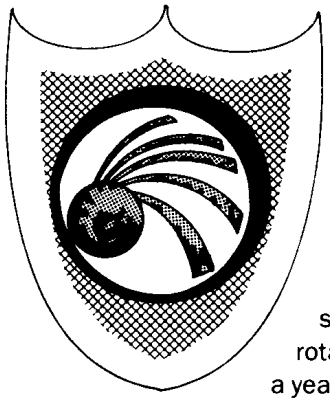
Of the four 'Mech battalions, the first is rated veteran and the fourth green. With closer ties to its Star League Defense Force heritage than the Tau Ceti Rangers, the Fifteenth Dracon relies more on SLDF-era machines such as the *Flashman* and *Crockett*, which it treasures over more recent and allegedly improved designs. The *Duan Gung* is the only new Confederation 'Mech ordered in large numbers by the Dracon.

Capellan Navy Echo Flight
Flight/Regular/Questionable
Wing Cmdr: *Kong-sao-shao* Monty Boa-Xin

This recently attached unit suffered some difficulties after being stripped from a Victoria Commonality Ranger regiment. Being "palmed off on mercenaries" appears to have been the final trigger for a radical shift in loyalty. Echo Flight will remain with the Dracon for a while, as *Sang-shao* Tsuba still has hopes of repairing damaged relations with *Kong-sao-shao* Boa-Xin.

The Dragons
Battalion/Green/Reliable
Infantry Cmdr: *Sao-shao* William Shaw

The Fifteenth Dracon went through considerable expense to add infantry assets over the years, including a full company of battlesuit infantry. Second Company combines VTOL spotters with artillery units. Third Company serves as general security.



LOCKHARDT'S IRONSIDES: POWER OF PERSEVERANCE

As a mercenary battalion before the Fourth Succession War, Lockhardt's Ironsides barely maintained a regular quality rating, though the troops were known as reliable under fire. The unit had no further chance to distinguish itself during the war or the Andurien-Canopus invasion a few years later. Throughout the Confederation's lean years, when other units faced supply shortages of all kinds, the mercenaries managed to prosper by keeping quiet and hoarding what little support found its way to them.

In the years just before and during the Clan invasion, the CCAF found the Ironsides at a strength of three green battalions and showing no inclination to leave Capellan service. The unit was rotated to the Periphery in 3059, to assist the Magistracy of Canopus against the Marian Hegemony. After a year of limited maneuvers, the Ironsides were recalled to Victoria, where they remain and continue to prosper.quietly.

The Ironsides employ basic camouflage paint schemes, depending on their station. The unit insignia slightly alters the Capellan crest, placing it on an iron shield.

OFFICERS

Sang-shao Rhianna Lockhardt follows in her mother's footsteps as unit commander. She has demonstrated her willingness to put herself in harm's way for her people, recently defending one unit member against Maskirovka charges of possession and conspiring to purchase stolen military property. Lockhardt managed to get the charges bargained down to "enthusiastic scavenging" before they were finally dismissed.

TACTICS

Lack of combat opportunity has not helped the Ironsides formulate battle-hardened tactics. Against the Marian Hegemony, however, they showed a marked tendency to trade ground for an edge in maneuverability, a workable choice for defensive engagements provided they do not give up so much ground that they lose the territory they are defending.

Lockhardt's Ironsides
Regiment/Green/Reliable
CO: *Sang-shao* Rhianna Lockhardt
XO/1st Batt: *Zhong-shao* Peter Fench
2nd Batt: *Zhong-shao* Robert Lockhardt
3rd Batt: *Zhong-shao* Aristotle Adropopulous

The Ironsides can afford to waste nothing. Though they have acquired a few newer 'Mech designs, they still rely heavily on their old equipment. Because Procurement gives their requests low priority, what they have needs to last. The unit hopes that its recent move into the Victoria Commonality will bring greater access to newer technology.

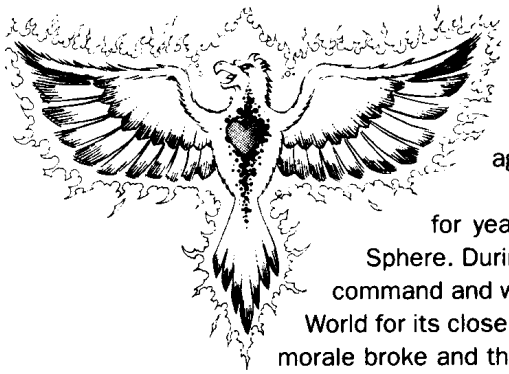
First Battalion is rated as regular quality; only the command lance approaches veteran status. Most of the Ironsides' victories against the Hegemony were attributed as much to luck as to skill. *Jiang-jun* Petyr Andreyvich of the Victoria Commonality Rangers believes that enough combat seasoning might make the Ironsides a solid garrison regiment.

87th Sax Home Guard
Regiment/Green/Reliable
Armor Cmdr: *Zhong-shao* Brian Pang

The Ironsides acquired this armor regiment on their way to the Periphery and have so far managed to hold on to it. The CCAF appears content to leave matters as they are, hoping to create a new garrison force from the two green units.

Lockhardt's Enforcers
Company/Regular/Reliable
Infantry Cmdr: *Sang-wei* Juno St. Claire

Not much more than a heavily armed security platoon when the unit went to Canopian space, the Enforcers managed a decent showing against the Marian Hegemony. By the time it returned to the Confederation, the unit had attracted Canopian support and expanded to a full company of combat-blooded troops. Juno St. Claire retains her Magistracy rank but has requested full enlistment in the CCAF.



LAUREL'S LEGION: SOMETHING OLD, SOMETHING NEW

The vagaries of war sometimes place a devoutly loyal Capellan unit between its homeworld and its nation, between family and the chain of command. That such a unit is once again welcome in the realm from which it defected testifies to the strength of Xin Sheng.

First raised in 3014 by a retired member of the Northwind Highlanders, Laurel's Legion for years had the distinction of being the only all-female mercenary command in the Inner Sphere. During the Fourth Succession War, the unit suffered unfair treatment by a confused chain of command and was then denied the chance to defend its homeworld of Tigress—also known as Laurel's World for its close ties to the Laurel family—to the last possible moment. With Tigress falling, the Legion's morale broke and they capitulated to the Davions.

The Legion remained uneasy under Davion rule. Though the Federated Commonwealth rebuilt the unit to battalion strength, the AFFC rarely allowed the Legion to leave Tigress and often saddled it with an additional garrison unit. In 3061, when Sun-Tzu Liao invited all expatriate Capellans to return home, the Legion presented themselves on Sian to answer for the unit's past actions. The Chancellor pardoned them for "past errors and lapses in judgment," and at the insistence of the people of Tigress, he made the Legion part of the Citizens' Honored division.

The Legion divide their time between Ningpo and Poznan, as close as they can get to Tigress for now. To signify their renewed status as Capellan citizens, the Legion changed their insignia and colors. The unit emblem is now a red phoenix with a jade-green heart, and the new Legion colors are red, black, white and silver.

OFFICERS

Alexia Laurel currently leads this unit. Though clearly downcast that Tigress still lies behind the "Davion Curtain," especially with the current troubles roiling the Federated Suns, the *sang-shao* takes heart in knowing that the people of Tigress support her desire to return to the Confederation. Inroads by the Free Tikonov movement on Tigress in Laurel's absence do not appear to upset her, and she looks forward to the day that her unit can finally return to Laurel's World.

Sao-shao Adam Strao is the Legion's only male member, having joined shortly after the unit returned to Capellan space. The son of a former Northwind Highlander, *Sao-shao* Strao is the object of immense curiosity and some envy as the only man in a unit full of women.

TACTICS

Laurel's Legion uses its fast medium and heavy 'Mechs to make "typhoon" attacks—fast, hard-hitting strikes designed to wear down an opponent's defenses before the final assault. 'Mechs often retreat to the rear lines as a fresh unit is brought forward. Against even numbers of similar firepower and ability, the Legion can usually outlast an opponent.

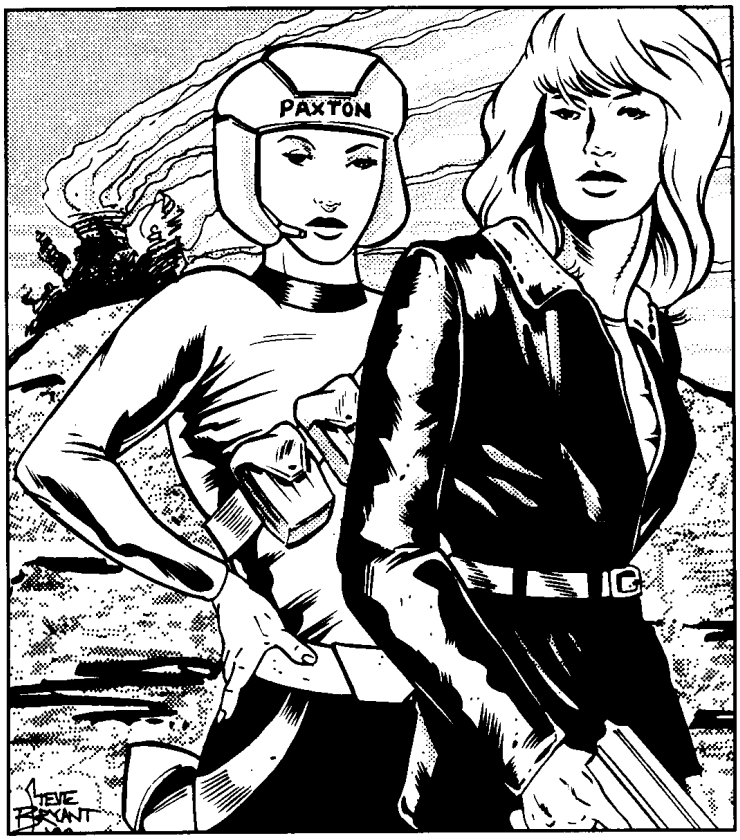
Laurel's Legion
Battalion/Veteran/Reliable
CO: Sang-shao Alexia "Zi" Laurel
XO/1st Batt: Zhong-shao Gabrielle Montagne
2nd Cmpny: Sao-shao Adam Strao

The years spent in the Federated Suns left the Legion with several Davion BattleMech designs. Ceres Metals has appropriated a few of the more interesting machines, such as the *Rakshasa* and the *Maelstrom,* but the Legion retains quite a few solid 'Mechs. The unit has made up its losses with new Capellan designs.

12th Aldebaran Home Guard (Aldebaran Everblades)
Battalion/Regular/Reliable
Armor Cmdr: Zhong-shao Avrom Rabinowitz

This Home Guard unit is composed almost entirely of hovertanks, the best choice for navigating the swampy terrain that dominates the southwest coast of Aldebaran's chief continent. Their current attachment to the Legion makes their tanks of questionable value, depending on where they are stationed. The unit insignia is a prowling green Terran alligator with a deep blue-purple stripe down its back. The Home Guard command makes a perfect complementary unit for the Legion.

CAPELLAN BRIGADE



In March of 3061, Chancellor Sun-Tzu Liao created the Capellan Brigade. This division would consist of mercenary units deserving of the preferred status conferred by Confederation sponsorship but lacking the prestige of citizenship earned by McCarron's Armored Cavalry and the first Citizens' Honored regiments.

Marshigama's Legionnaires were reportedly ready to refuse the offer, especially when Adrienne Marshigama received her summons to Sian at the same time as Wendy Ambermarle of Ambermarle's Highlanders. Ambermarle and Marshigama's mother had been rivals before the Fourth Succession War, and there was little love lost between the younger woman and the older. When Ambermarle hesitated, however, Marshigama apparently chose to score off the older commander by accepting the position as "the Capellan Brigade's first and premier unit, ready to infuse new, young blood into the Confederation's armed forces."

Some still doubt the strength of that claim, not least the three other regiments that joined the Brigade on the same day. Harloc's Raiders claims to have edged out the Legionnaires by several hours, though the lack of evidence convinces most observers that this boast is more a ploy to irritate Adrienne Marshigama than any real effort to establish priority within the Brigade.

The undisputed latecomer, and an unexpected addition, was the Shin Legion. Originally a Capellan unit, the Legion had lived in exile in the Draconis Combine for thirty years. When Theodore Kurita once again deferred their recognition as an official House regiment, the Legion's commander decided to take his unit home. After settling matters in Combine space, Theodore Kurita formally contacted Sun-Tzu Liao and offered to return the Shin Legion. The Chancellor accepted, trumpeting the Legion's homecoming as another success of the Xin Sheng campaign.

COMMAND STRUCTURE

As with the Citizens' Honored, regiments of the Capellan Brigade answer to the *jiang-jun* of the commonality in which they are stationed. The regiments do not share joint command and are likely to eventually be reorganized within the various commonality reserves. Like other converted mercenary regiments, these units may name their own commanders and subofficers. The CCAF reserves the right to overturn such appointments in the case of poor performance or demonstrated unreliability.

Many Capellan Brigade units share one trait with the Ironsides and Laurel's Legion—they are commanded by women. The Confederation's commitment to equality for women in combat makes this more likely a coincidence than a result of bias in the CCAF.

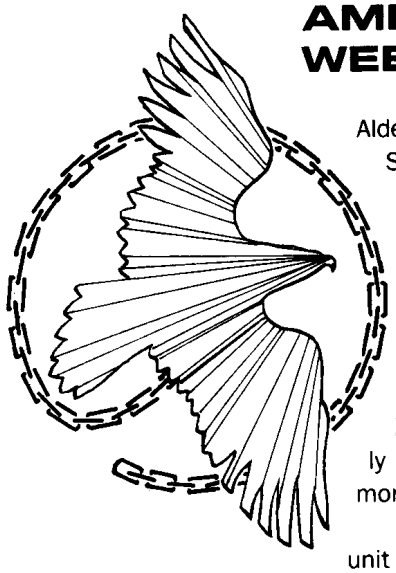
AVAILABLE FORCES

Most Capellan Brigade regiments lack full combined-arms support, falling well under average for aerospace, armor and infantry. Most cannot even boast a full regiment of BattleMechs, though the CCAF is attempting to rectify that drawback with some units. Along with the Citizens' Honored, these regiments have received garrison posts that may well become permanent duty stations. The Chancellor wishes to integrate the Brigade with the regular Capellan armed forces and foster unit members' full development as Capellan citizens, a task more easily accomplished through long-term garrison assignments.

COLORS AND INSIGNIA

For the most part, every command in the Brigade keeps its own colors. Borrowing from the Citizens' Honored, Ambermarle's Highlanders paint a single, thick silver band around one lower leg on a BattleMech, on the wing of a fighter or over the rear quarter of a vehicle, to remind themselves and others of their mercenary beginnings. Harloc Raiders also use the stripe, as do St. Cyr's Hussars in a show of solidarity. Marshigama's Legionnaires one-up them all by painting three silver stripes. Only troopers who served as mercenaries may use this marking. All regiments may display the divisional crest, a red snake's head striking out from an eclipsed, flaring sun.

AMBERMARLE'S HIGHLANDERS: WEEKEND WARRIORS



Ambermarle's Highlanders was originally raised by several wealthy noble families on Aldebaran and Zurich, seeking to cash in on the Confederation's need for military units during the Third Succession War. Despite a solid service record, the Highlanders have found it hard to live down the label of "play warriors." The unit's unwillingness to take any duty considered too risky, preferring to accept garrison assignments out of harm's way unless a large profit is in the offing, has not helped them. Nor have comments attributed to Wendy Ambermarle upon the Highlanders' acceptance of Liao sponsorship: "Someone has to bring a little class and breeding to the Capellan Brigade."

After receiving Capellan sponsorship from Sun-Tzu Liao, Ambermarle's Highlanders were rotated to Aldebaran, where they are agitating for the return of Zurich to the Confederation. The Highlanders' ties to this former Liao world may yet accomplish what force could not, as Zurich's citizens become more frustrated with the budding Steiner-Davion conflict and increasingly speak up for "choice of rule." The strain is telling on local garrison forces, which are called out more and more often to supervise pro-Capellan demonstrations.

The insignia for Ambermarle's Highlanders is a green falcon in flight, tethered by a chain. The unit uses Highlander camouflage of green and woad blue, which does little to disguise their 'Mechs but gives them an interesting appearance.

OFFICERS

Sang-shao Wendy Ambermarle, known as "The Old Witch" for her age and gruff manner, has commanded the Highlanders since 3022. Her command style is freewheeling, with battalion and company commanders given considerable flexibility. She apparently takes pleasure in goading young Adrienne Marshigama of Marshigama's Legionnaires, though the return barbs apparently do little to annoy her.

Zhong-shao Chmielewski's light command company has been affectionately nicknamed "The Roaches" for their uncanny toughness and propensity for annoying the enemy. Chmielewski frequently volunteers for dump-and-chase duty, reveling in the chance to tease, vex and generally harass the opposition.

TACTICS

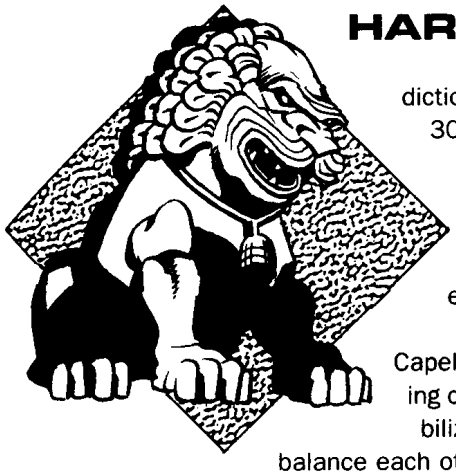
Ambermarle's Highlanders are fond of a tactic known as "dump and chase," where two lances of light or fast medium 'Mechs drop behind enemy lines to be chased by opposing units. With the enemy distracted, the remainder of the Highlanders attack en masse. The Highlanders use this tactic to draw the enemy into a trap or to lighten the defense of a target site. During a recent reconnaissance into the Chaos March, this tactic helped the main force take a supply depot while the Roaches captured a lance of BattleMechs.

Ambermarle's Highlanders
2 Battalions/Regular/Questionable
CO: *Sang-shao* Wendy "The Old Witch" Ambermarle
XO/1st Batt: *Zhong-shao* Vincent Pedroza
2nd Batt: *Zhong-shao* Pawel Chmielewski

The Highlanders' loyalty rating reflects the Maskirovka's view of the unit as unwilling to stick its neck out for the Confederation. Notwithstanding, the Highlanders have grown to two BattleMech battalions in the past year, a decision made by the CCAF to keep them roughly on par with Marshigama's Legionnaires. Whatever their ultimate loyalty, there is no mistaking the Highlanders' balancing influence in the Capellan Brigade.

Ambermarle's Revolutionaries
Battalion/Regular/Questionable
Infantry Cmdr: *Sao-shao* William McCourtney

These soldiers are the Highlanders' own shock troops, a fact that makes the CCAF demonstrably uneasy. In addition to possessing artillery and a few Davion-designed battlesuits, the Revolutionaries are well-trained in guerrilla tactics and continue to recruit freelance talent among Zurich expatriates.



HARLOC RAIDERS: WANDERING THE STARS

Raised on Harloc in 3053 in a public ceremony, the Harloc Raiders are a study in contradictions. A Capellan line unit, they were released to mercenary service following an incident in 3054, in which the Raiders were discovered on a Marik world within striking range of several Lyran systems. Their most famous assignment made them part of the Inner Sphere task force against Jade Falcon invaders on the planet Coventry. The Raiders saw little action but gained an impressive amount of prestige in the Confederation. The Harloc Raiders left the Confederation in 3059 and wandered the Inner Sphere for several years, gaining valuable experience they likely could not have otherwise received.

When Sun-Tzu Liao launched the Xin Sheng movement, he appealed to all expatriate Capellans to return home. The Harloc Raiders were the first military unit to answer that call, breaking contract with the Lyran Alliance. Most consider their presence in the Capellan Brigade as a stabilizing influence, giving the entire Brigade direction while the rival Highlanders and Legionnaires balance each other.

The Harloc Raiders' insignia shows a snarling foo lion on a diamond field. Their colors are green and red, with a single silver band commemorating their time as mercenaries.

OFFICERS

Sang-shao Wu Deng Tang, though a fine warrior and commander in his own right, is best-known in the Capellan Confederation for once facing Kai Allard-Liao in a bid for the Championship title on Solaris VII. Wu Deng's father, Wu Kang Kuo, was the original commander of the Raiders; after he died in mercenary service, the unit persuaded Wu Deng Tang to take his place. Wu requested posting in or near the St. Ives Commonality, hoping his professional relationship with Kai Allard-Liao might help salve some of the hard feelings left by the recent fighting.

TACTICS

The Harloc Raiders are fond of playing bait and switch with their opponents, sending out a light or medium 'Mech to lead an enemy into an ambush. They excel at hit-and-run tactics as well and prefer raiding or defensive engagements to major assaults, habits ingrained from their few years in mercenary service.

Zhong-shao Zabkar's Second Battalion (The Muggers) specializes in urban combat. Enemy MechWarriors must use caution when venturing into cities guarded by the Raiders. The farther into the city they go, the more of them are likely to fall.

Harloc Raiders
Regiment/Veteran/Reliable
CO: *Sang-shao* Wu Deng Tang
XO/1st Batt: Zhong-shao Mah De Dan
2nd Batt: Zhong-shao Michael Zabkar
3rd Batt: Zhong-shao Adam Olsen

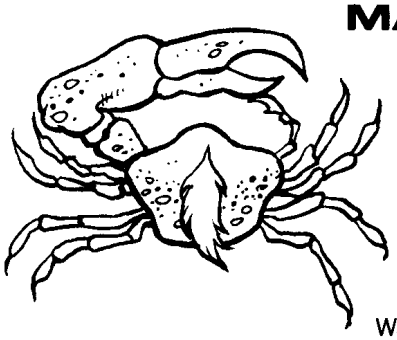
Despite spending several years outside the Confederation, the Raiders remain staunchly loyal to Capellan 'Mechs and field a typical CCAF regiment. Their one concession to foreign equipment is the C^3 computer system Wu Deng Tang acquired on Solaris VII and has installed in his command lance.

Harloc's Corsairs
Wing/Veteran/Reliable
Wing Cmdr: *Kong-zhong-shao* Shannon Delaney

The Corsairs, who followed the returning Raiders to Confederation territory, represent a major benefit of the regiment's mercenary years. Each Corsairs pilot is guaranteed full Capellan citizenship after a year of military service.

Third Harloc Brigade
2 Battalions/Regular/Reliable
Armor Cmdr: *Zhong-shao* Byran Lucas

These two Home Guard battalions from the Raiders' original homeworld won the honor of this position through a series of simulator duels with other units.



MARSHIGAMA'S LEGIONNAIRES: EYE OF THE BEHOLDER

Over more than four decades, Marshigama's Legionnaires have earned a reputation as the vainest bunch of MechWarriors in the Inner Sphere—a tradition begun by unit founder Ju-Lei Marshigama, who was crowned "Miss Ningpo 3017." The fighting skills of prospective Legionnaires run second to their physical appearance. Only the loveliest female warriors are hired, while male recruits are expected to sport facial hair and as many scars as possible—the better to appear "ferocious" and strike fear into the hearts of the enemy. Whether these recruiting standards worked to the Legionnaires' advantage during the Fourth Succession War remains open to debate. No one disputes, however, that the Legionnaires fought with skill and survived with their forces and their vanity relatively intact.

Convinced of their superiority, the Legionnaires became the self-anointed leaders of the Capellan Brigade. After accepting Capellan sponsorship, the unit went to the planet Denbar as a garrison force during the St. Ives conflict. There, the Legionnaires confiscated several older 'Mechs from the local militia and used them to fill out their forces. *Sang-shao* Adrienne Marshigama and her warriors now consider themselves the equal, if not the better, of more prestigious rivals such as McCarron's Armored Cavalry.

The regiment employs a black-and-white color scheme, in a less-than-effective camouflage pattern and as parade colors. The unit insignia is a black fiddler crab sporting a white mohawk.

OFFICERS

Adrienne Marshigama is every inch her mother's daughter. The *sang-shao's* affairs have started several feuds and earned her more than a few enemies. She also enjoys keeping alive the rivalries started by her mother, with Wendy Ambermarle chief among them.

TACTICS

Marshigama's Legionnaires favor long-range softening-up tactics, hitting opposing forces with ranged weapons and then wading in for a close-quarters assault. The unit's impressive combat history indicates that despite their shortcomings, they can perform over and above any quality rating handed them. Some have suggested that the Legionnaires cannot stand the thought of failure, and so they make sure always to win.

Marshigama's Legionnaires
2 Battalions/Regular/Reliable
CO: *Sang-shao* Adrienne Marshigama
XO/1st Batt: *Zhong-shao* Michael Dale
2nd Batt: *Zhong-shao* Allie Miller

The Legionnaires' egos have inflated commensurate with the unit's recent increase in size, even though the addition of so many green warriors has dropped the unit's quality rating down to regular. Despite loud questions from many CCAF regiments about the effectiveness of these self-anointed prima donnas, no one can deny the unit's solid performance in combat and pro-Capellan loyalty.

Marshigama's Air Legion
Flight/Regular/Reliable
Wing Cmdr: *Kong-sao-shao* Mark Clifford

Yet another of Adrienne Marshigama's many affairs led the mercenary command to acquire a flight of aerospace fighters. *Kong-sao-shao* Clifford revels in joining the ranks of so many single, beautiful women. His flight is something of a showcase unit, learning close-formation drills and air-show stunts more than combat tactics. Adrienne Marshigama reportedly enjoys seeing the Air Legion perform acrobatics over the field while her 'Mechs deploy.

Another expatriate Capellan regiment, the Shin Legion has walked a higher road than most who fall from grace. Fearing Chancellor Romano Liao's purges, the three Shin regiments fled the Confederation for the Draconis Combine after the Fourth Succession War. Two made it and were accepted by House Kurita as line regiments. The Legion worked to prove itself for several decades, training hard and fighting harder. After the Second Shin Legion died under the advance of Clan Smoke Jaguar, defending a Kurita world, the First Legion fought all the harder. All its efforts, however, earned it little notice from the Combine's high command. The First Legion was not even given the small honor of displaying House Kurita's dragon emblem.

In 3061, when Coordinator Theodore Kurita once again deferred the Legion's yearly request for the emblem, *Tai-sa* Huang Nguyen arranged for a peaceful parting of ways with the Combine. Though reluctant to lose the veteran unit, Theodore Kurita did not reverse his earlier decision. Both men agreed that half of the command's DropShip assets were forfeit to the Combine, saving face on all sides as the Shin Legion left the Combine for Confederation space.

With one small but significant change, the First Shin has maintained the color scheme and insignia from the Legion's days as a Confederation regiment. 'Mechs and other vehicles are painted a flat dark green with yellow trim. The emblem is a Buddha against a red disk, replacing the original gold; the Shin Legion's current commanders chose not to presume on the Chancellor's favor by displaying his personal color. All MechWarriors may also fly a banner with the Shin motto, "Welcome to interesting times"—a play on the famous Chinese curse.

OFFICERS

Sang-shao Nguyen scarcely believed it possible to return to the Confederation, but he chose to accept at face value Chancellor Sun-Tzu's invitation to expatriates. Nguyen regards the suspicions of the Maskirovka and several upper-level commanders as a small price to pay for the joy of returning home.

Zhong-shao Hachidu Toroda is a third-generation samurai who volunteered for duty in the Shin Legion and chose to remain when the unit decided to return to Liao space. Torn between duty to House Kurita and loyalty to his regimental comrades, Toroda is having a hard time adjusting. The Legion supports his decision to remain among them and is doing its best to help him find his place.

TACTICS

The Shin Legion adapts quickly and easily to any battlefield situation. Unit members fight well in all terrain, specializing in open-field engagements, and see no shame in learning from their enemies. From fighting the Clans, they learned to send heavy assets against the enemy's forward line, harass the flanks with a lighter force and then strafe the enemy's rear with aerospace assets.

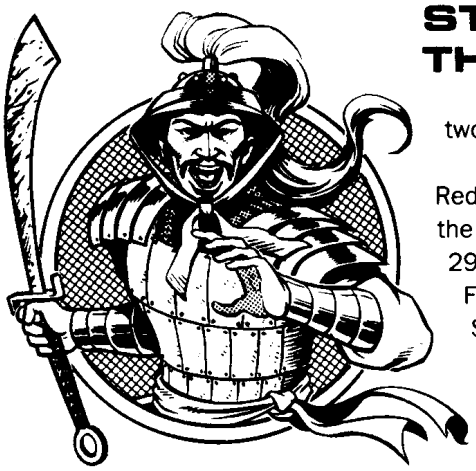
ST. CYR'S ARMORED

Shin Legion
Regiment/Veteran/Questionable
CO/1st Batt: *Sang-shao* Huang Nguyen
XO: *Zhong-shao* Li Chang
2nd Batt: *Zhong-shao* Naomi Yang-ming
3rd Batt: *Zhong-shao* Hachidu Toroda

The First Shin was allowed to bring away from Combine space two companies of Kurita OmniMechs and a single C3 system with three slave units. Many of its older 'Mech designs were also upgraded with newer weapons. In repayment, and to ensure a peaceful separation, the Combine was allowed to keep the DropShips of the shattered Second Shin Legion. Upon returning home, the First Legion immediately traded a lance of the Kurita OmniMechs for four *Men Shens*.

Capellan Navy Red Sun Flight
Flight/Regular/Questionable
Wing Cmdr: *Kong-sao-shao* Sui Wen Tym

The Twenty-fourth Luthien Light Wing ceased to support the Legion when that unit left the Combine. A distant relative of an original First Shin defector, *Kong-sao-shao* Sui Wen Tym requested that his flight be posted with the First Shin as its new aerospace unit. This loyalty, generations removed, speaks well of the Red Sun Flight's integration into the Shin Legion. However, it also gave the air wing a black mark against its loyalty rating.



ST. CYR'S ARMORED HUSSARS: THE SONS OF MURPHY

St. Cyr's Armored Hussars are an amalgam of St. Cyr's Grenadiers and Rivaldi's Hussars, two famously troubled units that may have finally turned the corner.

Throughout their history, St. Cyr's Grenadiers suffered repeated runs of bad luck. Reduced to 10 percent of their original strength during the Great Lee Turkey Shoot in 2952, the remaining members of the unit raised more troops and went back on the front lines. In 2985, the Grenadiers received a thrashing at the hands of House Davion on the world of Fletcher—a disaster they later redeemed on the world of Thomas in 3011. After the Fourth Succession War, the Grenadiers went from world to world, struggling for the lucky break that would get them a little higher on the Department of Procurement's resupply list.

Rivaldi's Hussars were raised on Florence in 2985. Once called "the sorriest band of idiots this side of Marshigama's Legionnaires" by the commanding officer of the Red Lancers, the Hussars have suffered from poor coordination, poor supply and poor leadership. Their sole battle honors came in 2988 and 3031, both times against the Defenders of Andurien. This combat record earned the unit contempt from more senior regiments.

Things began to change in 3061. Sun-Tzu Liao's offer of Capellan sponsorship came at a time when Colonel Frieze Rivaldi was looking to retire from active duty but trusted no one enough to take over his unit. In a deal worked out with Major Andrew St. Cyr, the Grenadiers and Hussars merged and accepted sponsorship. Rivaldi then retired, knowing his old command was in good hands. Major St. Cyr tore into the Hussars' officer corps—forcing retirement on a few he believed undeserving of their rank, promoting others and mingling the two commands to the betterment of both.

Now a line unit in the Capellan Brigade, the Armored Hussars look forward to a brighter future free from their former hand-to-mouth existence. The new insignia of St. Cyr's Armored Hussars is a Chinese warrior in white armor with a red plume on his helmet, wielding a bloody Chinese *kwang* sword.

OFFICERS

Andrew St. Cyr is a shrewd businessman turned warrior. Raised in the unit, *Sang-shao* St. Cyr studied business at Sian University before leaving school to take over command. Though his business sense served him well as a mercenary commander, *Sang-shao* St. Cyr has infuriated several functionaries in the Department of Procurement by repeatedly attempting to drive a hard bargain in favor of his unit. When such arguments fail, he has risked the Maskirovka's wrath by dealing through unofficial channels. So far, however, none of his deals has been tied directly to a crime or other punishable activity.

TACTICS

Overall, St. Cyr's Armored Hussars currently have no preferred tactics. In their previous incarnations, the two units favored swarm tactics (Rivaldi's Hussars) and hit-and-run attacks (St. Cyr's Grenadiers). *Sang-shao* St. Cyr is attempting to combine these into a variation where heavily armored fast 'Mechs cut an opposing unit in half at pointblank range, leaving two smaller pieces for the bulk of his command to roll up. To accomplish this, he has requested three independent C^3 units.

St. Cyr's Armored Hussars
2 Battalions/Green/Reliable
CO: *Sang-shao* Andrew St. Cyr
XO/1st Batt: *Zhong-shao* Ian "Manchukiller" Hayes
2nd Batt: *Zhong-shao* June Haddock

For most of their existence, the Armored Hussars have been forced to get by with older machines far from the cutting edge of battle technology. *Zhong-shao* June Haddock looks out of place with her pristine *Ti Ts'ang*, which she nicknamed "Jaromir" and painted black, yellow and white. One of the few veterans in the Hussars' ranks and a fan of the old Terran sport of ice hockey, Haddock enjoys what she calls "full contact" combat and likes to wade in among opponents.

ST. IVES ARMORED CAVALRY

Formed in the latter years of the twenty-fourth century, the St. Ives Armored Cavalry went on to become one of the Confederation's longest-serving and most decorated military organizations, the secession of St. Ives notwithstanding. Prior to the long centuries of the Succession Wars, the Armored Cavalry boasted more than a dozen BattleMech regiments. By the end of the Fourth Succession War, however, following the decimation of Cochrane's Goliaths, Justina's Cuirassiers and Stapleton's Iron Hand, the Cavalry had been reduced to a mere five regiments.

Following its secession from the Capellan Confederation, the St. Ives Compact spent years revamping the Armored Cavalry. By the time of the Clan invasion, the SIAC's three 'Mech regiments had grown to brigade size and the Cavalry had raised an additional four armored brigades. All saw action and suffered heavy casualties in the recent war against the Confederation. The entire St. Ives Armored Cavalry remains understrength, though most units have taken in survivors of the shattered Cheveau Legers. Conservative estimates from the Capellan Strategios indicate that regaining the SIAC's full strength may take three or more years.

COMMAND STRUCTURE

The head of the St. Ives Armored Cavalry is *Jiang-jun* Adele Tsang, who continues to style herself Senior Colonel rather than a Confederation general. A career officer who began her career in the First St. Ives Lancers under then-Major Caroline Seng, Tsang has remained a voice for her people throughout the years. She commanded the First Lancers for several years, most recently leading them into battle against the Clans as part of Operation Bulldog. During the recent Capellan war, she focused her energies elsewhere in the war effort and yielded command of the First Lancers to Duke Kai Allard-Liao.

Tsang took official command of the St. Ives military when Duchess Liao made Caroline Seng her personal aide and formal representative to the Strategios. This arrangement places three St. Ives officers on the Strategios instead of the usual two per commonality. The third St. Ives representative is *Jiang-jun* Montgomery Bradson, who recently took command of the St. Ives Home Guard in keeping with CCAF organizational doctrine.

Loyalty ratings given in the following regimental briefings reflect the Maskirovka's impression of each unit's devotion to Chancellor Sun-Tzu Liao. Each unit's loyalty to Duchess Candace Liao, her family and the St. Ives Commonality appear in parentheses following the Maskirovka rating.

AVAILABLE FORCES

In contrast to standard Confederation cavalries, SIAC regiments field a significantly heavier force. Entire companies of assault 'Mechs are common, which hampers the units' mobility but gives the SIAC an overwhelming advantage in sheer firepower.

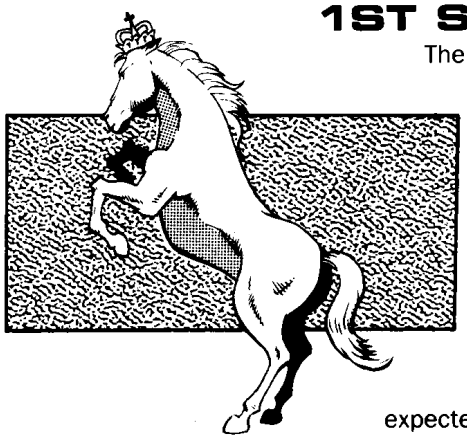
The two main regiments of the SIAC are closer to full strength than the rest, partly through the advanced graduation of exceptional students from the Training Group and also from the absorption of the remaining Cheveau Legers. Sorely wounded fighting the Clans, the Legers returned to the Inner Sphere just in time for the opening battles of the Confederation-St. Ives war. After two years of combat, this veteran regiment of the Armored Cavalry had lost too many soldiers to rebuild. In singles, pairs and a few lances, the surviving Legers were distributed throughout the SIAC to make up for battle losses elsewhere.

COLORS AND INSIGNIA

The St. Ives Armored Cavalry divisional insignia is an orange sunburst set against an inverted blue double pyramid. All Cavalry units paint their equipment a standard, gray-tinted green. Each individual command uses different-colored highlights, allowing for easy distinction between them.

The St. Ives Armored Cavalry proudly wears the crest of the St. Ives Commonality with their new Confederation parade dress uniforms. The crest is also prominently displayed on BattleMechs and other machines.

1ST ST. IVES LANCERS: ASCENDANT STAR



The First St. Ives Lancers remains the premier unit of the St. Ives Armored Cavalry, a distinction it has held for almost seven centuries. The First Lancers achieved particular fame during the past decade, but it also suffered heavy losses in recent action against the Clans and the Confederation. In the past five years, the First Lancers served on the front lines against the toughest warriors of Clan Smoke Jaguar and Clan Wolf. Upon returning to the Inner Sphere, they waged a roving campaign of attrition behind the Capellan Confederation's borders and later forced the CCAF to pay dearly for every meter of St. Ives' territory it reclaimed.

The First Lancers survived it all, giving rise to legends that will undoubtedly last for centuries to come. Having learned a hard lesson from the Clan invasion, the Lancers built a strong support network that has kept them functioning better than most would have expected over the past several years. Already the First Lancers have replaced much of their lost equipment, though new personnel will need some training to meet Lancer standards.

The First St. Ives Lancers' insignia shows a rearing white horse wearing a crown, set against a green field. The First Lancers formerly highlighted their 'Mechs and vehicles in yellow but have since replaced it with ivory to avoid infringing on the use of gold as a mark of the Chancellor's special favor. The color ivory also has strong associations with the defunct St. Ives Compact.

OFFICERS

Kai Allard-Liao, who led the First Lancers with distinction throughout the recent fighting, is deservedly renowned throughout the Inner Sphere and even Clan space. The First Lancers initially accepted him based on his name and reputation. It was his gifted leadership rather than his family heritage and fame, however, that persuaded the Lancers to accompany him on the unit's latest crusades. The demands of state and his loyalties to allies and friends currently prevent him from serving as the regiment's permanent commander, so *Sang-shao* Tristan Bothel leads the Lancers, though they all stand ready to follow Kai the moment he returns.

TACTICS

The First Lancers often surprise their opponents with their amazing mobility, given the unit's many heavy and assault elements. Likewise, opponents quickly learn to fear this unit's borderline-suicidal ferocity on the battlefield.

1st St. Ives Lancers
Regiment/Elite/Questionable (Fanatical)
CO: *Sang-shao* Tristan Bothel
XO/1st Batt: *Zhong-shao* Shiko Li-Wong
2nd Batt: *Sao-shao* Stephan Czaban
3rd Batt: *Sao-shao* Valera Tulski

At the vanguard of most battles, the Lancers' 'Mech regiment has consequently suffered the greatest losses. The regiment remains short more than two companies of trained warriors, but it fields roughly two companies of salvaged Clan OmniMechs.

1st Air Lancers Wing
Wing/Veteran/Questionable (Fanatical)
Wing Cmdr: *Kong-Sao-shao* Xian McCallister

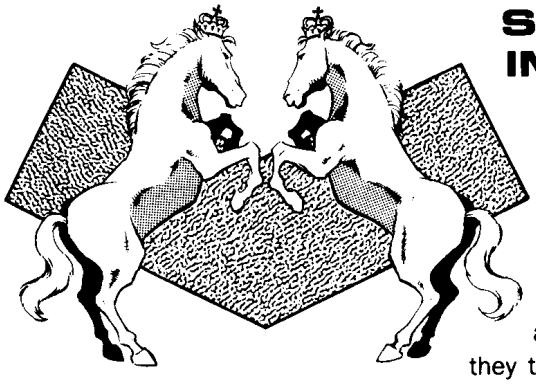
The First Air Wing is the only Lancers unit still operating at full strength, having replaced its casualties with members of the shattered Cheveau Legers.

1st Lancers Armor Command
3 Regiments/Veteran/Questionable (Reliable)
4th Armored Lancers: *Zhong-shao* Daniel Vong
5th Armored Lancers: *Sao-shao* Latimer St. Reginald
33rd Armored Lancers: *Sao-shao* Kieran Daniels

The Fourth and Fifth saw heavy action in the war and currently field two battalions each, all veteran. The Thirty-third is rated elite, though it lacks the fanatical loyalty to Duchess Candace and her kin shared by the rest of the Lancers. The armor regiments are assigned to the almost nonexistent St. Ives Home Guard, providing some planetary security.

12th Armored Grenadiers
Battalion/Veteran/Questionable (Fanatical)
Troop Cmdr: *Sao-shao* Rebecca Chong

As the Lancers' infantry detachment, the Twelfth saw as much combat as the 'Mech regiment but took far higher casualties. The Capellan war whittled the Twelfth down from a reinforced regiment to a single, understrength battalion.



SECOND ST. IVES LANCERS: IMPLEMENT OF FATE

The Second St. Ives Lancers entered service concurrently with the First Lancers on 26 July 2373. In contrast to the showpiece First Lancers, the Second quickly built a reputation as the Armored Cavalry's workhorse unit, garnering many of the dirtiest and most difficult assignments. Considering the Second's accomplishments over the past five years, its reputation remains deserved.

When hostilities began between the Confederation and the Compact, the Second Lancers split up and formed the SIMC's mobile reserve, hopping between planets and adding their firepower where needed. As losses mounted all across the front, however, they took on a far more critical mission: delivery of replacement personnel and materiel. Suddenly, the Compact's continued existence rested squarely on the shoulders of the Second Lancers' ability to fight their way in, deliver the necessary supplies and fight their way out again.

By the end of the war, the Second Lancers had safely delivered millions of tons of relief supplies and equipment to planets all across St. Ives territory. Though the Compact's war effort ultimately failed, only the brave actions of the Second Lancers allowed it to last so long.

The Second St. Ives Lancers' insignia shows two rearing horses wearing ivory crowns and facing each other, set against a green field. The Second Lancers highlight their combat machines in jade.

OFFICERS

Sang-shao Lucas Tolek took command of the Second Lancers after congenital health problems forced *Sang-shao* Timothy Bairn to retire. An experienced career officer, *Sang-shao* Tolek prefers to analyze a situation rather than jumping in and dealing with the consequences later. He tends to come up with unique solutions to problems, making him a perfect fit for a troubleshooting unit.

Sao-shao Cassandra Allard-Liao serves as something of a foil to *Sang-shao* Tolek. This daughter of Duchess Candace Liao shows great promise, but she also feels she must live up to her brother Kai's legend and has an unfortunate tendency to get herself in situations far beyond her control. Like her brother in the First Lancers, she often receives temporary command of a portion of the Second.

TACTICS

The component units of the Second Lancers operate equally well together or independently. They commonly split their forces into several smaller commands, a tactic that often fatally surprises a foe unaware of their true strength.

2nd St. Ives Lancers
Regiment/Elite/Questionable (Fanatical)
CO: *Sang-shao* Lucas Tolek
XO/1st Batt: *Zhong-shao* Kiara Trahn
2nd Batt: Brevet *Sao-shao* Julius Scavros
3rd Batt: *Sao-shao* Justin Chung

The Second Lancers are operating at approximately 70 percent strength. They field a few scattered lances of Clan BattleMechs.

2nd Air Lancers
Wing/Elite/Questionable (Fanatical)
Wing Cmdr: *Kong-sao-shao* Brett Lonewolf

Following the Black May attacks, the Second Air launched a ruthless and surprisingly successful campaign against the CCAF's transport divisions on St. Loris. It also bore the brunt of several supply runs insystem but held up miraculously well.

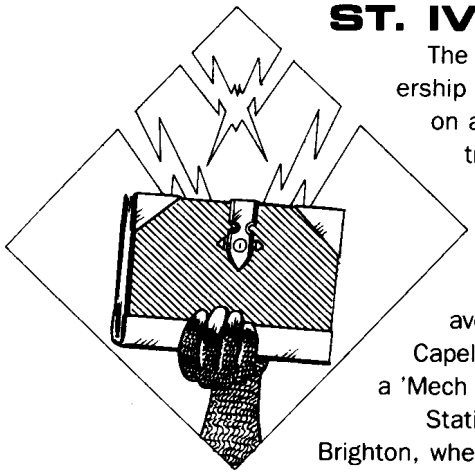
2nd Lancers Armored Command
2 Regiments/Veteran/Questionable (Reliable)
18th Armored Lancers: *Sao-shao* Caton Lee
76th Armored Lancers: *Zhong-shao* Sascha Borczynski

Nearly destroyed on St. Loris in the Black May attacks, the Eighteenth absorbed most of the Eighty-fifth Armored Lancers, who were also caught in the attack. Even so, after years of hard fighting they remain down by a full battalion.

13th Armored Grenadiers
2 Battalions/Veteran/Questionable (Reliable)
Troop Cmdr: *Sao-shao* Kyoko MacAffee

Though the Thirteenth mostly served as support troops, the regiment took heavy casualties on Milos, from which it has yet to fully recover.

ST. IVES ACADEMY TRAINING GROUP



The Training Group is staffed almost entirely by SIAMS cadets, including each of the key leadership positions up to battalion commander. A few veteran officers accompany the Training Group on any operation, advising its young officers and in general keeping the Training Group out of trouble. As a training cadre, this regiment experiences a complete turnover every two years or so; only their constant training allows the unit to function in unison. Though the Training Group rarely merits any quality rating above green, it guarantees the St. Ives military consistent crops of well-trained and experienced recruits.

The Training Group's structure and make-up fluctuates with each class of cadets. On average, the Group consists of a reinforced regiment of six battalions. Combat losses from the Capellan war, however, have reduced the Training Group to four drastically understrength battalions: a 'Mech battalion, two armor battalions and one armored infantry company.

Stationed on St. Ives when hostilities broke out, the Training Group was quickly rotated to Brighton, where it reinforced Raymond's Armored Infantry against an SLDF peacekeeping unit sent by First Lord Sun-Tzu Liao. By the time Capellan reinforcements arrived, the Training Group had proved themselves in battle. Over the next two years of hard-fought warfare, the Training Group never broke under fire. As the conflict wore on, the Training Group's "war veterans" were transferred to fill holes in St. Ives line units. The Training Group is currently operating at less than half strength, with no expectation of returning to full strength for at least two more years.

The Training Group's insignia is a mailed fist holding a book, set on a deep blue field marked with crossed lightning bolts.

OFFICERS

Sang-shao Richard Carstairs is the Training Group's commandant and chief in-field military adviser. Hand-picked by the president of the St. Ives Academy, Carstairs has served the Training Group well for more than a decade and kept his cadet corps together through some of the war's bloodiest fighting. Injuries sustained on Tantara in the war's final days, however, have ended his career in the field.

Two of the Training Group's newest staff officers transferred to the St. Ives Academy immediately following the signing of the armistice. Both veterans of action on Nashuar, commanders Danielle Singh and Maurice Fitzgerald have quickly become an integral part of the Training Group's advisory staff.

TACTICS

Because of its high turnover, the Training Group's officers and faculty members are hard-pressed to keep the regiment operating militarily as a team. Even under ideal circumstances, the Group shows no proclivity for any particular tactical style. Despite the turnover rate, unit members swiftly come to regard one another as family and are known for never leaving one of their own behind.

SIAMS Training Group
Regiment/Green/Questionable (Reliable)
CO: *Sang-shao* Richard Carstairs
1st Batt: Cadet *Sao-shao* Sidney Ralix
2nd Batt: Cadet *Sao-shao* Tenille Jaiden
3rd Batt: Cadet *Sao-shao* Russell Escobar

The Training Group is still recovering from heavy losses during the Capellan war. A new class of cadets is preparing to join up, which will help flesh out the unit. Until the Training Group receives additional replacements, however, it has only enough 'Mechs and vehicles to equip roughly 60 percent of its ranks. Until replacement machines arrive, SIAMS cadets will spend more time in simulators and will have to "hot-swap" their assigned vehicles.

ST. IVES SENTINELS

The component units of the St. Ives Sentinels share a long and distinguished history in service to the St. Ives Commonality. Both the Armored Infantry and the Mounted Fusiliers have their roots in mercenary service to the Capellan Confederation during the Third Succession War. Brought into the St. Ives Armored Cavalry toward the end of that long conflict, these units unwillingly left the CCAF when the entire St. Ives Armored Cavalry followed Duchess Candace Liao into independence after the Fourth Succession War.

To protest the secession of the St. Ives Compact, the Mounted Fusiliers and the Armored Infantry voted to return to mercenary service. Each unit's members owned their own combat machines, so the duchess could do little to prevent their departure except appeal to their sense of duty. Drawing on their decades of faithful service to the people of the St. Ives Commonality, Duchess Liao persuaded both units to accept mercenary contracts with the Compact. They accepted, partly in deference to their past and partly from fear of guilt by association in the eyes of Capellan Chancellor Romano Liao.

With the recent Capellan reabsorption of the Compact, they have received full Capellan citizenship and status as CCAF line reserve regiments, forming the division known as the St. Ives Sentinels.

COMMAND STRUCTURE

The Sentinels possess a more complex command structure than the typical CCAF regiment. The accepted leader among both component units is *Sang-shao* Aliesha Carling, commanding officer of the Fusiliers and the two regiments' most senior officer. Carling exercises overall command authority whenever both regiments undertake a joint operation.

Normally, upper-level authority would fall to the *jiang-jun* of the local line regiments—in this case Adele Tsang. However, Strategic Director Zahn has taken a personal interest in the Sentinels and remains in close contact with both regimental commanders. Tsang has yet to voice any objection to this interference and seems content to ignore the Sentinels.

Loyalty ratings given in the following regimental briefings reflect the Maskirovka's impression of each unit's devotion to Chancellor Sun-Tzu Liao. Each unit's loyalty to Duchess Candace Liao, her family and the St. Ives Commonality appears in parentheses following the Maskirovka rating.

AVAILABLE FORCES

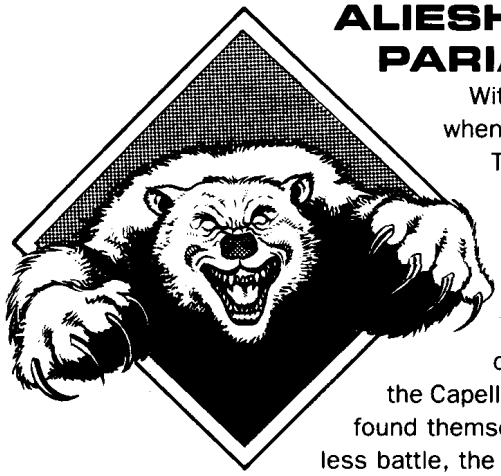
Both of the Sentinels' current regiments served the St. Ives Compact for many years as mercenaries, so they lacked the resources to reach brigade strength. They did acquire conventional combined-arms support units, which gave them the adaptability they would need during the Capellan civil war. The Sentinels' equipment remains slightly subpar compared with other SIMC line units, though it still exceeds that of the average regiment in the regular CCAF reserves.

Higher-profile units like the St. Ives Armored Cavalry and the Janissaries may receive greater consideration from the SIMC, but the Sentinels are the St. Ives Commonality's workhorse division. In response to allegations of poor treatment from the SIMC, Strategic Director Talon Zahn has promised the Sentinels full logistical and political support from the CCAF. Member units of this division will receive everything they need to adequately serve the St. Ives Commonality and the Capellan Confederation.

COLORS AND INSIGNIA

The Sentinels' insignia is a granite statue of a BattleMech on a green field, with red and orange sunset rays behind it. The units paint their equipment in a camouflage patchwork pattern to match local terrain. Parade colors are gray-green with silver and red highlights. Unit members wear the St. Ives emblem on their uniforms below the Capellan crest, but they do not paint the emblem on their 'Mechs or vehicles.

In a slight deviation from Capellan tradition, both Sentinel commands take the first name of their commander as a way of showing respect.



ALIESHA'S MOUNTED FUSILIERS: PARIAHS OF A NEW ORDER

With the Confederation on the brink of civil war, the Fusiliers found themselves in trouble when the Second Dieron Regulars took up peace-keeping operations on the planet Vestallas. The Regulars' commanding officer, *Tai-sa* Jim Nicholas, ordered the planetary garrison to disarm and stand down. When the Fusiliers and the Vestallas Home Guard refused to submit, the Second Dieron attempted to enforce the order. Before long, reinforcements from both sides were pouring onto the world.

The arrival of McCarron's Armored Cavalry sealed Vestallas' fate. The Fusiliers fell back to rest and refit on Armaxa and then received orders to relieve the beleaguered defenders of St. Loris. On that world, they played cat-and-mouse with the CCAF, tying up the Capellan offense but never coming to savage blows. This strategy worked well until the Fusiliers found themselves surrounded and out of supplies. Rather than lose the entire command in a hopeless battle, the Fusiliers surrendered, an act that nearly cost the Compact St. Loris but that preserved the unit.

Following the truce, Chancellor Sun-Tzu ordered the Fusilier prisoners freed and their equipment returned to them. He then offered the entire regiment full Capellan citizenship and status as a CCAF reserve regiment in the newly created St. Ives Sentinels division. Since then, the Fusiliers have received few supplies from the St. Ives logistics network and no additional personnel to make up for combat losses. Repeated requests for explanations thus far remain unanswered. Strategic Director Zahn recently ordered the Department of Procurement to look into the situation, which should give the Fusiliers some relief.

The Fusiliers' insignia is a roaring grizzly bear against a green field. The Fusiliers paint their combat machines with red highlights around the lower limbs, hands and feet—a somber reminder of the deadly game they play against other MechWarriors and the blood already on their hands.

OFFICERS

Sang-shao Aliesha Carling has served in the Fusiliers for several years. Respected by her comrades, she kept the unit together on Vestallas and later led them to several limited victories on St. Loris before the unit's surrender. Quick to accept the offer of reinstatement in the CCAF, she is doing her best to rebuild the regiment despite a dearth of support from the SIMC.

TACTICS

The Fusiliers prefer urban battlegrounds, where the tight terrain allows them to stand against far stronger opponents. Accustomed to defending Vestallas' cities, with their heavily reinforced buildings, the Fusiliers tend to ravage less hardily constructed towns, as they so disastrously discovered on St. Loris.

Aliesha's Mounted Fusiliers
Regiment/Veteran/Reliable (Questionable)
CO/1st Batt: *Sang-shao* Aliesha Carling
2nd Batt: *Zhong-shao* Valerii Peletev
3rd Batt: *Zhong-shao* Doyle O'Connor

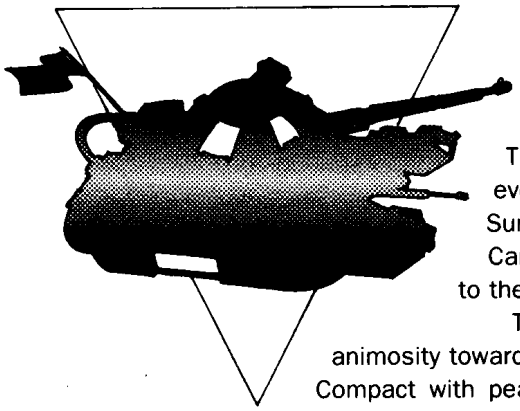
The Fusiliers are still recovering from the serious damage they took on Vestallas. The 'Mech regiment has been down almost a full battalion since its surrender on St. Loris more than a year ago, though supplies from the CCAF are finally beginning to make up for this shortfall. The 'Mech regiment does not employ an independent command unit.

84th Fusiliers Air Wing
Squadron/Regular/Reliable (Questionable)
Wing Cmdr: *Kong-sao-shao* Tasha Dahr

Never particularly strong, the Fusiliers' air wing was virtually wiped out during the unit's initial burn-in to St. Loris. The Eight-fourth has been promised new fighter craft soon, though obtaining new pilots will be harder.

Fusiliers Auxiliary
Reinforced Regiment/Veteran/Questionable (Reliable)
CO: *Sao-shao* Theodore Peng

The Fusiliers Auxiliary consists of an understrength armor battalion and two more of infantry. A fourth battalion, hastily raised on St. Loris, consists of artillery and antiaircraft elements.



MARCELLA'S ARMORED INFANTRY: THE AWAKENED

Originally formed around a core of mercenaries who fled the Federated Suns, the Armored Infantry never passed up an opportunity to take on their former employers. Their brutality in these engagements made the Armored Infantry the only Capellan unit ever to have a price set on their heads—payable in gold—by the prince of the Federated Suns. Not surprisingly, many of the Armored Infantry's officers rebelled against Duchess Candace Liao's ties to House Davion, breaking from the St. Ives Armored Cavalry to return to their mercenary roots.

Three decades of service to the St. Ives Compact did much to dull the Armored Infantry's animosity toward Duchess Liao and her Davion allies, until First Lord Sun-Tzu Liao began to occupy the Compact with peace-keeping forces. Its loyalties in flux, the Armored Infantry sat on the fence until McCarron's Armored Cavalry landed on Brighton. Unable to resist a chance to battle their long-time rivals, the Armored Infantry resolved to fight the Confederation's annexation of St. Ives.

The Armored Infantry bitterly opposed superior Capellan forces across several worlds before ending up on Tantara, defending the Compact's logistics depot against repeated Capellan raids. After the war's end, the Armored Infantry raised as loud a protest at the armistice as most other members of the SIMC. They grumbled even more when Chancellor Sun-Tzu made the Mounted Fusiliers a CCAF unit as a part of the St. Ives Sentinels. In recognition of their commitment to their professed homeland, Duchess Candace Liao immediately awarded the same status to the Armored Infantry.

The Armored Infantry's insignia shows a stylized tank set against an inverted green triangle. The Armored Infantry highlight their equipment in brown.

OFFICERS

Sang-shao Marcella Devon is a lifelong member of the Armored Infantry and the granddaughter of the regiment's first commander. She is the Armored Infantry's fourth commanding officer, a position she inherited after Colonel Samuel Raymond's death in the Black May attacks on Brighton. Despite her pro-Capellan leanings, she remained close to her cousin, Leftenant General Simone Devon, who served as the Compact's liaison to the AFFC until her death in a Black May attack on St. Ives. Devastated by these losses in the Black May atrocities, *Sang-shao* Devon harbors a deep hatred of Kali Liao and her Thuggee cult and has pledged to eradicate any Thuggee cells she comes across.

TACTICS

As a result of their many decades on Brighton, the Armored Infantry prefers fighting in the rough and mountainous terrain prevalent on that planet. They have never fought in concert with large-scale armor or infantry formations and prefer to operate independently of such units. The Armored Infantry generally starts its battles slowly, testing an opponent for weaknesses before striking hard.

Marcella's Armored Infantry
Regiment/Regular/Reliable (Reliable)
CO/1st Batt: *Sang-shao* Marcella Devon
2nd Batt: *Zhong-shao* Bruce Dorn
3rd Batt: *Zhong-shao* Constance Lum

This regiment is almost eight 'Mech lances short of its full strength. Current plans call for replacing these losses with assault 'Mechs. Acquiring those machines will take longer than getting lighter-weight 'Mechs, but the Armored Infantry looks forward to fielding such heavy forces.

33rd St. Ives Skyflash Wing
2 Wings/Veteran/Questionable (Reliable)
XO/Wing Cmdr: *Kong-zhong-shao* Phillip Li-Hahn

Over the years, the Armored Infantry grew to rely heavily on its aerospace wing and consequently built it to double strength. Though action during the recent war reduced the wing's numbers by 40 percent, the Skyflash remains a potent adversary and plans to rebuild to two full wings.

Armored Infantry Auxiliary
Regiment/Veteran/Reliable (Questionable)
CO: *Zhong-shao* Milek Stanislov

The Auxiliary is a reinforced regiment, currently consisting of two armor battalions, two of infantry and an additional company of battlesuit infantry. So far, the battlesuit infantry fields only FedCom designs.

ST. IVES JANISSARIES

Capellan attacks on Compact worlds during the 3040s made it clear that the Compact military could not repel Confederation assaults indefinitely. In 3047, Duchess Candace Liao authorized the formation of the St. Ives Janissary Corps, a new military organization composed of three 'Mech brigades. Named for the elite national guards of ancient Terra, the Janissaries were patterned on a more flexible and mobile combat model than other units of the St. Ives Armored Cavalry.

The organization's framework came together quickly, but the Clan invasion swept through the Inner Sphere before the first unit could be raised. The necessary funds were readily available, but full production runs from nearly every Inner Sphere armaments factory were diverted to recoup losses on the Clan front. The Compact simply could not obtain enough 'Mechs and other combat vehicles to outfit one new 'Mech unit, much less three. With a virtually complete command and logistics network but no combat units to speak of, the Janissaries languished for half a decade. During these years, Duchess Liao invested most of the Janissaries' funding into the Compact's military-industrial complex. If she could not build the Janissaries, at least the Compact could build its industry.

By 3055, Duchess Liao's investments began to pay off. The surplus from the additional production lines, in addition to the few extra machines available from the Federated Commonwealth, enabled the Janissaries to begin building their first 'Mech regiment and its supporting units.

Over the next five years, the Janissaries' first two units became operational, taking up station along the Compact border with the Capellan Confederation. Neither unit saw action until Sun-Tzu Liao's forces invaded, but the newcomers promptly proved their mettle. Heavy casualties in the first weeks of the war, however, forced them to draw on the still-forming Third Janissary Brigade just to stay at full combat strength. With every St. Ives unit rebounding from severe losses, it appears the Third Janissaries will remain in limbo for some time to come.

COMMAND STRUCTURE

Jiang-jun Paul Santini has led the Janissaries since their inception. Formerly an executive officer of the Second St. Ives Lancers, Santini personally built the Janissaries from the ground up, from personnel to equipment to doctrine. Wholly devoted to Duchess Candace and to St. Ives, over the past decade Santini has also served concurrently as director of logistics and as a military regional director. Since the armistice, he has maintained his position at the head of the Janissaries as well as his regional directorship.

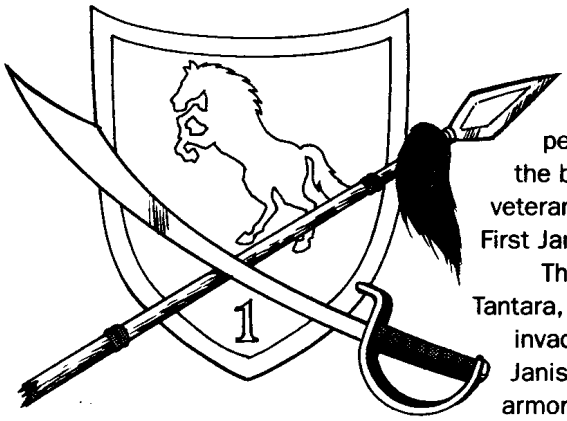
AVAILABLE FORCES

As the newest of the SIMC's combat units, the First and Second Janissary Brigades are equipped with the latest 'Mechs, vehicles and battle armor. The difference between the Janissaries and other units is the organization of their combat elements—each brigade comprises three combined-arms combat units. Analogous to reinforced regiments, each of these combat commands (CC) contains the equivalent of a battalion of 'Mechs and two armor battalions, along with an attached armored infantry company. Unlike almost any other combat unit, these commands fully integrate their disparate elements; 'Mechs and combat vehicles are often organized in mixed companies and lances, each given specific missions.

Both brigades are also assigned an aerospace wing, as well as independent artillery and mechanized armored infantry battalions. The Janissaries' superior level of coordination makes their implementation of combined-arms doctrine outstanding, proved by the brigades' successes in combat.

COLORS AND INSIGNIA

The insignia of the Janissary Corps is a sword crossed with a spear, set over a shield emblazoned with a stylized stallion. The Janissaries paint their 'Mechs and equipment blue and red, with green and yellow highlights.



1ST JANISSARIES: THE PRIDE OF TANTARA

The first of a new type of military unit, the First Janissaries were widely trumpeted as the next generation of St. Ives' defenders. *Jiang-jun* Santini personally chose the best and brightest of the SIMC to make up this brigade, in many cases passing over veteran officers for unproven but energetic subordinates. Around this core, he built the First Janissaries and taught them a new doctrine of warfare.

The First Brigade kept a cautious distance when Capellan forces initially struck Tantara, an act the CCAF misinterpreted as timid. When the brigade finally descended on the invaders, the Fifth Confederation Reserve Cavalry was totally unprepared for the Janissaries' successive waves of coordinated thrusts and feints and paralyzed by the armored infantry's rear-area attacks. Their chain of command shattered, the Reserve Cavalry pulled back until reinforcements arrived. The First Janissaries continued the fight even in the face of overwhelming odds, but eventually their lack of experience cost them avoidable losses and forced them to abandon their homeworld. From Tantara they went to Warlock, where they resolutely held the Compact's production facilities against continued CCAF assaults until the final cease-fire.

The First Brigade's insignia is a sword crossed with a spear, set over a ivory-trimmed shield emblazoned with a stylized stallion. Beneath the stallion, an ivory number one designates the brigade as the First Janissaries. Though their insignia originally incorporated gold, they were forced to remove that highlight after being absorbed into the CCAF.

OFFICERS

Sang-shao Tan MacKenzie is the youngest *sang-shao* in the St. Ives military and the only tank officer to command a 'Mech unit. In charge of an armor platoon in 3054, MacKenzie accepted *Jiang-jun* Santini's offer of a command in the newly forming First Janissaries and four years later was officially promoted to *sang-shao* at the age of twenty-eight. Since then, he has kept his brigade focused on their duty to St. Ives.

TACTICS

The First Brigade commonly keeps its foes off-balance by attacking in waves, hitting fast and then fading, making it impossible for an enemy to accurately estimate their numbers. The First's 'Mechs then pin the frustrated opposing forces in place while its armored infantry, artillery and fighters rip them to shreds.

1st Janissary Brigade
3 Regiments/Regular/Questionable (Reliable)
CC Alpha: *Sang-shao* Tan MacKenzie
CC Beta: *Zhong-shao* Gregorio Pastanelli
CC Gamma: *Zhong-shao* Linda Briscoe

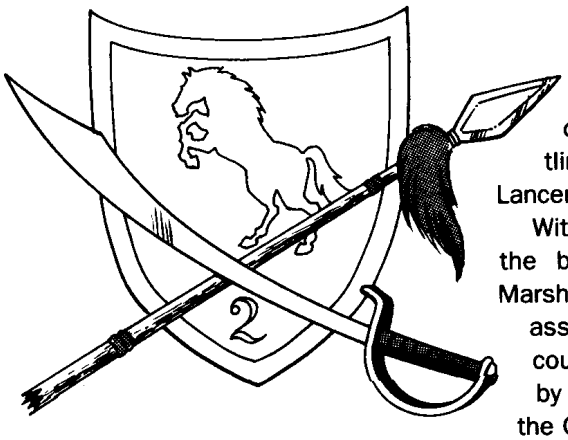
In a departure from military convention, the veteran Alpha Command is the First Brigade's lightest and most mobile unit. Though it took some casualties against the CCAF, its speed and ability to call in devastatingly accurate artillery barrages kept this unit alive where others would have been destroyed. Combat Command Beta, the anchor of the brigade, is made up almost exclusively of heavy and assault 'Mechs and vehicles but remains at 70 percent strength after the recent hard fighting. Gamma is the brigade's maneuver regiment, commonly referred to as the "Wild Turk Cavalry." Casualties in the final months of the Capellan war cost this command several experienced warriors, who have since been replaced by wet-behind-the-ears cadets. Consequently, Gamma is rated green.

275th Aerospace Wing
Wing/Veteran/Questionable (Fanatical)
CO: *Kong-sao-shao* Francis Kristofur

Though heavily involved in fighting on several different worlds, the 275th is near full operational strength, having lost only three craft during the war to mechanical problems.

1st Ranger Auxiliary
Battalion/Veteran/Questionable (Reliable)
CO: *Sao-shao* Prehn Yuan

At the height of the Capellan war, the First Ranger fielded two full battalions of armored infantry. Casualties and transfers to other units have since brought them down to a mere two companies that augment the Brigade's artillery batteries, as well as a few special forces. They intend to rebuild to a full battalion as soon as possible.



2ND JANISSARIES: THE PRIDE OF WARLOCK

The Second Janissaries entered service in March of 3060, after three years of preparation. The unit traveled to several different worlds for training before settling on its homeworld of Warlock, less than two months before the Blackwind Lancers' fateful assault on Hustaing.

Within weeks of the war's start, the Second Brigade tasted its first blood, reinforcing the beleaguered defenders on Denbar. The Second initially fared well against Marshigama's Legionnaires but were taken aback by the sheer ferocity of subsequent assaults by Capellan Warrior House troops. The Second Brigade quickly learned to counter many of the Warrior Houses' shock tactics and dealt a significant counterblow by using their own armored infantry in ambush. Despite their best efforts, however, the Capellan onslaught overcame them and they lost control of the planet.

The Second continued the fight on Denbar for several months before relieving the Cheveau Legers on the heavily embattled world of Indicass. Though they arrived too late to save the Legers, the Second's appearance forced the CCAF to divert even more resources to capturing the world, thereby relieving pressure in the so-called "Teng Thumb" region. The Capellans' overwhelming numbers ultimately forced the Second to withdraw again, this time to St. Loris. Both sides claimed control of that world several times prior to the end of the war, when St. Ives forces spearheaded by the Second Brigade and Khorsakov's Cossacks ultimately prevented the system's loss to the CCAF.

The First Brigade's insignia is a sword crossed with a spear, set over a silver-trimmed shield emblazoned with a stylized stallion. Directly below the stallion, a silver number two designates the brigade as the Second Janissaries.

OFFICERS

Promoted to command of the entire brigade in the wake of the Black May attacks on Indicass, *Sang-shao* Angelina Ilyanova quickly adapted to her new role. The illegitimate daughter of Pavel Ridzik, the former Confederation strategic director, Ilyanova moved to the St. Ives Commonality as a young girl with her mother and stepfather. She was one of the new SIMC's first recruits and later graduated from the first SIAMS cadet class. She shares her natural father's knack for strategy, a gift that allowed her to keep the CCAF at bay for so long on St. Loris.

TACTICS

Under the leadership of *Sang-shao* Ilyanova, the Second Janissaries have turned their attention toward the long-term resolution of conflicts. Consequently, they fight to win a campaign rather than individual battles. Others have ridiculed their methods, but few can argue with a unit that held a superior force at bay on St. Loris for months.

2nd Janissary Brigade
3 Regiments/Regular/Questionable (Reliable)
CC Alpha: *Sang-shao* Angelina Ilyanova
CC Beta: *Zhong-shao* Souzan Markovic
CC Gamma: *Zhong-shao* Jacques Calais

In contrast to the First Brigade, the Second's Alpha Command is the brigade's heaviest unit. It also sustained the greatest losses and is more than two companies understrength. The green Beta Combat Command fields an unusually large number of vehicles, making it somewhat less flexible in the types of terrain it can traverse. Opposing 'Mech units often underestimate the command for that very reason, which gives Beta staying power beyond its green quality rating. Combat Command Gamma, fielding full companies of OmniMechs, operates extensively with the Ranger Auxiliary.

288th Aerospace Wing
2 Wings/Regular/Questionable (Reliable)
CO: *Kong-sao-shao* Ruben Carter

During the Capellan war, the 288th absorbed elements of the Cheveau Legers and Denbar's Home Guard aerospace arms, almost doubling the unit's normal strength.

2nd Ranger Auxiliary
2 Battalions/Veteran/Questionable (Reliable)
CO: *Sao-shao* Joseph John Thohn

Despite becoming embroiled in several costly battles, the Second Ranger survived the recent war with relatively few casualties, a testament to the skill of its personnel.

FREE CAPELLA

Little more than a loose alliance among dozens of anti-Capellan dissident groups in the wake of the Fourth Succession War, Free Capella grew into a large, professionally run organization. Mandrinn Tormano Liao, brother of Duchess Candace Liao and a prominent Capellan defector, took the reins of Free Capella after the Fourth Succession War at the behest of Prince Hanse Davion. The prince provided financing and direction for the movement, devoting it to freeing the Capellan Confederation from what he termed "the evil tyranny of its current leadership."

Following an ill-conceived operation in 3055 that could have signaled the end of Free Capella, the organization underwent a radical shift in its leadership and goals. Duke Kai Allard-Liao took his uncle's place as Free Capella's leader and turned it into a benevolent charity, giving aid and care to those who needed it throughout former and current Capellan territories. Though ostensibly cut off from his own organization, Mandrinn Liao quietly continued to finance and support Free Capella's less legitimate missions while serving as Archon Katrina Steiner's personal adviser. While his nephew became more deeply entangled in the Star League action against the Clans, Mandrinn Liao likewise became more heavily involved with the organization he had founded.

The Mandrinn reclaimed leadership of Free Capella when the St. Ives/Confederation war broke out and immediately turned it toward breaking the Confederation's back. While his underground network of spies and saboteurs launched terrorist attacks on worlds across the Capellan Confederation, Tormano Liao began recruiting additional mercenary units to supplement the loyalist regiment he had already raised. Though in recent years, quality mercenary units have been in short supply, the Mandrinn successfully hired several small units to assist in the war effort.

Armistice or no, Free Capella continues. It no longer attempts to undermine the Capellan government directly, but sees itself as a watchdog and stands ready to intervene on behalf of the Capellan people should they want or need such protection.

COMMAND STRUCTURE

Tormano Liao's son Treyhang currently leads Free Capella, a position he inherited after his father's death in a Black May attack on Indicass. Originally considered a spoiled dilettante, Treyhang Liao has proved a cunning foe. Though trained as a MechWarrior, he leaves actual fighting to his combat units, preferring the political battlefield. His social skills and connections have enabled him to almost double Free Capella's operating income; by all accounts, he surrounds himself with the best that money can buy.

Since the demise of the St. Ives Compact, Free Capella has moved its base of operations to the Davion world of Spica. With recent events distracting Duke George Hasek, as well as several powerful local lords attempting to pressure Free Capella into assisting their own designs, Treyhang Liao will likely move operations to a more neutral world—if he can find one. In the meantime, Free Capella accepts the occasional "invitation" to inspect a Confederation world.

AVAILABLE FORCES

Though more a political than a military organization, Free Capella fields two major military commands and employs several smaller mercenary groups. Each of these units reports directly to Treyhang Liao, who hands out assignments as he deems fit. Since the end of the Capellan war, these units have clashed head-on with the CCAF only once, more often waging a subtle campaign against Capellan aggression throughout the region. Persistent rumors claim that Free Capella is supporting the Jie Fang Legion and may permanently absorb this St. Ives nationalist unit when its contract with Duke George Hasek expires.

Tormano Liao's initial acquisition of a Blackwind Lancers battalion left Treyhang a legacy on which to build. The entire regiment is under his authority, giving him a powerful veteran force with which to advance Free Capella's interests.

COLORS

Following the death of Mandrinn Tormano Liao, Free Capella subtly changed its insignia and colors. Free Capella's crest, now titled *The Promise*, shows a dragon coiled around the world of Indicass, where once it showed Sian. This change reinforces Treyhang Liao's message that Free Capella is a safeguard, not a conqueror. All Free Capella personnel wear the insignia emblazoned boldly on the left breast of their uniforms; it also appears on the left breast of each 'Mech, the left fuselage of a fighter and the left plastron of a vehicle. The organization and its subordinate units use tan and ivory for uniforms and combat equipment, replacing the original gold and ivory. Treyhang Liao is attempting to downplay any threat to Sun-Tzu by this change, refraining from appropriating the "Chancellor's favor" by awarding gold to his own units.

BLACKWIND LANCERS: STANDARD-BEARERS

The Blackwind Lancers have a proud heritage dating back to General Kerensky's long-ago crusade against Stefan Amaris the Usurper. When the Compact seceded from the Capellan Confederation, the Lancers remained with the SIMC, honoring their many years of service to St. Ives and Duchess Liao. For nearly three decades, the Blackwind Lancers guarded the Compact's border against Confederation raids. In 3040, they took the fight to the Confederation in response to an assault that killed thousands on Indicass.

Ironically, the Lancers' actions in a similar incident prompted Chancellor Sun-Tzu Liao to launch his invasion of the St. Ives Compact. The Lancers' second battalion launched an unauthorized attack against Chancellor Liao's entourage on the border world of Hustaing, apparently in an attempt to capture or kill him. Instead, they found themselves surrounded and outgunned. They fought savagely to escape the trap, surrendering only when they realized there was no way out.

After its repatriation to the Compact, the second battalion took to the field once more in its homeland's defense. During the fighting, they discovered circumstantial evidence suggesting that their commander may have been a Capellan agent, though nothing has yet been proved. The full Blackwind Lancers regiment eventually reunited on Ambergrist under the command of Colonel Warner Doles, flying the flag of Free Capella as its premier unit. There, they resolutely held the line against the CCAF until the end of the war. Rather than submit to the Confederation, the Lancers slipped away in the confusion following the armistice and rejoined Treyhang Liao.

The Blackwind Lancers' colors were stricken after the second battalion's disgrace on Hustaing. They currently use the Free Capella crest as their insignia. The Lancers paint their equipment tan and ivory with blue highlights.

OFFICERS

Colonel Warner Doles took official command of the Lancers on 17 July 3062, as the unit finally re-formed on Ambergrist. Thrust into command by circumstances beyond his control and the machinations of Tormano and Treyhang Liao, Colonel Doles has so far proved to be the right man at the wrong time. His leadership united the shattered Lancers and quickly shaped them back into a potent force.

TACTICS

The Lancers thrive on the "divide and conquer" principle. Whenever possible, they attempt to lure the enemy into an ambush with a token force, only to surprise and surround their foe with superior numbers. Timing is everything in Lancer tactics.

Blackwind Lancers
Regiment/Veteran/Independent
CO/1st Batt: Colonel Warner Doles
XO: Lieutenant Colonel Jahna Castillian
2nd Batt: Major "Trapper" Jim McIntyre
3rd Batt: Major Tare Ni Phe

After almost three years of heavy fighting, the Lancers' 'Mech regiment remains short by almost three companies, with no end to its supply problems in sight. For the time being, the Lancers make do with bits and pieces of new equipment flowing into their depots and what little they managed to salvage from the battlefields while Mandrinn Treyhang Liao searches for other avenues of supply.

51st Air Lancers
Wing/Veteran/Independent
Wing Cmdr: Major Skip Pasquinelli

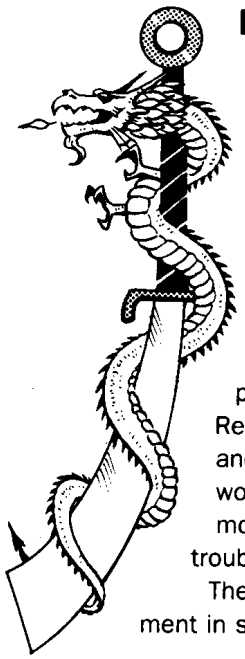
After they helped decimate the Taurian Velites on Ambergrist, many are now calling the Fifty-first the "Bull Fighters."

104th Armored Lancers
Battalion/Regular/Independent
CO/1st Rgt: Lieutenant Colonel Zhan Caanan
XO: Major Rebecca Tcho

The remainder of a full armored regiment, the 104th fields hovercraft and two lances of SRM carriers.

85th Armored Grenadiers
Battalion/Green/Independent
CO: Lieutenant Colonel Stephen Devon

Though the Eighty-fifth lost more than half its personnel in combat, the unit is back up to full strength thanks to an influx of volunteers. This command is used as security detachments more often than as a fighting force.



BORODIN'S VINDICATORS: CHAMPIONS OF THE GRAND UNION

The genesis of the Vindicators came to Mandrinn Tormano Liao in the mid-3050s, when he realized that Free Capella would need more than hired mercenaries if hostilities with the Capellan Confederation ever broke out. Knowing that neither the Federated Commonwealth nor the Compact would fund or approve the raising of Free Capella's own troops, the Mandrinn skimmed monies from the organization's coffers and hid them in accounts across the Inner Sphere until he had squirreled away enough to field an entire BattleMech regiment. After his nephew Kai ousted him as titular head of Free Capella, he quietly continued to solicit contributions for this effort.

Borodin's Vindicators came together quickly once Mandrinn Liao gained access to the Lyran Alliance's logistics network. By late 3058, the Mandrinn's dream had become a reality. He drafted most of the unit's personnel from the old Tikonov region, specifically looking for members or descendants of members of the Republican Guard. When the Capellan war broke out, Mandrinn Liao brought the Vindicators into the public eye and made them available to the Compact's defenders. After the armistice, when Spica's ruling Diem declared his world independent of Confederation control, Treyhang Liao ordered the Vindicators to garrison the planet. This move allowed Duke George Hasek of the FedCom's Capellan March to station some of Spica's defenders in other troubled areas.

The Vindicators' insignia is a Han dragon coiled around a *dadao* sword. The Vindicators paint their combat equipment in standard Free Capella colors with red highlights.

OFFICERS

Mandrinn Tormano Liao personally chose retired Leftenant General Viktor Borodin to head up his new unit. A onetime member of the Republican Guard later cashiered by the LAAF, Borodin's intense hatred for the Capellan Confederation made him the perfect candidate for Mandrinn Liao's scheme. The short-tempered colonel resents the assignments the Vindicators received during the Capellan war, however, as well as Treyhang Liao's preference for the Blackwind Lancers as Free Capella's flagship unit. So far, Colonel Borodin remains dissatisfied with the younger Liao's mostly superficial conciliatory gestures.

TACTICS

Under Colonel Borodin's guidance, the Vindicators practice fighting in echelon, rotating several waves through the battle to keep an enemy off-balance and to keep their own elements as fresh as possible. The rump fourth battalion serves this purpose when all the others are engaged.

Borodin's Vindicators
Regiment/Regular/Independent
CO/1st Batt: Colonel Viktor Borodin
2nd Batt: Major Vanya Telerev
3rd Batt: Major Alexander Morovia
4th Batt: Major Tanya Shindler

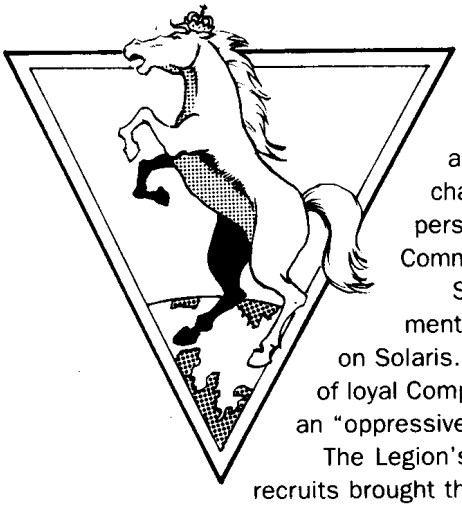
Since taking up station on Spica, the Vindicators have begun the slow process of rebuilding and re-equipping. Taking advantage of contacts in the Republican Guard, the Vindicators are healing at a slightly faster pace than the Blackwind Lancers. Currently the 'Mech regiment is short by only four lances. The unit prefers faster machines, which are easier to swap out in echelon battle maneuvers. Fourth Battalion's two companies employ MASC and triple-strength myomer for extra bursts of speed.

Borodin's Red Wings
Wing/Regular/Independent
Wing Cmdr: Major Mikhail Pogarski

Borodin's aerospace arm met heavy resistance during their burn-in to Ambergrist and defending against the Capellan landing on Texlos. Though they still exist on paper, the Red Wings have only five functional aerospace fighters. They are acquiring new craft on a monthly basis.

Vindicator Cavalry
2 Battalions/Regular/Independent
Armor Cmdr: Major Nori Hanus

The Cavalry consists of a double battalion of armor and mechanized infantry. Additional infantry companies and battalions are training, but none is scheduled to enter service for at least eight months and may be routed to the Blackwind Lancers instead.



JIE FANG LEGION: GUARDIANS OF LIBERTY

Though combatants on both sides welcomed the end of the Capellan civil war, the terms of the armistice were far less well-received. Rather than submit to the Capellan Confederation and its Chancellor, large numbers of the SIMC's officers and enlisted troops chose to take their chances elsewhere. In the confusion following the signing of the armistice, thousands of military personnel and countless civilians left the St. Ives Commonality, bound for Federated Commonwealth worlds such as Spica, Kittery and Safe Port.

Staying close to their roots, some of these defectors chose to join the Free Capella movement. Others sought to make their own destiny, on Outreach or in the re-forming dueling circuits on Solaris. Many were drawn to Kittery, where former SIMC Colonel Jin-Quo Yong was building a legion of loyal Compact expatriates committed to someday freeing the people of the St. Ives Commonality from an "oppressive Capellan government."

The Legion's numbers continue to grow daily, putting the unit in desperate need of equipment. Some recruits brought their own vehicles and transport; a few enterprising officers even rerouted some SIMC shipments, providing the Legion with a company of brand-new BattleMechs and other needed vehicles and supplies. Most of all, however, the Legion needed a patron. Colonel Yong found one in Duke George Hasek of the Federated Commonwealth. Despite the growing difficulties he faced as ruler of the Capellan March, Hasek took up the St. Ives cause as a way of continuing to aid Duchess Candace. To give the Legion some legitimacy, he placed the unit under mercenary contract and equipped them with the Inner Sphere's latest military hardware.

The Jie Fang Legion's insignia is a rearing white stallion wearing a gold crown, standing on the world of Sian and set against an inverted green triangle with a gold border.

OFFICERS

A career SIMC officer until the armistice was signed, Colonel Jin-Quo Yong graduated at the top of the first SIAMS class. As a devout believer in the ideals that had moved Duchess Liao to secede three decades previously, he could not accept renewed Confederation control. He arranged for a transport to take him and some of his former unit to Kittery. Based on his performance as the Cheveau Legers' commanding officer, Yong is a flexible thinker and a talented tactician who prefers a hands-on command style.

TACTICS

The Legion has only just begun to train together and has yet to show marked tactical preferences. They are known for hard fighting in urban offensive scenarios.

Jie Fang Legion
Regiment/Veteran/Independent
CO/1st Batt: Colonel Jin-Quo Yong
2nd Batt: Lieutenant Colonel Francesca Kolby
3rd Batt: Major Hoai D'Arquette

The Legion can call on enough MechWarriors to make up more than two full regiments, though its equipment allows it only to field a force less than a third of that strength. On paper, the 'Mech regiment contains three reinforced battalions, staffed mainly by veterans of the Capellan civil war. Other warriors may have to be let go in the next few months as the Legion pares down to a size it can support.

Legion Aerospace
2 Squadrons/Regular/Independent
Wing Cmdr: Major Freda Tantovich

The Legion built its aerospace wing on a shipment of *Lightning* fighters diverted from HildCo, but the unit remains short on pilots.

Legion Cavalry
Regiment/Green/Independent
Armor CO: Lieutenant Colonel Robert Hewitt

The Cavalry remains understrength, though now only by a few platoons. The preponderance of armored vehicles in and around Capellan space made equipping the Cavalry far easier than other portions of the Legion.

Legion Infantry
Regiment/Green/Independent
Troop CO: Lieutenant Colonel Norton Highcliff

The Legion Infantry is mostly made up of standard infantry troops, plus a squad of armored infantry. Artillery and mechanized recon squads compose much of this command.

FREE REPUBLIC REVOLUTIONARIES: REBELS WITHOUT DIRECTION

Following the secession of the Tikonov worlds during the Fourth Succession War, Lord Pavel Ridzik formed his Republican Guard regiments around CCAF veterans. Many Guard members naturally balked when Prince Hanse Davion absorbed their worlds into his Sarna March following Ridzik's murder. Rather than submit to the prince, these malcontents went AWOL.

The revolutionaries initially operated in small bands, launching assaults on government and military facilities. Those uncoordinated attacks almost proved their undoing, as Prince Hanse's intelligence agencies swiftly located and eliminated many of the revolutionary cells. The survivors learned from their mistakes. The Free Republic Revolutionaries emerged in early 3033, following months of clandestine meetings and several brief power struggles.

Though finally united under a single banner, the FRR remained paralyzed by a lack of financial and popular support. With no revenue coming in from outside the Federated Commonwealth, the Revolutionaries kept a low profile for years, eking out an existence through the generosity of a handful of citizens. Save for a few attacks and their brief raiding campaign in the Sarna March during the Clan war, the Revolutionaries could do little more than sustain a mostly benign propaganda crusade against the might of the AFFC.

That situation changed in 3060. As the Xin Sheng movement stoked nationalist flames in the hearts of Tikonov's people, the Revolutionaries gained widespread popular support. With the few military assets left to them, they brazenly attacked AFFC outposts, FedCom government buildings and FedCom troops. Before long, no AFFC soldier could safely leave a secure area after dark. In light of the current troubles plaguing the Federated Commonwealth, the Revolutionaries are still operating in the public eye and are apparently enjoying their newfound legitimacy. Staging from secret bases, the Revolutionaries are carrying out more and bolder operations than ever before.

The Revolutionaries' insignia is an avenging spirit, crowned and wielding a sword, battling a fox. Parade colors are brownish-red and tan.

OFFICERS

Colonel Reynard Bartholomew is believed to command the Revolutionaries' aerospace unit. No additional information is available.

TACTICS

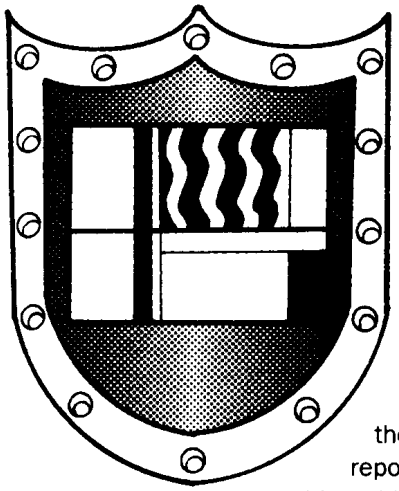
Still a tiny organization, the Revolutionaries prefer to fight small hit-and-run engagements. They lost their one standup fight, ripped apart by the better-equipped and -trained AFFC.

Revolutionaries 'Mech Brigade
Regiment/Regular/Independent
CO: Unknown

No one knows the Revolutionaries' exact numbers, but reliable estimates suggest they currently field slightly less than three full 'Mech battalions distributed among six independent cells. The battalions have fought together on two occasions. The first time, they landed on Algol and came to the assistance of the Second Republican in a recent clash. The second and far more costly incident occurred on Demeter, where the unit sustained heavy losses from two forces reported to be fighting each other.

Revolutionaries Aero Brigade
Reinforced Squadron/Veteran/Independent
Wing Cmdr: Colonel Reynard Bartholomew

The Aero Brigade consists of nine fightercraft organized in three triple elements. Normally assigned to protect the Revolutionaries' transport assets, Colonel Bartholomew's pilots are capable dogfighters.



SARNA MARTIAL ACADEMY CADRE

The Sarna Martial Academy was once a premier military institution, first in the Sarna Commonality and then in the Federated Commonwealth's Sarna March. Despite curriculum variations imposed because of changes in the region's nationality, the Academy turned out scores of Sarna's best-trained cadets and officer candidates every year. The dissolution of the Sarna March and the subsequent formation of the Sarna Supremacy brought an end to that impressive history. Many of the Academy's AFFC instructors either died in terrorist bombings or left as soon as Sarna declared independence. Enough staff remained to allow the school to function, but the damage had been done.

The Sarna Supremacy government kept the SMA's doors open by turning it into a virtual mercenary academy. Unable to supply enough qualified students from its own worlds, the Supremacy opened enrollment to anyone who could afford tuition. That practice lasted, at least on paper, until the Capellan Confederation stepped in and took over the school's administration. Unconfirmed reports indicate the Supremacy is still allowing outsiders to enroll, exchanging a donation for Capellan citizenship.

The Academy Cadre drafts the bulk of each graduating class into its rolls; only students who paid their own way through the Academy are exempt. Though the training cadre's high turnover prevents it from ever claiming overall veteran experience, it nevertheless represents a significant military presence. During Sarna's years of independence, the Academy Cadre traveled to each Supremacy world, defending the small realm against pirates and privateers. The unit even conducted a few quiet operations deep in the Chaos March.

Since the Sarna Supremacy became a Capellan protectorate, CCAF units have defended its worlds. Revamped once again, the Academy is teaching a curriculum that will allow graduates to enter the Capellan military. The training cadre has taken on several important roles, including temporary garrison duty on Capella during the recent civil war. There the Academy Cadre engaged the First St. Ives Lancers, who had dropped onto the planet in hopes of destroying or disrupting the CCAF's logistics network. Though the Cadre experienced heavy losses, they and Capella's other defenders sent the Lancers away battered and bloodied.

Today the Academy Cadre is a ghost of its former self, suffering from lagging Academy attendance and the casualties of the past several years. Once a full regiment plus supporting units, the cadre now fields less than half that strength. Though it has sufficient personnel to rebuild a significant portion of its forces, neither the Academy nor the Supremacy can afford replacement equipment, and CCAF assistance is not forthcoming. For the time being, however, the cadre remains operational.

OFFICERS

An AFFC veteran, Colonel Tan Strangleit chose to remain on his homeworld rather than pull out with the rest of the AFFC personnel. The Sarna Academy's superintendent quickly recruited him to head the Academy Cadre, a position he retains under CCAF administration. Since the change in authority, he has kept his unit functioning despite the losses incurred in a Pyrrhic victory on Capella.

TACTICS

In light of the cadre's dwindling numbers and capabilities, Colonel Strangleit is turning its focus toward small-unit tactics. The Academy Cadre has not seen real battle since its action on Capella, so the CCAF is reserving official judgment.

Sarna Martial Academy Cadre
Battalion/Green/Questionable
CO: Colonel Tan Strangleit

Once a full regiment, the cadre's 'Mech unit has dropped to reinforced battalion strength. Its equipment is poor even by training-unit standards, cobbled together from legitimate sellers and black-market connections throughout the Chaos March. Though most of its personnel are green, its leaders are combat-tested veterans.

CAPELLAN CONFEDERATION ARMED FORCES

(Deployment as of 1 July 3063)

Commander: Chancellor Sun-Tzu Liao
Strategic Military Director: *Sang-jiang-jun* Talon Zahn
BattleMech Strength: 44 regiments

SIAN COMMONALITY

Line Director: *Jiang-jun* Siona Aterade-Liao
Home Guard Director: *Jiang-jun* Chon Ji Hyung
BattleMech Strength: 9 regiments

Unit Name	Exp	Loyalty	Homeworld
Death Commandos (2 battalions)	Elite	Fan	Sian
Red Lancers	Elite	Fan	Sian
MAC Command (1 battalion)	Elite	Fan	Menke
1st MAC (Nightriders) (2 batallions)	Reg	Rel	Menke
4th Tau Ceti Rangers	Vet	Fan	Krin
Marshigama's Legionnaires (2 battalions)	Reg	Rel	Raphael
St. Cyr's Armored Hussars (2 battalions)	Grn	Rel	
Homestead/Purvo 2nd Confederation Reserve Cavalry	Vet	Rel	Xieng Khouang
5th Confederation Reserve Cavalry	Grn	Rel	Buenos Aires
6th Confederation Reserve Cavalry (Hustaing Warriors)	Reg	Rel	Hustaing
7th Confederation Reserve Cavalry	Grn	Ques	Altorra/Brixtana

CAPELLA COMMONALITY

Line Director: *Jiang-jun* Dan Gun
Home Guard Director: *Jiang-jun* Jason Spore
BattleMech Strength: 7 regiments, 1 battalion

Unit Name	Exp	Loyalty	Homeworld
Holdfast Guard (Blandford's Honorary)	Elite	Fan	Capella
4th MAC (Carson's Cavaliers)	Vet	Fan	Ares
5th MAC (Kyp's Kommando)	Vet	Ques	Masterson
15th Dracon (4 battalions)	Reg	Rel	Gei-Fu/Relevow
Shin Legion	Vet	Ques	Bithnia
1st Capellan Defense Force	Reg	Rel	Capella
2nd Capellan Defense Force	Grn	Ques	Necromo

LIAO COMMONALITY

Line Director: *Jiang-jun* Do San Mu
Home Guard Director: *Jiang-jun* Allen Dalmar
BattleMech Strength: 9 regiments

Unit Name	Exp	Loyalty	Homeworld
Dynasty Guard	Vet	Fan	Liao
2nd MAC (Angel's Regiment)	Elite	Fan	None
3rd MAC (The Wild Ones)	Reg	Rel	Kaifeng
Laurel's Legion (1 battalion)	Vet	Rel	Ningpo/Poznan
Harloc Raiders	Vet	Rel	Jonathan
Ambermarle's Highlanders (2 battalions)	Reg	Ques	Aldebaran
Kamakura's Hussars	Reg	Rel	Styk
Renshield's Dragoons	Vet	Fan	Tsinghai
Vong's Grenadiers	Reg	Ques	Tsingtao
Syn's Hussars	Grn	Rel	Wei

VICTORIA COMMONALITY

Line Director: *Jiang-jun* Petyr Andreyvich
Home Guard Director: *Jiang-jun* Won Hyo Yul-Gok
BattleMech Strength: 5 regiments, 1 battalion

Unit Name	Exp	Loyalty	Homeworld
Prefectorate Guard (4 battalions)	Reg	Rel	Victoria
Kingston's VCR	Reg	Rel	Yuris
Sung's VCR	Grn	Rel	Detroit
Lockhardt's Ironsides	Grn	Rel	Victoria
3rd Confederation Reserve Cavalry	Grn	Ques	Drozan

ST. IVES COMMONALITY

Line Director: *Jiang-jun* Adele Tsang
Home Guard Director: *Jiang-jun* Montgomery Bradson
BattleMech Strength: 7 regiments

Unit Name	Exp	Loyalty	Homeworld
1st St. Ives Lancers	Elite	Ques	St. Ives
2nd St. Ives Lancers	Elite	Ques	Teng
SIAMS Training Group	Grn	Ques	St. Ives
Aliesha's Mounted Fusiliers	Vet	Rel	Armaxa
Marcella's Armored Infantry	Reg	Rel	Indicass
1st Janissary Brigade	Reg	Ques	Warlock
2nd Janissary Brigade	Reg	Ques	Tantara

WARRIOR HOUSES

Grand Master of the Blessed Order: *Gao-shiao-zhang* Ion Rush
BattleMech Strength: 5 regiments, 2 battalions

Unit Name	Exp	Loyalty	Homeworld
House Imarra (2 battalions)	Vet	Fan	Sian
House Kamata (2 battalions)	Elite	Fan	Betelgeuse
House Hiritsu (2 battalions)	Vet	Fan	Randar / No Return
House Lu Sann (2 battalions)	Reg	Rel	Grand Base
House Dai Da Chi	Elite	Fan	Mandate
House Fujita (2 battalions)	Reg	Rel	Hunan
House Ma-Tsu Kai (2 battalions)	Vet	Rel	Wazan
House Ijori (2 battalions)	Grn	Ques	Jasmine

MERCENARIES

BattleMech Strength: 3 regiments

Unit Name	Exp	Loyalty	Homeworld
Little Richard's Panzer Brigade	Vet	Ques	Pleione
Gregg's Long Striders	Grn	Ques	Canopus
Hell's Black Aces	Elite	Rel	Liao
Rubinsky's Light Horse	Vet	Ques	St. Ives

CAPELLAN NATIONALS

Non-Confederation Capellan Commands
BattleMech Strength: 4 regiments, 2 battalions*

Unit Name	Exp	Loyalty	Homeworld
Blackwind Lancers	Vet	Ind	Spica
Borodin's Vindicators (4 battalions)	Reg	Ind	Spica
Jie Fang Legion	Vet	Ind	Kittery/Safe Port
Free Republic Revolutionaries	Reg	Ind	Unknown
Sarna Martial Academy Cadre (1 battalion)	Grn	Ques	Sarna

PERIPHERY ALLIES

Canopian Military Coordinator: Major Naomi Centrella
Concordat Military Coordinator: Colonel William Heise
BattleMech Strength: 7 regiments*

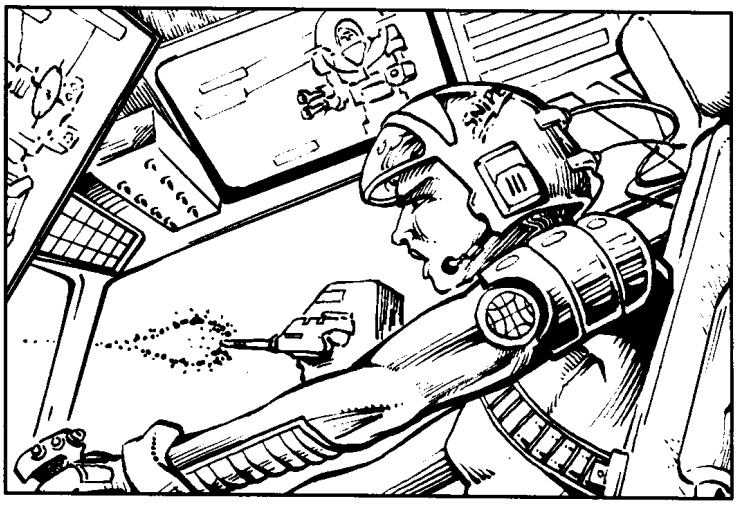
Unit Name	Exp	Loyalty	Homeworld
2nd Canopian Cuirassiers	Vet	Rel	Pella II
1st Canopian Light Horse	Reg	Rel	Brixtana/Altorra
3rd Canopian Fusiliers	Reg	Rel	Denbar/Milos
2nd Screaming Eagles	Reg	Ques	Palos
The Dragonslayers	Vet	Rel	New Roland
Taurian Velites (1 battalion)	Vet	Ques	Aldebaran
Concordat Jaegers (2 battalions)	Vet	Ques	Taga
Longwood's Bluecoats	Vet	Ques	Rollis

*Not included in CCAF force strength

RULES

This section provides new rules for regular campaign play that reflect the unique strengths and weaknesses of the CCAF and associated forces. These rules are for use with *BattleTech, BattleForce 2 (BF2)* and *MechWarrior Third Edition (MW3),* as noted in the text. References to the *BattleTech Master Rules* are abbreviated as *BMR.*

Unit Assignment Tables includes tables for quickly generating *BattleTech* forces for a pickup game. *CCAF Regimental Abilities* provides optional rules for simulating the unique characteristics of the various forces described in this manual. *MechWarrior Rules* offers a new Affiliation, several Life Paths and other supporting material intended for direct use with *MW3.* The last sections, including *New Equipment* and *New 'Mechs,* provide descriptions and game information for new weapons and vehicles.



UNIT ASSIGNMENT TABLES

The 'Mech and vehicle assignment tables in this section can be used alone, but they were designed to be used as an expansion to the *Creating Scenarios* rules starting on p. 97 of the *BMR.* Likewise, they may be used to supplement the Assignment Tables starting on p. 90 in *MW3.* Though the Random 'Mech and Vehicle Assignment Tables in this book can be used to determine the composition of any Inner Sphere force, it is designed specifically for use with the Capellan Confederation (and St. Ives) units. When using non-Capellan units, use the Random 'Mech Assignment Table from the appropriate *BattleTech Field Manual,* the *BMR* or *MW3* for more accurate force composition.

ASSIGNING 'MECHS AND VEHICLES

After determining the weight classes of the 'Mechs in each force (p. 104, *BMR*), use the Random 'Mech Assignment Tables, p. 123, to determine the specific 'Mech or vehicle designs.

To use the table, the players must first choose a faction of Capellan Confederation or St. Ives, then set the equipment ratings. Ratings are A, B and C for the CCAF (St. Ives). If playing lances or companies from specific CCAF regiments, consult *CCAF Rosters,* pp. 50–118, to determine the equipment rating of each force. Alternatively, the players may simply set an equipment rating for their forces (Equipment Rating B is considered average) or roll 1D6 each to determine their force's equipment rating; a result of 1 provides a rating of "A," a result of 2–4 a rating of "B" and 5–6 a rating of "C."

Using similar equipment ratings for both sides will increase the likelihood of an evenly matched battle.

Note that the "C" rating for the St. Ives Commonality Military uses the same column as the CCAF, which represents the older Confederation machines still in use.

Any player using the St. Ives Random 'Mech Assignment Table (unless stated otherwise) may roll once on the House Davion column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*), or the appropriate equipment column of the Random 'Mech Assignment Table: Federated Suns found in the upcoming *Field Manual: Federated Suns* for every four 'Mechs fielded. The choice to roll on an alternate column must be made before any other 'Mech assignment rolls. This simulates the years of close ties between the two states.

When playing the Confederation faction, for every eight 'Mechs fielded, the controlling player may roll once on the appropriate equipment column of the St. Ives Random 'Mech Assignment Table.

Vehicles follow all the standard rules for random force generation as found on p. 102, *BMR.* However, there is no equipment rating.

Assigning 'Mechs and Vehicles in MechWarrior

The Random 'Mech Assignment Table can also be used to assign the starting 'Mech or vehicle for a new MechWarrior character who comes from the Capellan Confederation or St. Ives. In this case, use this table instead of the standard Capellan Confederation column of the Vehicle Assignment Table (pp. 90–91, *MW3*). Base the character's equipment rating on the character's current unit (or the unit with which he or she last served).

If the character has not served in a unit, assume he has a rating of C. Increase the rating by one level for every two of the following that the character possesses: Land Grant, Title, an appropriate Contact (such as CCAF), Well-Connected (Confederation or St. Ives), Social Standing of seven or higher, or a Tour of Duty: Inner Sphere (only one Tour of Duty: Inner Sphere Path counts toward this total).

RANDOM VEHICLE ASSIGNMENT TABLE: CAPELLAN CONFEDERATION (AND ST. IVES)

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
	(20–35 tons)	(40–55 tons)	(60–75 tons)	(80–100 tons)
2	Cavalry Attack Helicopter [25]^{V}	Drillson Heavy Hovertank [50]^{H}	Manticore Heavy Tank [60]^{T}	Heavy LRM Carrier [80]^{T}
3	Galleon Light Tank [30]^{T}	Light SRM Carrier [40]^{W}	Bulldog Medium Tank [60]^{T}	Heavy LRM Carrier [80]^{T}
4	Skulker Wheeled Scout Tank [20]^{W}	Maxim Hover Transport [50]^{H}	LRM Carrier [60]^{T}	Demolisher Heavy Tank [80]^{T}
5	Saracen Medium Hovertank [35]^{H}	Hetzer Wheeled Assault Gun [40]^{W}	Manticore Heavy Tank [60]^{T}	Ontos Heavy Tank [95]^{T}
6	Scorpion Light Tank [25]^{T}	Vedette Medium Tank [50]^{T}	Bulldog Medium Tank [60]^{T}	Schrek PPC Carrier [80]^{T}
7	Pegasus Scout Hovertank [35]^{H}	Vedette Medium Tank [50]^{T}	SRM Carrier [60]^{T}	Ontos Heavy Tank [95]^{T}
8	Pegasus Scout Hovertank [35]^{H}	Hetzer Wheeled Assault Gun [40]^{W}	Po Heavy Tank [60]^{T}	Partisan Heavy Tank [80]^{T}
9	Harasser Missile Platform [25]^{H}	Regulator Hovertank [45]^{H}	Po Heavy Tank [60]^{T}	Partisan Defense Tank [80]^{T}
10	Galleon Light Tank [30]^{T}	Regulator Hovertank [45]^{H}	Zhukov Heavy Tank [75]^{T}	Partisan Defense Tank [80]^{T}
11	Striker Light Tank [35]^{W}	Condor Heavy Hovertank [50]^{H}	Brutus Assault Tank [75]^{T}	Demolisher Heavy Tank [80]^{T}
12	Hawk Moth Gunship [25]^{V}	Gladius Medium Hovertank [40]^{H}	Brutus Assault Tank [75]^{T}	Schiltron [80]^{W}

^{H} Hover ^{T} Tracked ^{V} VTOL ^{W} Wheeled

RANDOM 'MECH ASSIGNMENT TABLE: CAPELLAN CONFEDERATION

LIGHT 'MECHS (20–35 TONS)

2D6	CCAF A	CCAF B	EQUIPMENT RATING CCAF/SIMC C	SIMC A	SIMC B
2	OW-1D Owens [35]	JA-KL-1532 Jackal [30]	RVN-3L Raven [35]	OW-1 Owens [35]	ALM-7D Fireball [20]
3	FNHK-9K Falcon Hawk [35]	JR7-F Jenner [35]	JR7-F Jenner [35]	SDR-9K Venom [35]	RVN-3L Raven [35]
4	D9-G9 Duan Gung [25]	FS9-H Firestarter [35]	FS9-H Firestarter [35]	SCB-9T Scarabus [30]	WLF-1 Wolfhound [35]
5	ZPH-1 Tarantula [25]*	UM-R63 UrbanMech [30]	UM-R60L UrbanMech [30]	C-SK1 Cossack [20]	SDR-5M Spider [30]
6	SDR-7M Spider [30]	SDR-7M Spider [30]	JR7-D Jenner [35]	ALM-7D Fireball [20]	UM-R63 UrbanMech [30]
7	RVN-3L Raven [35]	UM-R63 UrbanMech [30]	UM-R60 UrbanMech [30]	RVN-3L Raven [35]	FS9-S Firestarter [35]
8	RVN-4L Raven [35]	RVN-3L Raven [35]	FS9-H Firestarter [35]	C-SK1 Cossack [20]	COM-5D Commando [25]
9	D9-G9 Duan Gung [25]	RVN-3L Raven [35]	UM-R60 UrbanMech [30]	WLF-2 Wolfhound [35]	JVN-10P Javelin [30]
10	HMR-3M Hammer [30]	JR7-D Jenner [35]	JR7-F Jenner [35]	SPR-5F Spector [35]	RVN-3L Raven [35]
11	EGL-2M Eagle [25]	ZPH-1 Tarantula [25]*	RVN-3L Raven [35]	D9-G9 Duan Gung [25]	BH-305 Battle Hawk [30]
12	C-SK1 Cossack [20]	D9-G9 Duan Gung [25]	HSR-300-D Hussar [30]	AF1 Arctic Fox [30]	C-SK1 Cossack [20]

MEDIUM 'MECHS (40–55 TONS)

2D6	CCAF A	CCAF B	CCAF/SIMC C	SIMC A	SIMC B
2	SYU-2B Sha Yu [40]	SNK-1V Snake [45]	CLNT-1-2R Clint [40]	ENF-6M Enforcer III [50]	HCT-5S Hatchetman [45]
3	HUR-R4L Huron Warrior [50]	MHL-2L Marshal [55]	HBK-4P Hunchback [50]	BSW-X1 Bushwacker [55]	CDA-3C Cicada [40]
4	MS1-OC Men Shen [55]	TBT-7M Trebuchet [50]	VL-2T Vulcan [40]	SNT-04 Sentry [40]	CLNT-2-3U Clint [40]
5	SNK-1V Snake [45]	BJ-2 Blackjack [45]	CLNT-2-3T Clint [40]	STH-1D Stealth [45]	DV-7D Dervish [55]
6	MS1-OO Men Shen [55]	CDA-3C Cicada [40]	CDA-2A Cicada [40]	HCT-5S Hatchetman [45]	VT-5S Vulcan [40]
7	VND-4L Vindicator [45]	VND-3L Vindicator [45]	VND-1R Vindicator [45]	BJ2-OF Blackjack [45]	BJ-3 Blackjack [45]
8	HUR-R4L Huron Warrior [50]	DV-7D Dervish [55]	VND-1R Vindicator [45]	BJ2-O Blackjack [50]	BJ-3 Blackjack [45]
9	BJ2-OE Blackjack [50]	CLNT-2-3U Clint [40]	HBK-4G Hunchback [50]	FS9-OA Firestarter [45]	BJ-2 Blackjack [45]
10	TR1 Wraith [55]	HBK-5N Hunchback [50]	TBT-5N Trebuchet [50]	BJ2-OC Blackjack [50]	VND-1AA Vindicator [45]
11	MS1-OA Men Shen [55]	HUR-R4L Huron Warrior [50]	BJ-2 Blackjack [45]	WTC-4M Watchman [40]	ENF-5D Enforcer [50]
12	BJ2-OE Blackjack [50]	BJ2-OE Blackjack [50]	VND-3L Vindicator [45]	MS1-O Men Shen [55]	STH-1D Stealth [45]

HEAVY 'MECHS (60–75 TONS)

2D6	CCAF A	CCAF B	CCAF/SIMC C	SIMC A	SIMC B
2	LHU-2B Lao Hu [75]	WR-DG-02FC War Dog [75]	CPLT-C3 Catapult [65]	HEL-C Helios [60]	CTS-6Y Cestus [65]
3	JN-G8A Jinggau [65]	THR-1L Thunder [70]	ON1-VA Orion [75]	MDG-1A Rakshasa [75]	AXM-1N Axman [65]
4	ON1-K Orion [75]	ON1-K Orion [75]	GHR-5H Grasshopper [70]	WR-DG-02FC War Dog [75]	JM6-DD JagerMech [65]
5	CTF-3L Cataphract [70]	GHR-5H Grasshopper [70]	CPLT-C4 Catapult [65]	GAL-1GLS Gallowglas [70]	CPLT-C3 Catapult [65]
6	CPLT-C5 Catapult [65]	CPLT-C4 Catapult [65]	CTF-1X Cataphract [70]	CTS-6Y Cestus [65]	CTF-3D Cataphract [70]
7	CTF-3L Cataphract [65]	CTF-3L Cataphract [70]	JM6-S JagerMech [65]	CTF-3D Cataphract [75]	CTF-3D Cataphract [70]
8	THR-1L Thunder [70]	CTF-3L Cataphract [70]	CPLT-C1 Catapult [65]	CES-3R Caesar [70]	CES-3R Caesar [70]
9	CPLT-C5 Catapult [65]	CPLT-C3 Catapult [65]	JM6-S JagerMech [65]	MTR-5K Maelstrom [75]	GHR-5J Grasshopper [70]
10	TSG-9H Ti Ts'ang [60]	GLT-5M Guillotine [70]	ON1-K Orion [75]	PTR-4D Penetrator [75]	GHR-5J Grasshopper [70]
11	TSG-9J Ti Ts'ang [60]	THR-1L Thunder [70]	CTF-2X Cataphract [70]	HEL-3D Helios [60]	GAL-1GLS Gallowglas [70]
12	HEL-3D Helios [60]	ANV-3M Anvil [60]	CTF-3L Cataphract [70]	HEL-4A Helios [60]	MTR-5K Maelstrom [75]

ASSAULT 'MECHS (80–100 TONS)

2D6	CCAF A	CCAF B	CCAF/SIMC C	SIMC A	SIMC B
2	SRC-3C Sirocco [95]*	Y-H9G Yu Huang [90]	STK-5M Stalker [85]	DVS-2 Devastator [100]	LGB-7Q Longbow [85]
3	MR-5M Cerberus [95]	AWS-9M Awesome [80]	AWS-8Q Awesome [80]	NSR-9FC Nightstar [95]	NSR-9J Nightstar [95]
4	MR-V2 Cerberus [95]	STC-2D Striker [80]	CP-10-Q Cyclops [90]	LGB-7Q Longbow [85]	EMP-6A Emperor [90]
5	STK-5M Stalker [85]	STK-5M Stalker [85]	STK-4P Stalker [85]	VTR-9K Victor [80]	AS7-K Atlas [100]
6	STK-5M Stalker [85]	CGR-1A5 Charger [80]	BNC-3E Banshee [95]	EMP-6A Emperor [90]	AWS-8Q Awesome [80]
7	STC-2D Striker [80]	CGR-1A1 Charger [80]	CGR-1L Charger [80]	EMP-6A Emperor [90]	VTR-9K Victor [80]
8	EMP-6A Emperor [90]	AS7-K Atlas [100]	STK-3F Stalker [85]	VTR-9K Victor [80]	CGR-1A9 Charger [80]
9	T-IT-N10M Grand Titan [100]	CP-11-A Cyclops [90]	CGR-1A5 Charger [80]	PLG-3Z Pillager [100]	BNC-5S Banshee [95]
10	Y-H9G Yu Huang [90]	AWS-9Q Awesome [80]	STC-2C Striker [80]	PLG-3Z Pillager [100]	PLG-3Z Pillager [100]
11	Y-H10G Yu Huang [90]	STK-3F Stalker [85]	AS7-D Atlas [100]	NSR-9FC Nightstar [95]	AWS-9Q Awesome [80]
12	PLG-3Z Pillager [100]	EMP-6A Emperor [90]	STC-2D Striker [80]	PPR-5S Salamander [80]	AS7-S Atlas [100]

*This is a four-legged (quad) BattleMech.

CCAF REGIMENTS

Each CCAF regiment possesses certain specialties and skills based on its experience and the abilities of its commanders. The regiment descriptions earlier in this book discuss these characteristics in detail. The following game rules simulate these characteristics and are intended to supplement existing *BattleTech, BF2* and *MW3* rules. These rules are intended to add variety to and enhance game play, but not to give any unfair advantages. Gamemasters and players should all agree on the use of any supplemental rules before game play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules and are ineligible for tournament play.

Many of the following rules are specifically designed for use with the *Creating Scenarios* rules (p. 97, *BMR*). However, players should feel free to use them in other game situations. Unless otherwise stated, the following rules apply to *BattleTech* games only.

USING HIDDEN UNITS RULES

Certain regiments can use the *Hidden Units* rules (p. 77, *BMR*) to set up part or all of their forces when scenario circumstances allow. If the opportunity does not exist, the regiment cannot exercise this option. For example, in a chase scenario both sides move at the start of the game, so the Hidden Units rules are void. In a standup fight scenario, however, one side can use the *Hidden Units* rules. Players must decide if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario type already call for hidden units, ignore the regiment's special ability to set up hidden units.

OVERLAPPING ABILITIES AND ADVANTAGES

If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing regiments both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine the edge from which a side will enter using standard rules.

FORCING THE INITIATIVE

Several Confederation regiments have the ability to "Force the Initiative" and gain bonuses to their Initiative rolls in *BattleTech* games. The bonus is equal to the number of enemy units the side destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a side with this capability receives a +2 Initiative bonus if it destroys 4 enemy units and loses 2 of its own during the previous turn.

OFF-MAP MOVEMENT

Some regiments are proficient in tactical movement behind the lines of combat. Regiments with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. This ability may only be used if the scenario type allows for it. For example, an offensive force may not use this ability in breakthrough scenarios; in a hold-the-line scenario, the defending force cannot use off-map movement.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the number of turns it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running/Flank MP rating (rounding fractions up). The result is the *minimum* number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires, but he must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle because they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for *Pointblank Shots from Hidden Units* (p. 77, *BMR*). This attack does not restrict the attacking unit's ability to make attacks in the following turn.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

OVERRUN COMBAT

Some regiments 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 regiments, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the

EQUIPMENT RATINGS

Rating	Description	Example
A	Top Priority	Red Lancers
B	Good	4th Tau Ceti Rangers
C	Adequate	Kamakura's Hussars

number of individual units that may move, designate and resolve their firing before any other units move and fire. "Extra" successes do not carry over into later turns (i.e., if the player has more successes than 'Mechs available to move). For example, an overrun-capable force makes an Initiative Roll of 11, while its opponent rolls only a 6. That gives the overrun-capable force a Margin of Success of 5, which means that two of its units may move and fire before any other units move (5 ÷ 2 = 2.5, rounded down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence. In other words, overrunning units do not count for determining how many units each side must move when alternating turns during the Movement, Reaction and Weapon Attack phases. Overrunning units make physical attacks as normal during the Physical Attack Phase.

BANKING INITIATIVE

Some regiments command an innate grasp of the ever-changing battlefield. Those that do can take advantage of this by electing to give up the Initiative only to seize it later in combat.

In game play, the player controlling these regiments may, *before* making the Initiative roll, choose to give the Initiative to his opponent. For each two turns the controlling player elects to lose Initiative he may, at a later round and before making the Initiative roll, choose to take the Initiative. The controlling player may only "bank" up to two Initiatives (giving up four Initiatives) at any one time in this way. For the purposes of any other special abilities, consider the opponent to have won or lost the Initiative (as appropriate) by a margin of 1.

BATTLEFORCE 2 COMMAND LISTS

Following are new command lists for use with the *BattleForce 2* game, reflecting the unique combat style of the St. Ives Military Command and the Chaos March/Sarna Supremacy. A command list for the regular CCAF appears in the *BattleForce 2* rulebook (p. 31).

St. Ives Command List

1 Alpha Strike!
2 Ambush
3 Ambush
4 Careful Aim
5 Evasive Action
6 Hello, HQ?
7 Charge!
8 Jam Transmission
9 Luck of the Fox
10 Luck of the Fox

Chaos March/Sarna Supremacy Command List

1 Alpha Strike!
2 Ambush
3 Doubletime March
4 Evasive Action
5 Evasive Action
6 Evasive Action
7 Fall Back!
8 Fall Back!
9 Hello, HQ?
10 Hello, HQ?

EQUIPMENT RATINGS

The name of each regiment is followed by a letter in parentheses. This letter is the regiment's equipment rating and represents its access to advanced 'Mechs and other equipment. The rating is used when assigning 'Mechs to a regiment using the Random 'Mech Assignment Tables, but it also indicates the regiment's relationship with the procurement division of its military, so it determines how easily the regiment can obtain equipment and supplies.

An equipment rating can be averaged out over a regiment's forces. So in a "B"-rated company, there may be an "A" lance, a "B" lance and a "C" lance in regards to equipment.

CAPELLAN HUSSARS

All Hussar regiments ignore any special ability of an opposing regiment that would inflict a negative Initiative modifier on the Capellan Hussars.

1st Hussars: Red Lancers (A)

The Red Lancers are a fearsome and intimidating presence on the battlefield. Enemy units may not voluntarily move into an adjacent hex with a Red Lancer unless the unit is Elite. During the Movement Phase, any non-Elite enemy unit that has not moved and finds itself adjacent to a Red Lancer must move—if sufficient Movement Points are available—until it is no longer adjacent to the Red Lancer. The Red Lancers may also employ off-map movement and banking Initiative.

2nd Hussars: Prefectorate Guard (A)

If the Second Hussars are ever reduced to one-third of their starting force, they lose the ability to ignore Initiative modifiers produced by enemy units.

Whenever the Second Hussars play the defenders in a scenario, they receive a +1 Initiative bonus. Any Hussar 'Mech that does not expend any Movement Points during a Movement

Phase has a –1 to-hit modifier during the subsequent Weapon Attack Phase. These modifiers are not cumulative from one turn to the next.

3rd Hussars: Holdfast Guard (A)

The Third Hussars ignore all special abilities of enemy regiments that affect them directly.

4th Hussars: Dynasty Guard (B)

If the Fourth Hussars are ever reduced to one-third of their starting force, they lose the ability to ignore Initiative modifiers produced by enemy units.

To represent the Fourth's incessant search for new equipment, one Guard 'Mech in every full lance deployed may choose to mount any single Inner Sphere weapon on his 'Mech. The added weight and critical space of the weapon must be made up for by removing other components; however, there is no risk of losing design integrity (see *Customizing and Retrofits*, p. 87, *BMR*).

WARRIOR HOUSES

When randomly assigning 'Mech forces, the Warrior Houses may choose to reroll any result that does not include one of the following 'Mech variants or configurations: *Cossack, Duan Gung, UrbanMech, Raven, Sha Yu, Snake, Vindicator, Huron Warrior, Men Shen, Helios, Ti Ts'ang, Catapult, Jinggau, Cataphract, Thunder, Lao Hu, Emperor, Yu Huang* and *Pillager.*

Additionally, one Warrior House 'Mech in every full lance deployed may choose to mount any two Inner Sphere weapons on his 'Mech. The added weight and critical space of the weapons must be made up for by removing other components; however, there is no risk of losing design integrity (see *Customizing and Retrofits*, p. 87, *BMR*).

House Imarra (B)

If an opposing regiment has equal or lesser experience than House Imarra, the opposing regiment suffers a –1 Initiative modifier. House Imarra may use the off-map movement and overrun combat special abilities.

House Kamata (B)

If using the *Concealing Information* or *Double-Blind Rules* (see pp. 51–52, *Maximum Tech Revised*), a House Kamata player may choose to look at one enemy unit's record sheet before the start of every turn. Once the turn has begun, the opponent may conceal the record sheet.

House Hiritsu (A)

When banking Initiative, a House Hiritsu player may forfeit and then bank Initiative on a one for one basis instead of the standard two for one. No more than two Initiatives may be "banked" in this manner.

If any infantry units are fielded, House Hiritsu gains a +1 Initiative bonus. At the beginning of any turn in which House Hiritsu does not have infantry, the Initiative bonus is lost.

House Lu Sann (B)

At the beginning of any turn in which a House Lu Sann player fields more 'Mechs than the enemy, he may force the Initiative.

House Dai Da Chi (A)

If an enemy 'Mech is destroyed while in a Woods or Building hex, a House Dai Da Chi 'Mech may occupy the hex, creating a zone of intimidation. During any subsequent turn in which the House Dai Da Chi 'Mech remains in the hex, enemy units may not move into or through an adjacent hex.

House Dai Da Chi VTOLs are adept at evasive maneuvers, adding a +1 to-hit modifier to all enemy attacks against them. However, the VTOLs also have an additional +1 to-hit modifier to their own attacks. If any House Dai Da Chi VTOLs are onboard during the Off-Board Attack Phase of a turn in which artillery rounds arrive onboard, the artillery rounds receive a –1 to-hit modifier.

House Fujita (B)

Any House Fujita 'Mech making a weapon attack against an enemy 'Mech that destroyed two or more House Fujita 'Mechs in previous turns receives a –1 to-hit modifier.

House Ma-Tsu Kai (B)

When randomly determining maps, House Ma-Tsu Kai may choose the maps instead of rolling. In any scenario where House Ma-Tsu Kai is the defender, any units beginning the game on the map may be hidden.

If any House Ma-Tsu Kai VTOLs or infantry are onboard during the Off-Board Attack Phase of a turn in which artillery rounds arrive onboard, the artillery rounds receive a –2 to-hit modifier.

House Ijori (B)

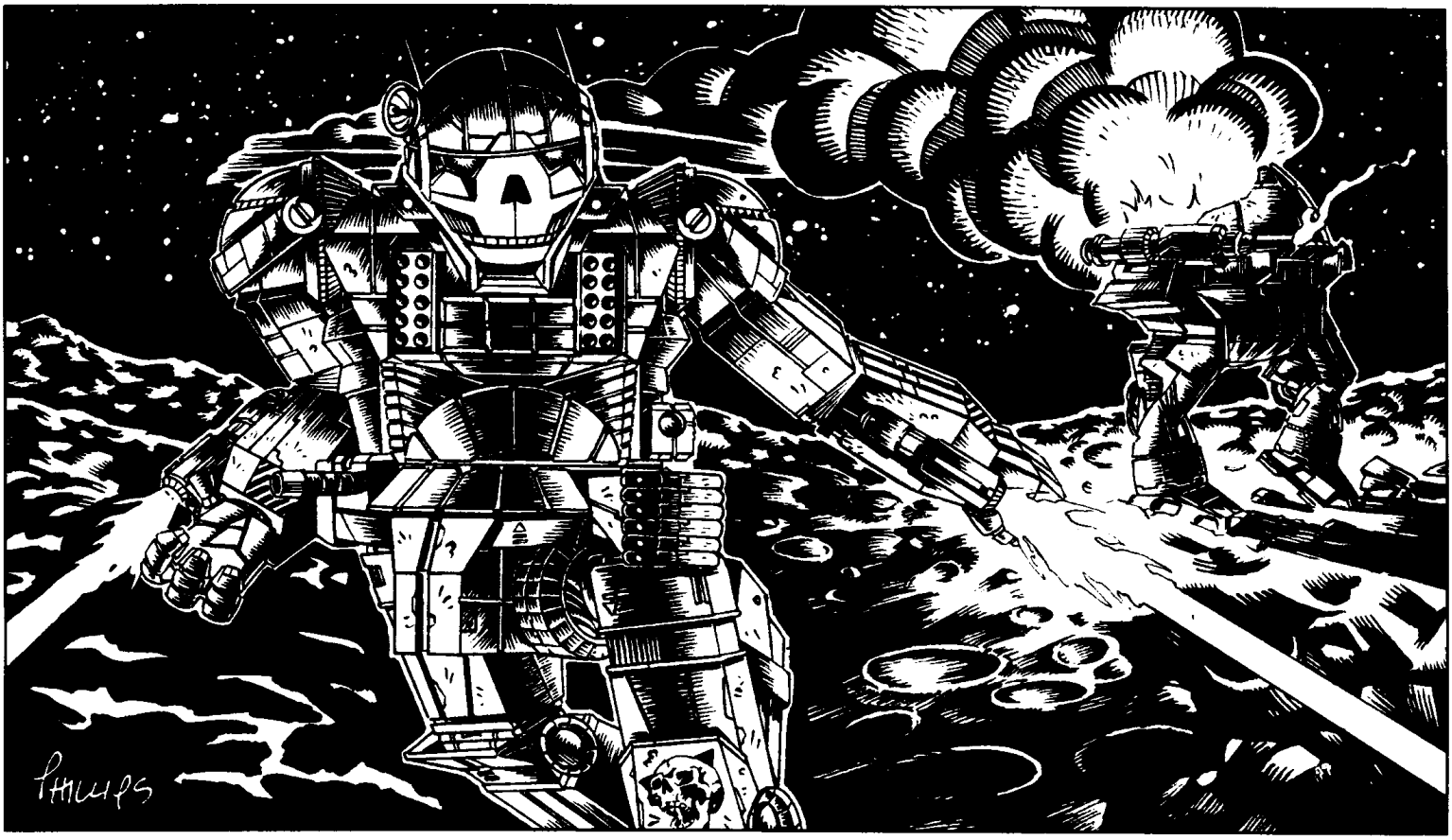
At the beginning of any turn in which a House Ijori player does not have infantry on the map, he suffers a –2 Initiative penalty. In urban terrain the Initiative penalty is only –1.

Any anti-BattleMech infantry (see p. 67, *BMR*) attacks made by House Ijori in urban terrain receive a –1 to-hit modifier.

Death Commandos (A)

The Death Commandos player chooses his entire force from among any Inner Sphere 'Mechs—they do not have to appear on any Random 'Mech Assignment Table.

The Death Commandos ignore all enemy regiment special abilities that affect opposing forces. At the start of a game, the Death Commandos player chooses and reveals two of the following special abilities for the battle: forcing the Initiative, off-map movement, overrun combat and banking Initiative. If an enemy force is not Elite, it suffers a –2 Initiative penalty each turn.



CONFEDERATION RESERVE CAVALRY

2nd Confederation Reserve Cavalry (B)

The Second CRC may reduce the total to-hit modifier for firing through and into woods by 1, regardless of how many Woods hexes are involved. 'Mechs in the Second CRC also receive a –1 to-hit modifier on any *Aimed Shot* (see p. 33, *BMR*), provided the 'Mech has not sustained any sensor critical hits.

3rd Confederation Reserve Cavalry (C)

This regiment suffers a –1 Initiative penalty if an opponent fields any aerospace fighters. If the controlling player of the Third CRC fields more then twelve 'Mechs, he randomly chooses one that will not enter the game due to needed repairs.

In an *MW3* campaign, any member of the Third CRC receives a free Contact (1) and an extra experience point in any game session where the Scrounge Skill was used successfully.

5th Confederation Reserve Cavalry (B, C)

If the Fifth CRC is defending, it may place up to 25 percent of its units as hidden. If any Fifth CRC infantry are onboard during the Off-Board Attack Phase of a turn in which artillery rounds arrive onboard, the artillery rounds receive a –1 to-hit modifier.

6th Reserve Cavalry (Hustaing Warriors) (B)

When randomly assigning 'Mechs to a Sixth CRC regiment, two out of every four must be a St. Ives 'Mech. Once the weight classes of these 'Mechs are randomly determined, the Hustaing player chooses which two 'Mechs will be St. Ives and then rolls on the SIMC B column of the Random 'Mech Assignment Table: Capellan Confederation (p. 123). Additionally, for every four St. Ives 'Mechs used, one must be Federated Suns. Follow the same procedure as above, but use the House Davion column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*) or the appropriate column of the Random 'Mech Assignment Table: Federated Suns in the *Field Manual: Federated Suns*. In all cases, the equipment rating of the Hustaing Warriors still applies.

Any time the Hustaing Warriors are used in a scenario, they must field at least one vehicle. Vehicle units may use the off-map movement special ability. A Hustaing Warriors regiment may force the Initiative.

7th Confederation Reserve Cavalry (C)

When randomly assigning 'Mechs to a Seventh CRC regiment, one out of every four must be a Periphery 'Mech, though the controlling player may choose to roll more than one of his four 'Mechs on the Periphery table. Once the weight classes of these 'Mechs are randomly determined, the Hustaing player chooses which 'Mech will be Periphery and then rolls on the Periphery section of Vehicle Assignment Table 4—

Miscellaneous (p. 93, *MW3*). If the Seventh CRC player rolls two or more 'Mechs on the Periphery section, the equipment rating of the regiment is shifted to a B for any remaining 'Mechs.

In an *MW3* campaign, members of the Seventh CRC may receive double experience points after any mission dealing with relations between the Capellan Confederation and the Magistracy of Canopus.

CAPELLAN DEFENSE FORCE

1st Capellan Defense Force (B)

The First CDF may use the off-map movement special ability. In addition, they receive only a +1 to-hit modifier during any night combat scenario, instead of the standard +2. At the beginning of any turn in which the First CDC player has more than double the enemy's aerospace fighters, he receives a +2 Initiative bonus.

2nd Capellan Defense Force (C)

When randomly assigning 'Mechs to a Second CDF regiment, one out of every four may use the B equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the Second CDF player chooses which 'Mech will be rolled on the B equipment rating column. Reroll any OmniMech result.

At the beginning of any turn in which an opponent uses aerospace fighters, the Second CDF receives a –2 Initiative penalty. When fighting in urban terrain, enemy units receive a +1 to-hit modifier when making weapon attacks against the Second CDF.

LIAO CHÁNG-CHÉNG

When randomly assigning 'Mechs to a Liao Cháng-Chéng regiment, one out of every four may be Federated Suns. Once the weight classes of the 'Mechs are randomly determined, the LCC player chooses which 'Mech will be rolled on the House Davion column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*) or the C equipment rating column of the Random 'Mech Assignment Table: Federated Suns in the *Field Manual: Federated Suns.*

1st LCC: Kamakura's Hussars (B)

During any turn in which every unit of the Kamakura's Hussars employs running/flank/maximum thrust movement, the opponent may not use or initiate any special abilities for the remainder of the current turn and the entirety of the subsequent turn. Any special ability already in progress, such as off-map movement, may continue normally.

2nd LCC: Renshield's Dragoons (A)

Any time the controlling player fields only vehicles and randomly generates his force, he may include one additional vehicle beyond initial force sizes agreed upon for the scenario.

The controlling player must designate one unit as the commander of Renshield's Dragoons. If the commanding unit is destroyed, the Second LCC automatically loses the Initiative for three consecutive turns. The enemy is considered to have won the Initiative by a margin of 1.

3rd LCC: Vong's Grenadiers (C)

In wooded or urban terrain, Vong's Grenadiers receive a –2 Initiative penalty. In any non-wooded or urban terrain, the Third LCC may use the overrun combat special ability.

4th LCC: Syn's Hussars (C)

Every 'Mech in Syn's Hussars may choose to mount any single Inner Sphere weapon. The added weight and critical space of the weapon must be made up for by removing other components; however, there is no risk of losing design integrity (see *Customizing and Retrofits,* p. 87, *BMR*).

VICTORIA COMMONALITY RANGERS

Kingston's Rangers (B)

Any time a unit from Kingston's Rangers is destroyed, all remaining Rangers units receive a –1 to-hit modifier to all weapon attacks on the following turn. The units may only use walking/cruising/safe thrust movement, or stand still, to obtain the modifier. Any Kingston's vehicles may use the off-map movement special ability.

Sung's Rangers (C)

When randomly assigning 'Mechs to Sung's Rangers, one out of every four must be a Periphery 'Mech, though the controlling player may choose to roll more then one of his four 'Mechs on the Periphery table. Once the weight classes of these 'Mechs are randomly determined, the Sung's player chooses which 'Mech will be Periphery and then rolls on the Periphery section of Vehicle Assignment Table 4—Miscellaneous (p. 93, *MW3*). If the Sung's player rolls two or more 'Mechs on the Periphery column, the equipment rating of the regiment is shifted to a B for any remaining 'Mechs.

When fielding twelve or more units, the controlling player must designate one lance as the command lance. Any time a command lance unit inflicts damage on an enemy unit, the damaged unit must attack the command lance during the Weapon Attack Phase of the following turn. If multiple command lance units inflict damage, the target may choose which command lance unit on which to concentrate fire.

MCCARRON'S ARMORED CAVALRY

When randomly assigning 'Mechs to a McCarron's Armored Cavalry regiment, the controlling player may choose to roll any of his units on any Inner Sphere Random 'Mech Assignment Table. However, the regiment must lower its normal

equipment rating by one step (e.g., an A equipment rating is lowered to a B).

At the beginning of any turn in which a MAC regiment fields more units and of greater experience than the enemy, the opposing regiment receives a –1 Initiative penalty.

McCarron's Command Battalion (A)

When banking Initiative, a McCarron's Command Battalion player may forfeit and then bank Initiative on a one for one basis instead of the standard two for one. No more than two Initiatives may be "banked" in this manner.

During any Movement Phase that an MCB unit spends only half its Walking MP (rounded down), it receives a –1 to-hit modifier for any weapon attacks during the subsequent Weapon Attack Phase.

The MCB player must nominate one unit as the command unit. If the command unit is destroyed, the opponent automatically wins the Initiative by a margin of 1 for the next three turns.

1st MAC: The Nightriders (A)

The Nightriders may force the Initiative. Any aerospace fighters fielded by the First MAC gain a –1 to-hit modifier for any strafing, striking or bombing attacks.

During any Movement Phase that enemy units are using off-board movement, the First MAC may move one unit off the map on the same side the enemy units are moving and force those units to double the number of turns (round up) until they reappear on the map. The First MAC's unit will reappear on the same hex it left the map on the turn following the appearance of the enemy units.

2nd MAC: Angel's Regiment (A)

At the beginning of any game, the controlling player of the Angel's Regiment announces which one of the following special abilities his regiment possesses: forcing the Initiative, off-map movement, overrun combat or banking Initiative.

Once the Regiment entrenches, it is hard to move them out. All enemy units receive a +1 to-hit modifier to any weapon attacks made against any Angel's Regiment armor or infantry units that expended no Movement Points during the Movement Phase of the same turn. This modifier is not cumulative.

3rd MAC: The Wild Ones (A)

When rolling on the Random Lance Type Table, reroll any result of 2 through 7; if rolling on the Random Company Type Table, reroll any result of 1 or 2.

At short range, all weapon and physical attacks made by Wild Ones units receive a –1 to-hit modifier. The Medium Range Modifier is reduced by –1. The Long Range Modifier is increased by +1.

At the beginning of the game, the Wild Ones player must designate a command unit. As long as the command unit remains in play, the Wild Ones may use the off-map movement special ability. If the command unit is destroyed while off-map movement is taking place, the controlling player may continue the movement and return to the map, but may not initiate any additional off-map movements.

The Wild Ones tend to ignore infantry until slapped in the face. All infantry attacks against the Wild Ones gain a –1 to-hit modifier. If an infantry attack destroys a Wild Ones unit, the modifier is lost.

4th MAC: Lord Carson's Cavaliers (A)

When randomly generating forces, any time a roll results in a 12 on the Random 'Mech Assignment Table, the Cavaliers may keep that 'Mech and trade another 'Mech for any Inner Sphere OmniMech configuration, though it must be of the same weight class. If a 12 is rolled on the first 'Mech assignment, ignore this ability.

Carson's Cavaliers may bank three Initiatives instead of the standard two.

At the beginning of the game, the Carson's Cavaliers player must designate a command unit. If the designated command unit is destroyed, the regiment loses any currently banked Initiative and suffers a –2 Initiative penalty for the next two turns.

5th MAC: Kyp's Kommando (B)

For every twelve units deployed above twelve, a Kyp's Kommando regiment receives a –1 Initiative penalty. When acting as the defenders in a scenario, the Kommandos may not withdraw from the map. Attacks against any Kommando unit that has expended no Movement Points in the current turn and is in woods or behind partial cover gain a +1 to hit modifier.

CITIZENS' HONORED

4th Tau Ceti Rangers (A)

When randomly assigning 'Mechs to a Fourth Tau Ceti Rangers regiment, the controlling player may choose to roll half of his units on the ComStar table. After randomly determining weight class, roll on the ComStar column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*) or the B Equipment Rating column of the Com Guard section of the Random 'Mech Assignment Table: ComStar (p. 131, *Field Manual: ComStar*). If more then 12 units are fielded, the Rangers receive a +1 Initiative bonus.

15th Dracon (B)

When randomly assigning 'Mechs to a Fifteenth Dracon regiment, the controlling player may choose to roll half of his units on the ComStar table. After randomly determining weight class, roll on the ComStar column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*) or the B Equipment Rating column of the Com Guard section of the Random 'Mech Assignment Table: ComStar (p. 131, *Field Manual: ComStar*).

The Dracon may use the off-map movement special ability. In addition, one-third of their units (round down) may begin the game one hex-row off the map on their home map edge. The Fifteenth Dracon player must write down the exact hex to which each unit is adjacent. During the Turn 1 Movement Phase, these units may move on the board normally or initiate off-map movement.

When randomly generating maps, if an urban terrain map is rolled, the Fifteenth Dracon player may take a –1 Initiative penalty for the first three turns to force a reroll. The reroll can be forced repeatedly for a cumulative Initiative penalty but only lasts for the first three turns.

Lockhardt's Ironsides (C)

Units of Lockhardt's Ironsides may spend running/flank Movement Points while moving backwards, though all other rules concerning backwards movement still apply. Any time all Ironsides units spend running/flanking movement while moving backwards, all enemy units must spend running/flank Movement Points if they are available during the next Movement Phase.

Laurel's Legion (C)

When randomly assigning 'Mechs to Laurel's Legion, two out of every four must be Federated Suns. After randomly determining weight class, roll on the House Davion column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*) or the C Equipment Rating column of the Random 'Mech Assignment Table: Federated Suns in the *Field Manual: Federated Suns*.

Any 'Mech that retreats off the Legion's home map edge may be replaced three turns later by a new randomly determined Legion 'Mech using the "B" Confederation column of the Random 'Mech Assignment Table: Capellan Confederation (p. 123). The new 'Mech must be one weight class lower than the 'Mech that retreated. Light 'Mechs may not be replaced.

CAPELLAN BRIGADE

Ambermarle's Highlanders (C)

Ambermarle's Highlanders may use the hidden units special ability. The regiment also has the off-map movement ability but the minimum travel time is 50 percent longer.

Harloc Raiders (B)

In any scenario where the Raiders are the defenders, up to 50 percent of their units (round down) may begin the scenario hidden. However, if the second battalion is defending in urban terrain, up to 75 percent of the units may begin the scenario hidden.

The Harloc Raiders may also use the banking Initiative special ability.

Marshigama's Legionnaires (B)

Any weapon attack made by a Legionnaire against a target beyond the 20-hex range receives a –1 to-hit modifier. If the Legionnaire unit does not spend any Movement Points for two consecutive turns, the to-hit modifier becomes –2. The modifiers are not cumulative over the course of multiple turns.

At the beginning of any turn in which more than one-third (round up) of the Legionnaires' starting forces (not surviving forces) are within four hexes of opposing units, the Legionnaires receive a –2 Initiative penalty.

Shin Legion (C)

When randomly assigning 'Mechs to the Shin Legion, three out of every four must be Draconis Combine. After randomly determining weight class, roll on the House Kurita column of the Random 'Mech Assignment Table: Inner Sphere 1 (p. 105, *BMR*) or the C Equipment Rating column of the Random 'Mech Assignment Table: Draconis Combine (p. 142, *Field Manual: Draconis Combine*).

The Shin Legion is a seasoned, well-rounded regiment prepared for any battlefield environment. Enemy regiments lose any terrain-based Initiative bonuses when fighting the Shin Legion and the Shin Legion receives a +1 Initiative bonus when operating in flatlands terrain.

St. Cyr's Armored Hussars (C)

If St. Cyr's Armored Hussars face a more experienced regiment, they receive a –1 Initiative penalty per experience level difference. At the beginning of any turn, if the opponent's 'Mechs outnumber the Hussars, the opponent may use the overrun combat special ability.

If three or more 'Mechs in second battalion inflict damage on the same unit, the damaged unit may only expend walking/cruising/safe thrust Movement Points during the next Movement Phase. First company of second battalion receives a –1 to-hit modifier for all physical attacks.

ST. IVES ARMORED CAVALRY

1st St. Ives Lancers (A, St. Ives)

The First St. Ives Lancers is the best-equipped unit in the SIMC. Players controlling the Lancers may roll twice per lance on the equivalent Federated Suns table instead of the standard one. For every twelve 'Mechs fielded, four of them may be Clan 'Mechs. Determine weight classes normally and then roll on the Smoke Jaguar column of the Random 'Mech Assignment Table: Clans (p. 107, *BMR*).

All units in the First St. Ives Lancers may use the banking Initiative special ability, and half of the force (round up) may use off-board movement.

2nd St. Ives Lancers (A, St. Ives)

Though suffering heavy losses during the war, the Second

Lancers kept themselves operating at full strength by salvaging equipment from the battlefields. As a result, when randomly assigning 'Mechs to a Second St. Ives Lancers regiment, roll once per lance on the "A" Confederation column of the Random 'Mech Assignment Table: Capellan Confederation (in addition to the optional roll on the Federated Suns table).

The Second Lancers may use the off-map movement special ability and may hold any number of units in reserve (they do not start the game on the map or move on the map during the first turn) and deploy them during the Movement Phase of subsequent turns. For every 'Mech or vehicle that remains in reserve, the Second Lancers receive a +1 Initiative bonus with a maximum of +3. A +1 Initiative bonus is lost each time a reserve unit moves onto the board.

SIAMS Training Group (B, St. Ives)

Due to its high turnover rate, the Training Group receives a –1 Initiative penalty. The Group will not leave one of their own behind, so no Group may exit the map until every mobile unit is within a single turn's movement of their home map edge. This includes the pilots and crews of any destroyed or disabled 'Mechs or vehicles. These crews may mount another combat unit per *Mounting* rules (see p. 59, *BMR*) or move as foot infantry. Note that each 'Mech has 1 pilot and each vehicle has a crew of pilots equal to (tonnage/15).

ST. IVES SENTINELS

Aliesha's Mounted Fusiliers (C, St. Ives)

When randomly assigning 'Mechs to Aliesha's Mounted Fusiliers, roll twice per lance on the "B" Confederation column of the Random 'Mech Assignment Table: Capellan Confederation (in addition to the optional roll on the Federated Suns table).

The Fusiliers' equipment is still in a horrendous state of repair following the civil war. For each lance the Fusiliers field, roll 1D6 –3 prior to the start of the game. If the result is negative, randomly choose one 'Mech in the lance and roll 1D6 to determine which of the following critical hits to apply to that 'Mech: 1–Engine, 2–Sensor, 3–Foot Actuator, 4–Jump Jet, 5–Shoulder Actuator, 6–Gyro. Once the specific critical hit has been determined, randomly assign it to an appropriate slot on the Critical Hit Table of the 'Mech's record sheet.

The Mounted Fusiliers receive a +2 Initiative bonus and a –1 to-hit modifier to all physical attacks when fighting in urban terrain. Also, the Fusiliers are not required to make the standard Piloting Skill Rolls when running and turning on paved hexes, as long as the 'Mech has not taken any leg actuator critical hits.

Marcella's Armored Infantry (B, St. Ives)

Marcella's Armored Infantry regiment may use the banking Initiative special ability.

Due to Colonel Devon's intense hatred for the Thuggee Cult and anything associated with the Black May attacks, Marcella's Armored Infantry receives a –1 Initiative penalty any time they fight against either a Thuggee force or any other force known to have perpetrated nerve-gas attacks. However, against such a force, they may use the overrun combat special ability. Any time the Armored Infantry wins the Initiative against such a force, add a +4 to the margin of success.

ST. IVES JANISSARIES

1st Janissary Brigade (B, St. Ives)

At the beginning of any scenario, the First Janissary player announces which two of the following special abilities are possessed by the unit: overrun combat, off-map movement or banking Initiatives. The First Janissary can forfeit the use of both special abilities for the duration of the scenario in order to choose all maps used in the scenario (if random maps are being generated).

2nd Janissary Brigade (B, St. Ives)

The Second Janissaries may use the banking Initiative special ability.

In *MW3*, because of Colonel Ilyanova's innate strategic ability, characters pay only half of the XP cost for advancing their Strategy or Tactics Skill for the duration of their assignment to the Second Janissaries.

FREE CAPELLA

Blackwind Lancers (B, St. Ives)

The Blackwind Lancers may hold any number of units in reserve (they do not start the game on the map or move on the map during the first turn) and deploy them during the Movement Phase of subsequent turns. For every 'Mech or vehicle that remains in reserve, the Blackwind Lancers receive a +1 Initiative bonus with a maximum of +4. A +1 Initiative bonus is lost each time a reserve unit moves onto the board.

Blackwind Lancer characters in *MW3* have the Well-Connected Trait (via Free Capella) for the duration of their service with the unit.

Borodin's Vindicators (B, St. Ives)

When randomly assigning 'Mechs to a Borodin's Vindicators regiment, one out of every four may be rolled on the House Davion or House Steiner column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*), or the B Equipment Rating column of the Random 'Mech Assignment Tables found in the *Field Manual: Federated Suns* or upcoming *Field Manual: Lyran Alliance.* The choice to roll on an alternate column must be made before any 'Mech assignment rolls are made.

The Vindicators receive a –1 to-hit modifier on all physical attacks against any unit attacking a St. Ives Commonality world (as part of the scenario).

Jie Fang Legion (B, St. Ives)

When randomly assigning 'Mechs to a Jie Fang Legion regiment, the player may roll twice on the Federated Suns table at a "C" rating, in place of the standard one per four 'Mechs.

Jie Fang Legion characters in *MW3* advance their Tactics and Strategy skills as if they had the Natural Aptitude Advantage in those skills while they are members of the Legion.

Free Republic Revolutionaries (C)

When randomly assigning 'Mechs to a Free Republic Revolutionaries regiment, one out of every four may be rolled on the House Davion or House Steiner column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*), or the C Equipment Rating column of the Random 'Mech Assignment Tables found in the *Field Manual: Federated Suns* or *Field Manual: Lyran Alliance*. The choice to roll on an alternate column must be made before any 'Mech assignment rolls are made. Every other one of *these* rolls may be made at one equipment rating higher (B) to signify the good raiding potential in the area.

At the beginning of any scenario where the Revolutionaries are not allied with another regiment, they gain the banking Initiative special ability, and up to 25 percent of its units may be hidden. If they are operating with an allied regiment, they lose those abilities and the entire allied faction receives a –1 Initiative penalty for the duration of the scenario.

Sarna Martial Academy Cadre (C)

When randomly assigning 'Mechs to a Sarna Martial Academy Cadre regiment, apply a –2 penalty when randomly rolling to determine unit quality. When fighting in a group consisting of more than twelve units, the Cadre receives a –1 Initiative penalty. In smaller groups, however, the Cadre can make use of the off-board movement special ability with up to half of its force.

During character creation, *MW3* characters assigned to the Cadre (especially those who attended the Sarna Martial Academy) will take this assignment as their first Stage 4 "Tour of Duty: Inner Sphere." All such characters receive the Disadvantage of Stigma/Sarna Supremacy Native but gain two additional Skill Points per pass in which they are assigned to the Cadre. The additional points may be applied to any of their military skills.

MECHWARRIOR RULES

This section supplements the Character Creation rules found in the *MechWarrior, Third Edition* (*MW3*) rulebook starting on p. 26. Using the following material, players and gamemasters can create characters with roots in the St. Ives Compact/Commonality and take characters in new directions within the Capellan Confederation. Enterprising gamemasters can easily modify the information presented here to create unique paths or affiliations for the various other Capellan Commonalities, giving players further options in character creation.

SOCIAL STANDING TABLE: CAPELLAN

Attribute Value	Birth Status
1	Servitor
2	Servitor
3	Middle Class
4	Upper Class
5	Lord/Lady
6	Mandrinn/Mandrissa
7	Shonso/Shanna
8	Lama/Lamia
9	Duke/Duchess
10	Liao Family

Included in this section is a new affiliation and several new Life Paths. The unique rules listed here can be intermingled with those in the *MW3* rulebook with the following exception: each of the new Life Paths possesses a category labeled *Previous Paths*. A character wishing to embark on any of the new Life Paths *must* meet the Attribute minimums and have immediately progressed from one of the listed Previous Paths.

Characters progressing through the Capellan military paths have the option to move into either the standard Stage 4 Tour of Duty: Inner Sphere as found on p. 50 of *MW3* or the Tour of Duty: Xin Sheng as described in this section (p. 141). Treat all passes through either tour as though the character had taken the same path each time (a character cannot "flip-flop" back and forth between Paths to avoid the –1 penalty to the Events roll). For example, if a character takes the Tour of Duty: Xin Sheng once and then takes the Tour of Duty: Inner Sphere twice, the player should treat this as if his or her character had taken the exact same path three times in a row.

SOCIAL STANDING

This updated table can be used in place of the table found on p. 55 of *MW3* to better represent the unique Capellan class system.

Before the annexation, an SOC of 2 in the St. Ives Commonality designated a citizen of lower class. Since the reintegration of St. Ives into the Confederation, this has changed. While a character with SOC 2 born before the annexation will still be afforded the same privileges in the commonality's civilian sector, he or she can never enter the military, hold political office or even travel through the bulk of the Confederation with-

out reinvesting themselves as a Capellan citizen (i.e., attaining SOC 3 or higher).

RANK TRAIT

The following table shows Capellan ranks for the various levels of Rank Trait, including the unique ranks used in the Warrior Houses. This replaces the Capellan Confederation columns in the Rank Table (p. 87, *MW3*).

AFFILIATION: ST. IVES

Duchess Candace Liao has always acted as a shield for her citizens. As a result, even in the time before the Fourth Succession War the people of the St. Ives Commonality enjoyed more personal freedoms than the average Confederation citizen. The Chancellor and his advisers saw no reason to interfere. As long as Candace continued to take such an active interest in the commonality and St. Ives' industries continued to perform, they opted to stay out of the way.

With St. Ives' secession three decades ago, relations with the Capellan Confederation naturally soured—though for the newly born Compact, this was a time of growth. The St. Ives Commonality had long been a nation of traders and industrialists, benefiting the Capellan Confederation for many centuries. Time spent independent from the Confederation allowed this natural disposition to flourish again on many worlds. The Compact was able to hold its own as an independent power.

Even in the quiet moments, though, many St. Ives citizens still felt a measure of distrust for their Capellan cousins. Three decades of paranoia hovered in the collective consciousness of the Compact, and their fears were finally vindicated with the emergence of a bloody civil war in which the Confederation regained control of the region. And as the citizens try to come to terms with their reintegration into the Confederation, it is certain to remain a time of struggle.

Though the St. Ives Commonality is again a part of the Capellan Confederation, its people enjoyed some decades of complete independence as well as a close relationship with the House Davion. In fact, many considered the Compact to be the Federated Suns' closest ally. The Duchess still maintains solid relations with elements of the Federated Suns as well as with ComStar, the Draconis Combine and the Free Rasalhague Republic. Cordial—if strained—relations exist with the Lyran Alliance.

RANK TABLE: CAPELLAN CONFEDERATION

ENLISTED RANKS

Trait Points	Capellan Standard	Warrior House
1	—	—
2	Shia-ben-bing	—
3	—	—
4	San-ben-bing	—
5	—	—
6	Si-ben-bing	Zhang-si
7	—	—
8	—	—
9	Yi-si-ben-bing	—
10	—	—

OFFICER RANKS

Trait Points	Capellan Standard	Warrior House
1	Sao-wei	Ban-zhang
2	Sang-wei	Pai-zhang
3	Sao-shao	Lien-zhang
4	—	—
5	—	—
6	Zhong-shao	Ying-zhang
7	Sang-shao	Shiao-zhang
8	—	—
9	—	—
10	—	—
11*	Jiang-jun	Gao-shiao-zhang
12*	Sang-jiang-jun	—

*These ranks are not normally attainable by player characters but are included here for comparison.

Game Material

Primary Language: Mandarin (Chinese)

Secondary Languages: English, Hindi, Russian, Vietnamese

Attribute Thresholds: Edge –1

Bonus Skills: Language/Any St. Ives Secondary +2; Interest/Any +1; Pick Two: Administration +1, Negotiation +1, Protocol/Capellan Confederation +1, Protocol/Federated Suns +1, or Academic/Capellan History +1

Bonus Traits: Player may choose one of the following: Natural Aptitude/Administration, Negotiation or Protocol, or Exceptional Attribute/Edge. If a bonus trait is selected, the character must also suffer one of the following negative traits: Stigma/Outspoken St. Ives Loyalist (a penalty with pro-Confederation citizens) or Stigma/Known Capellan Sympathizer (difficulty with citizens of St. Ives).

Path Restrictions: St. Ives citizens living during the time of the Capellan war exist in an awkward state of Compact/Capellan citizenship. As a former citizen of the St. Ives Compact, a character may follow any of the unrestricted paths without penalty.

If the player chooses, a character may enter any Life Path as a full Capellan citizen, including those paths normally

restricted to the Capellan Confederation affiliation, unless the character has Stigma/St. Ives Loyalist. The character must meet all of the listed prerequisites as stated, except for SOC which must be one point higher than any listed minimum. Note: most Stage 3 and Stage 4 paths for the Confederation require at least a SOC 3, the minimum for a Capellan Confederation citizen (see p. 28, *MW3*).

Additionally, a St. Ives character may choose to take any Federated Suns or Lyran Alliance Path as if he or she were a native of that nation, with the following exceptions: any SOC prerequisite must be one point higher than the listed minimum and the character must purchase an appropriate one-point Contact (such as a Federated Suns or Lyran Alliance noble).

ADDITIONAL LIFE PATHS

The following rules and Life Paths may be used with *MW3*. These will expand on the training opportunities open to a citizen of the Capellan Confederation (including the St. Ives Compact/Commonality) and cover opportunities from recent military events. In order to integrate these new Life Paths, a few alterations or clarifications need to be made on the paths found in the *MW3* rulebook.

Expansions to Basic Paths

This material expands on the information regarding the Capellan Confederation Affiliation (p. 28, *MW3*). Assume those rules prevail unless specifically stated otherwise here.

Due to the Confederation's dedication to providing free schooling to all citizens, regardless of location, the Stage 1 Life Path *Backwoods* (p. 33, *MW3*) should allow continuation in the Stage 2 Path *High School*. (This does not eliminate the need for a minimum SOC 3 for a Capellan citizen.)

For Stage 2 Life Paths (p. 36, *MW3*), the *High School* and *Preparatory School* Paths should be closed to any character who chose Affiliation: *Capellan Confederation* (p. 28, *MW3*) but is not a Capellan citizen.

The Stage 3 paths of *Military Enlistment* and *Military Academy* are specifically dealt with in the entry below on regional training centers. A generic Life Path for one of the Major Capellan Academies is given below with customized additions and changes following for each specific academy or university.

Regional Training Centers

There are no special Life Paths associated with regional training centers (RTCs).

A minor regional training center in the Confederation (including the St. Ives Commonality) is the military's basic instruction program. Taking the Military Enlistment Path (p. 41, *MW3*) without officer training implies that the recruit attended a small RTC. Capellan characters who select the Military Academy Path (p. 40, *MW3*) or were selected for Officer Candidate School during a Military Enlistment Path have attended one of the major regional training centers.

For some extra variety, gamemasters are encouraged to add Academic/Capellan Philosophies +3 to the skills list for some RTCs and STR +1 to Attribute thresholds. If these changes are made, apply a penalty of –2 to all Event rolls or simply note that the character attended the RTC and military advancement will be limited when compared with a graduate of a major Capellan academy. An officer can correct this deficit by returning to Sian University for proper political evaluation and an OCS "refresher."

Characters with Affiliation: Magistracy of Canopus or Affiliation: Taurian Concordat may claim to have attended a Capellan RTC as long as they acquire a skill in Academic/Capellan Philosophies. Taurians will not be selected for Officer Training, regardless of Event rolls.

LIFE PATHS

STAGE 2 & 3: WARRIOR HOUSE ASPIRANT

Capellan Confederation and St. Ives Affiliations only.

This Life Path covers both Stage 2 and Stage 3, with characters beginning at ten years of age and advancing as far as age twenty.

It is a special Capellan citizen who gives up his or her normal life to become a Warrior House aspirant. He will know a lifetime of training and constant preparation for combat. When called upon, it is guaranteed to be no easy task set before him. The rewards are few, but then it is never wealth or fame that draws one into a Warrior House, but personal challenge and a strong feeling of duty to the State.

Time: 4 years

Attribute Minimums: STR 4, BOD 4, DEX 4, RFL 4, INT 4, WIL 5, CHA 4, EDG 4, SOC 3

Attribute Maximum: SOC is automatically advanced from 3 to 4 and permanently frozen at 4. Only a House Master rates higher, at a permanent 6.

Attribute Thresholds: BOD +1, CHA –1, DEX +1, WIL +2

Traits: In for Life, Introvert (with others outside Warrior House), Quirk/Loyalty to the Warrior House

Skills: Academic/Capellan History +1, Academic/Capellan Philosophies +3, Academic/Military History +2, Language/Any +1, Protocol/Warrior House +3, Interest/Any +2

Fields: Basic Training

Events: Do not roll Events during these initial years

Previous Paths: Any

Next Path: Advanced Infantry Training Subpath (mandatory part of this path)

Mandatory Subpath: Advanced Infantry Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Brave, Well Equipped (3), Promotion (Rank 6); Choose a second Quirk/Loyalty to either House Liao, the Chancellor or

the Confederation (see Warrior House regimental descriptions, p. 57, for possible determination)

Skills: Add +3 to any skill acquired in Basic Training or AIT, add +1 to any three other skills

Fields: Infantry. Also, choose one of the following secondary fields and apply +1 to all skills it contains rather than the usual +3:

Armored Infantry (*minimum STR 6, BOD 5*)
Basic Training (*assistant instructor, also gain Training +1*)
Cavalry (*motorized infantry*)
Infantry (*specialist, also gain Strategy +1*)
Marine (*may not have TDS Trait*)
Scout (*minimum RFL 5*)
Special Forces (*minimum DEX 5, RFL 5*)

Events: Events marked with an asterisk (*) may be used as written or the player may choose to take the Special Training Subpath instead.

Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4) or Special Training (2/3, part of this pass; an option if character took Armored Infantry, Scout, Marine or Special Forces in AIT training). After a Tour, a character may take Covert Ops (once) but is then limited to Tour of Duty Paths, the Special Training Subpath or the Officer Candidate School Subpath (attainable by an Event roll only).

Warrior House Aspirant Events

2 Was it you, or was it "them?" You flee the House. [Alternate Identity, Enemy/Unknown, Enemy/Maskirovka (3), Stigma/Traitor, may take no additional military paths]

3 House of cards. No doubt in your mind, it was "them." But they don't know you're wise. [Lose all Quirk/Loyalties, gain Enemy/Warrior House (2), Quirk/Out for Revenge (2)]

4 Conflict of interests puts you in no-win situation. [Demotion, Vehicle (–2), Enemy, Bad Reputation, lose one Quirk/Loyalty]

5 All work and no play makes warrior far too short-tempered. [Demotion, Vehicle (–1), Enemy, Unattractive (facial scar)]

6 Late start. [+1 Year to the time this path takes, any three military skills –1, Vehicle (–2)]

7 It's a Warrior House. Not *quite* a monastery [Seduction +2, any three other skills –1, Dependent]

8 Theory, yes. Application ... [Academic/Capellan Philosophies +3, Academic/Any +2, any three military skills –2]

9 Perhaps military school *wouldn't* have been as bad. [Quirk/Dilettante, any three military skills –1]

10 Your *Sifu* is never satisfied with your performance. [BOD –1, WIL +1, Enemy]

11 You are right where you wanted to be—now you just have to survive it. [Any two military skills +1]

12 Are you certain you've never touched one of these before? [Appropriate piloting skill +3, Vehicle]

13 It's all in the balance of life. [Any two non-military skills +2, any other skill +1]

14 If you see it, you can hit it. [Ambidextrous, Dex +1, +1 to all gunnery skills character already possesses]

15 Maybe five others in the CCAF could have made that shot. [Good Vision, Rifles +4, Stealth +2, Tracking +1]

16 Change of the Guard, your original *Sifu* retires from active combat duty. [Promotion, Vehicle (2), Contact (2), any two military skills +1, Quirk/Loyalty to the Warrior House (2)]*

17 To be what we are, and to become what we are capable of becoming, is the only end of life. [–1 Year to the time this path takes, must take Special Training Subpath, any four special training skills +1, Vehicle (2), Custom Vehicle (2)]

18 The Death Commandos want you! An honor, to be sure, but do you wish to leave the House? [Any four military skills +1; character may attempt to qualify for the Death Commandos Covert Tour Path next; if unable (or unwilling) to make Death Commando, characters who have *not* taken an officer program may immediately take the officer subpath below]*

19 [Choose one event or roll twice and apply both events]

20 [Choose two events or roll three times and apply each event]

Subpath: Special Training

If a character desires, Tour of Duty may be taken (and repeated) after AIT and before this subpath. A House warrior may return to this subpath up to two times for extra training, in lieu of taking any events effects that involve a promotion or commission. The first time through all benefits are applied. On a second return, the only benefit is to select a new field and gain +3 per new skill. No traits or threshold increases or repeated skills are gained on the second pass, though events may be rolled again with the standard –1 to the roll for each return.

Time: 3 years (if after a Tour of Duty, 2 years)

Attribute Minimums: WIL 6

Attribute Thresholds: Add +1 to any one threshold of player's choice

Traits: Armored Infantry gain Vehicle (1), Special Forces gain Natural Aptitude/Any, MechWarriors and aerospace pilots gain Commission (Rank 1) and Vehicle (2)

Skills: Academic/Capellan Philosophies +2, any four other skills +1

Fields: Choose one of the following fields based on the prerequisites:

Aerospace Pilot (*Marine AIT trainees, Houses Dai Da Chi and Kamata only*)
Armored Infantry (*minimum BOD 5, STR 6*)
MechWarrior (*Armored Infantry or Special Forces AIT trainees only*)

Special Forces (*Scout or Special Forces AIT trainees only*)
Events: Roll on Warrior House Aspirant table for events this time period
Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4). After a Tour, a character may take Covert Ops (once) but is then limited to Tour of Duty Paths or the Officer Candidate School Subpath (attainable by an Events roll only)

Subpath: Officer Candidate School (OCS)

Attainable by Events roll only. If a Tour of Duty Events roll later allows for officer training, Warrior House personnel must return to this subpath.
Time: 1 year
Traits: Commission (Rank 1)
Skills: Academic/Military History +2, Strategy +2, Training +3
Fields: Officer Training
Events: Do not roll events for this subpath
Next Path: Per last path followed

STAGE 3: MAJOR CAPELLAN ACADEMY (GENERIC)

Affiliation Capellan Confederation only (St. Ives may attend after the annexation, but with requirements detailed in Affiliation: St. Ives). Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen. No seriously "questionable" events in character's history are allowed (GM judgment call) unless character has or purchases an appropriate Contact (1) who can hide the event.

Attending one of the primary Capellan military academies is a coveted position. A third of all applicants are denied every year. Located on the commonality capital worlds, these military institutions offer the best training to be found in the Capellan Confederation. Training varies slightly with the available resources and the academic doctrine adopted by each academy, though each is certain to include instruction on Capellan history and philosophies as well as high-quality military instruction.

This is not a full Life Path and should not be taken as one. Instead, this path offers the generic information common to most of the major Capellan military academies. The entries that follow round out a full and unique Life Path as offered by one of the Major Capellan Academies detailed in *Honing an Edge*, p. 44. Simply add on to (or replace, as noted) the requirements, traits and skills listed below with those given in the specific academy entry. If this path and the specific academy entry both list the same trait or skill, apply both effects.
Time: 1 year
Attribute Minimums: INT 3, WIL 4, SOC 3
Attribute Thresholds: WIL +1, SOC +1
Traits: Promotion, Well-Equipped
Skills: Academic/Capellan History +2, Academic/Capellan Philosophies +1, Blades +1, Perception +1
Fields: Basic Training
Previous Paths: Any path or Events roll that would normally allow admission to a Military Academy Path, including Mercenary Brat (One of the Converted) and High School
Next Path: Advanced Individual Training Subpath (mandatory part of this path)

Capellan Academy Events

2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL –3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD –2, EDG –1, Disabled, add 1 year to the time this path takes]
5 Rule #3: Avoid the Canopian pleasure circuses! [Addiction (2), Disabled]
6 The Maskirovka should never have uncovered *that*. Prepare for a full investigation [Bureaucracy/Capellan +2, Bad Reputation, Demotion, –1 to three primary field skills, add 1 year to the time this path takes]
7 Rule #2: The rewards of military life do *not* include an instructor's daughter. [–2 to two military field skills, Seduction +1, Dependant, Enemy]
8 "Fake it till you make it" can only get you so far. [Slow Learner]
9 Rule #1: You should not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
10 The sword was calling your name. [Blades +2, Martial Arts/Gung Fu +1, –2 to military field skill, –1 to any two other field skills]
11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one military field skill]
12 "The State always deserves your very best effort." Extra sim time and intense studies pay off. [Add +3 to any one military field skill and +1 to three others]
13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, –1 to four of your military field skills]
14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
15 Your family is known for excellent service to the State. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
16 Don't worry, this man is here to help you. [Contact Maskirovka (2), In for Life, Well-Equipped, Well-Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a military field. Must take Covert Ops after the Academy

Path, ignoring any prerequisites]

17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]

18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future Events rolls, may take OCS next and then return and continue this path]

19 [Choose one event or roll twice and apply both events]

20 [Choose two events or roll three times and apply each event]

Mandatory Subpath:
Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion

Skills: Combat Fields: Tactics/Any +1, +1 to any two Military Field Skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills

Fields: Choose one of the following primary fields, subject to the listed restrictions:

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4*)

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4) or Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT)

Subpath: Special Training

AIT graduates only.

Time: 2 years

Attribute Minimums: WIL 5

Attribute Thresholds: Add +1 to any one threshold of player's choice

Traits: Promotion, Well-Equipped (2)

Skills: Academic/Capellan Philosophies +2, any three Basic Training Skills +1, add +1 to half of character's AIT Skills (rounding up)

Fields: Choose one of the following fields, subject to the listed restrictions:

- Aerospace Technician (*Basic Technician Field required*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)
- Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)
- Vehicle Technician (*Basic Technician Field required*)

Next Path: Tour of Duty: Xin Sheng (4), Tour of Duty: Inner Sphere (4) or Covert Ops (4, Special Forces or Military Scientist Fields only)

Subpath: Officer Candidate School (OCS)

Attainable by Events roll only. No "questionable" events in character's history (GM judgment call) unless character has an appropriate Contact (2) who can hide the event. SIAMS characters who qualify for OCS must switch to the Sian University Officer Candidate Program and then return to the previous path.

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

Skills: Academic/Capellan Philosophies +1, Academic/Military History +2, Strategy +1

Fields: Officer Training

Next Path: Per last path followed

STAGE 3: ACADEMY/CAPELLA WAR COLLEGE

No Slow Learners. Characters must have at least one of the following admissions requirements: Nobility Path (the Barduc), Military School Path, Mercenary Brat (one of the Converted), Contact (CCAF), or add +1 to all Attribute Minimums.

Add the following material to the Stage 3: Major Capellan Academy Path above to complete a full Life Path for the War College. If the same skill or Attribute bonus is mentioned by both, apply both effects.

The heavy workload of the Capella War College promotes a "sink or swim" attitude among the students, who are among the best the Confederation has to offer. Physical training suffers for the pace, and it is hard for recruits to stand out for special recognition among their peers. The competition is fierce with battlefield camaraderie on the training grounds giving way to jealous rivalries across campus. Despite the pressures, the War College is the most sought-after of the Capellan academies for its training regimen. Its graduates rarely hesitate to rub their pedigree in the face of alumni from other academies, especially the Sian Center for Martial Disciplines.

Attribute Minimums: WIL 5

Attribute Thresholds: BOD –1, WIL +1, RFL +1

Traits: Everyone receives one Enemy and Quirk/Elitism. Characters with Fast Learner acquire two additional Enemy Traits (3 total)

Events: Apply a –1 penalty to all Events rolls during this path, unless character has Fast Learner, in which case he receives a +1 bonus to Events rolls

Mandatory Subpath:
Advanced Individual Training (AIT)
Traits: Military Fields receive Brave, Civilian Fields receive Contact (1)
Skills: Academic/Capellan Philosophies +3; Military Fields receive Strategy +2, Tactics/Any +1, Academic/Military History +3; Civilian Fields receive an additional +1 to all field skills in AIT

Subpath: Special Training
Traits: Well-Connected
Skills: Academic/Military History +2, any skill from AIT Field +2

STAGE 3: ACADEMY/LIAO CONSERVATORY OF MILITARY ARTS

Add the following material to the Stage 3: Major Capellan Academy Path above to complete a full Life Path for the Conservatory. If the same skill or Attribute bonus is mentioned by both, apply both effects.

The Conservatory promises to bring out the best in its students through devotion to meditative practices and a program designed to support individual effort. The staff and programs both work with the student to accent personal strengths rather than force them into a standardized mold.
Time: 1 year added to Basic Training
Previous Paths: Stage 2: Street may allow admission into this academy if other qualifications are met
Attribute Minimums: INT 4
Attribute Thresholds: Any Attribute Threshold +2, any other threshold +1, any other threshold –1
Traits: Exceptional Attribute/Any
Skills: +1 to half of Basic Training Skills (rounded up), +2 any other skill
Events: Apply a +1 to Events rolls during this path.

Mandatory Subpath:
Advanced Individual Training (AIT)
Traits: Natural Aptitude/Any
Skills: Academic/Capellan Philosophies +1, additional +1 to any three skills

Subpath: Special Training
Attribute Minimum: WIL 5
Attribute Thresholds: +1 any threshold
Traits: Quirk/Loyalty to House Liao
Skills: Academic/Military History +1, any skill from AIT Field +2, any three other skills +1

STAGE 3: ACADEMY/SARNA MARTIAL ACADEMY

Unlike other academies, "questionable" events are allowed in a character's past at the Sarna Martial Academy.

Add the following material to the Stage 3: Major Capellan Academy Path above to complete a full Life Path for the Academy. If the same skill or Attribute bonus is mentioned by both, apply both effects.

The academy of last resort for those attempting to gain an extra advantage before military enlistment, the Sarna Martial Academy is currently fighting for its survival. For the desperate or determined, enrolling here can be advantageous. Impressive skills or an above-average drive will stand out among the regular students, and the chances of being recognized for advancement are higher than at the RTCs. Of course, there is that reputation to overcome.
Attribute Minimums: Replace the usual WIL 4 with WIL 3, replace SOC 3 with SOC 2
Attribute Thresholds: SOC –1, BOD +1, any other +1
Traits: Negate the regular Well-Equipped Trait. Add Stigma/Sarna Supremacist (whether or not this is true) and one of the following: Alternate Identity, Natural Aptitude (2), Toughness, Vehicle (3)
Skills: Academic/Capellan Philosophies +1, Perception +1, any two skills not in Basic Training +2, any other three skills +1

Mandatory Subpath:
Advanced Individual Training (AIT)
Traits: Contact
Skills: Academic/Capellan Philosophies +1, add +2 to any three non-AIT Skills or take an additional +1 to all AIT Field Skills.

Subpath: Special Training
Traits: Well-Equipped
Skills: Bureaucracy/Confederation +2, Leadership +1, any skill +1

STAGE 3: ACADEMY/SIAN CENTER FOR MARTIAL DISCIPLINES

Contact (CCAF or Noble) required or add +1 to all Attribute minimums except SOC. No questionable events in the character's path unless character has a Contact (3) who can keep it from the Maskirovka's in-depth review.

Add the following material to the Stage 3: Major Capellan Academy Path above to complete a full Life Path for the Center. If the same skill or Attribute bonus is mentioned by both, apply both effects.

While the pace of studies is not extreme, training is only one small measure of the pressures placed on students. An academy based on the Confederation's capital world cannot be ignorant of political implications. No excuses are tolerated for the slightest violations, from personal appearance to dereliction of studies. The Maskirovka carefully screens all applicants and maintains files on all students through graduation and sometimes beyond.
Attribute Minimums: SOC 4, CHA 4, EDG 3
Attribute Thresholds: CHA +1, EDG +1
Traits: Well-Connected
Skills: Academic/Capellan History +2, Protocol/Military +2

Mandatory Subpath:
Advanced Individual Training (AIT)
Skills: Academic/Capellan Philosophies +2, Leadership +1, Protocol/Political +3, Perception +1

Subpath: Special Training
Attribute Minimum: EDG 4
Traits: Well-Equipped
Skills: +1 to any four AIT Skills

Subpath: Officer Candidate School
Must use Academy (Subpath) Sian University below.

STAGE 3: ACADEMY (SUBPATH)/SIAN UNIVERSITY

Attainable by Events roll only from a major Capellan academy or Tour of Duty: Xin Sheng. There can be no questionable events in the character's past, unless the character has a Contact (3) who could conceal the event from the Maskirovka. An appropriate Contact can also waive one of the Attribute minimums. This path may be used in place of the OCS program at another major Capellan academy. Such transfer candidates must meet the prerequisites and minimums. Only a Sian Center cadet given access to the University on an Events roll may bypass the prerequisites and minimums.

This is a stand-alone subpath that totally replaces any other OCS subpath.

The Sian University is the most accredited school in the Confederation. It also hosts the Capellan Armed Forces' vaunted Officer Candidate Program. The elite of the officer corps, cadets are chosen as much for their political suitability as for their ability. It takes some aptitude, hard work and no small amount of luck to make it into and through the program.

Subpath: Officer Candidate Program
Time: 1 year
Attribute Minimums: INT 4, WIL 5, SOC 4, CHA 4, EDG 4
Attribute Thresholds: WIL +1, EDG –1
Traits: Commission (Rank 1; if an officer returning from a tour, ignore this trait), Quirk/Loyalty to Confederation (1)
Skills: Academic/Capellan Philosophies +1, Academic/Military History +3, Tactics/Any +1, Strategy +3
Fields: Officer Training
Next Path: Per last path followed

STAGE 3: ACADEMY/ST. IVES ACADEMY OF MARTIAL SCIENCES

St. Ives, Federated Suns or Lyran Alliance Affiliations only prior to the Capellan annexation of St. Ives; St. Ives or Capellan Confederation Affiliations only after the annexation.

Add the following material to the Stage 3: Major Capellan Academy Path to complete a full Life Path for SIAMS. If the same skill or Attribute bonus is mentioned by both, apply both effects.

The St. Ives Academy of Martial Sciences (SIAMS) is St. Ives' only state-run military academy. Attached to the St. Ives Institute of Science (SIIS), the Academy provides its officer cadets an education in dozens of academic fields as well as the military training they require. In addition to the live-fire combat ranges common to every military training facility, the SIAMS fields a combined-arms training group that gives its cadets a true taste of combat. All cadets graduate the SIAMS as officers.

Following the Capellan Confederation's annexation of the St. Ives Compact, the SIAMS' curriculum received a bit of a change, namely in the addition of Capellan political indoctrination. The rules below will indicate where changes have been made because of the annexation.
Time: 1 year added to Basic Training
Attribute Minimums: INT 5, EDG 4, No Attribute less than 3
Attribute Thresholds: RFL +1, INT +1, BOD –1, SOC –1 (before annexation, drop the SOC –1)
Traits: Commission (Rank 1), Well-Equipped
Skills: Academic/Any +2, Academic/Capellan Philosophies +1, Computers +1, Language/Any +1, Leadership +1, Strategy +2, Tactics/Any +1 (before annexation, drop Academic/Capellan History and Philosophies; add Bureaucracy/St. Ives +2)
Fields: Basic Training *and* Officer Training
Events: Apply a –1 to all Events rolls for this path unless the character has Fast Learner, which negates penalty. Slow Learners gain an additional –1 to rolls. On the Academy Events table, a result of 16 must be substituted for immediate entry into the mandatory Special Training Subpath below.

Mandatory Subpath:
Advanced Individual Training (AIT)
Skills: Strategy +1, any two field skills +1
Fields: In addition to choosing a primary field on the regular Academy list, choose one of the following secondary fields and apply a +1 to each included skill instead of the standard +3 (note: a character may not take the same field as he or she chose for the primary field): Basic Technician, Civilian Tech, Military Scientist, Politician, Scientist

Subpath: Special Training
Time: 1 year added to regular Special Training
Traits: Well-Connected
Skills: Tactics/Any +1, Strategy +2, Leadership +1 (after annexation, drop Academic/Capellan Philosophies, add Academic/St. Ives History)
Fields: If the character has entered this subpath with an Events roll, he may choose any listed field. If not, he may only choose the Technician or Pilot Fields.

STAGE 3: ACADEMY/VICTORIA ACADEMY OF ARMS AND TECHNOLOGY

Add the following material to the Stage 3: Major Capellan

Academy Path to complete a full Life Path for the Victoria AAT. If the same skill or Attribute bonus is mentioned by both, apply both effects.

The Academy of Arms and Technology was originally designed to host technicians and engineers only, but it changed in late 3061 to include military rates. While the academy still focuses more on the technology side, the AAT is in high demand for its tendency to reward superior cadets with access to some of the Confederation's best technology.

Attribute Minimums: INT 4, RFL 3

Attribute Thresholds: INT +1

Skills: Any three skills in the Basic Technician Field +1

Mandatory Subpath: Advanced Individual Training (AIT)

Attribute Thresholds: INT +1, RFL +1

Traits: Choose one: Well-Equipped (2), Contact, Vehicle (3), Custom Vehicle (2)

Skills: Scrounge +1, First Aid +2, any skill in appropriate Technician Field +2, any two other skills in the same Technician Field +1

Subpath: Special Training

Attribute Thresholds: RFL +1

Traits: Well-Connected; choose either Contact, Custom Vehicle or Vehicle (2)

Skills: Computers +2, Technician/Support +1

STAGE 4: DEATH COMMANDOS COVERT TOUR

Affiliation Capellan Confederation and St. Ives only. MechWarrior-trained personnel only. No Slow Learners. Entry by Events roll only. On a regular Tour of Duty: Inner Sphere *from* MW3, *any roll of 12 may be replaced with the option to qualify for the Death Commandos.*

The Death Commandos of the Capellan Confederation are among the most feared combat units in the universe. Only a fraction of a percentile of the CCAF's elite are admitted into this prestigious and grueling training program. Three years of intense instruction and combat duty with the best gear the Confederation has to offer molds graduates into killing machines.

Time: 3 years

Attribute Minimums: WIL 7, EDG 4, STR 5, BOD 6, DEX 5, RFL 6, INT 5

Attribute Thresholds: WIL +2, BOD +1, DEX +1, RFL +1

Traits: Commission (Rank 3, ignore if already a higher-ranked officer), Bad Reputation (5), In for Life. A Death Commando has the equivalent of Vehicle (10), Well-Equipped (8) and Custom Vehicle (3) Traits as long as they are in active service. The Well-Equipped and Vehicle Traits are lost if the character leaves "active" duty. In addition, the character gains Quirk/Loyal to the Chancellor (2) and Quirk/Loyal to the Commandos which may replace other Loyalty Quirks of equal value already possessed (if any)

Skills: Perception +2, Strategy +1, Tactics/Any +3, Martial Arts/Any +2; also choose to acquire or improve any one military skill at +3, two military skills +2 and four military skills at +1, all chosen from the following fields: Basic Training, Marine, MechWarrior, Officer Training

Next Path: Death Commandos Covert Tour (4); character is in the Commandos until done with character generation, at which time he/she may choose to be an active or "inactive" member—complete escape is impossible

Death Commandos Covert Tour Events

2 Taken alive! Will you keep your mouth shut no matter the cost, or will you break? [No skill improvement this pass, and choose one of the following: if you don't talk, WIL +1, Lost Limb, Addiction (2) and add 2D6 years to the time this path takes; If you break down and talk, WIL –2, Enemy (3), Wealth and add 1D6 years to the time this path takes]

3 Maybe it *is* getting to you a little. [Introvert, Addiction (2)]

4 You were supposed to make it off the JumpShip *before* it tried to jump. [Transit Disorientation Syndrome, Glass Jaw, –1 to all skills improved this pass]

5 A nuisance, really. Nothing more. [BOD –1, Quirk/Overconfident; choose one: Poor Vision, Poor Hearing, Lost Limb, Disabled, Night Blindness]

6 Paranoia or premonition? Been at this too long? [Quirk/Paranoid, Demotion]

7 You must have been very good in a previous life, but your luck may be all used up. [EDG –4]

8 Yes, there *is* a difference between being despised and being reviled. Did somebody say Kentares? [Stigma, Enemy (2)]

9 Friends come and go, but enemies accumulate. [Enemy (1), Enemy (1), Enemy (1)]

10 Convalescent leave forces you to miss several choice assignments. [–1 to all skills improved this pass]

11 All in all, just another few years of "office" work. [Any military skill +2, any two skills +1, Enemy]

12 Nothing like a well-rounded war! [Any six skills +1]

13 Out of the 'Mech and into the action. [Apply +1 to all Basic Training and Infantry Field Skills; choose one: Allergy, Poor Hearing or Poor Vision]

14 Always open for something different. [Choose a field: Armored Infantry, Cavalry, Pilot]

15 Sniper duty is your calling, and you enjoy your work. Your victims' friends, on the other hand ... [Scout Occupational Field, Rifles +3, Good Vision, Enemy (2)]

16 Front-line heroics earn you some powerful enemies. [Tactics/Mech +2, apply +2 to all skills in MechWarrior Field, Promotion, Enemy (3)]

17 Paranoia or premonition? Either way, it paid off. [Sixth

Sense, EDG +1, Promotion, Survival +2, Strategy +1, Tactics/Any +1]

18 They can rebuild you; they have the technology. All it will cost you is your soul. [Amnesia, BOD +1, STR +2, CHA –1, Exceptional Attribute/Strength, Toughness, Pain Resistance, Poison Resistance]

19 [Choose one event or roll twice and apply both events]

20 [Choose two events or roll three times and apply each event]

STAGE 4: TOUR OF DUTY: XIN SHENG

Affiliation Capellan Confederation and St. Ives only.

Both the Capellan Confederation and St. Ives Compact/Commonality have been involved in heavy fighting recently. Some warriors chose to play it safe and tried their best to stay out of the fight. But those who put their lives on the line found that it's not the victor that gets the spoils, but the bold. Of course, there's always a potential price to pay for audacity.

Time: 2 years

Traits: Vehicle (2); choose either Quirk/Confederation Elitist or Quirk/St. Ives Loyalist

Skills: Add +2 to any three military field skills; add +1 to any three other skills *or* learn one new skill at +2

Previous Paths: Any that allow entry into a regular Tour of Duty

Next Path: Covert Ops (4, Special Forces or Scout-trained characters only), Ne'er-Do-Well (4), Police Academy (3), Tour of Duty: Inner Sphere or Xin Sheng (4)

Tour of Duty: Xin Sheng Events

2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL –2, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent), Enemy (3) and lose all Loyalty Quirks]

3 Captured behind enemy lines and imprisoned. [–1 to all skills advanced or learned in this path, Escape Artist +2, BOD –1, WIL –1, add 2 years to the time this path takes]

4 A close call wounded you in more than one way. [Addiction (2), Bad Reputation, Quirk/Bipolar or Schizophrenic]

5 Lucky wang ba dan! At least you have some good stories to tell. [EDG +2, Disabled; choose one: Combat Paralysis, Lost Limb (2)]

6 A poor showing your first major battle, now you merely want revenge. [Demotion, Quirk/Hatred of Enemy; choose one: Lost Limb or Disabled]

7 Your unit was shot up badly in battle. [Perception +2, Lemon if the character has a Vehicle or Well-Equipped (–1) if the character does not]

8 Activated for riot duty and became the "poster boy" for the anti-baby killer movement. [Add +3 to any one primary field skill, Bad Reputation (2), Enemy]

9 You married an indig and had a kid. [Dependant, –1 to half of the skills advanced or learned in this path]

10 So just how easy is it to go AWOL without getting caught? [Acting +2, Escape Artist +2, Security Systems +2, Scrounge +2, EDG –1, Demotion, –1 to all other skills advanced or learned in this path]

11 An exercise in frustration, or the fabled cake run? [Choose one: Academic/Any +3, Arts/Any +3 or Interest/Any +3]

12 A position within a training unit left you prepared for next year. [Training +4, +2 to half of your primary field skills, Leadership +2]

13 If you can't beat 'em ... Trapped behind enemy lines, you elude capture by stealing ID and pretending to be the enemy. [Alternate Identity, Language/Any Appropriate +1, Protocol/Any Appropriate +2, Acting +3]

14 You couldn't wait to see front-line action. [Brave, Tactics/Any +2, Strategy +2, any two other skills +1]

15 When they said "on point," they really meant it. Welcome to the vanguard on a heavy campaign. [EDG +1, add +4 to any one military skill, add +2 to any three other military skills, Promotion; choose Vehicle (2) or Well-Equipped (2)]

16 Trial by combat. You have "the gift." [Leadership +2, Good Reputation (2); Commission (Rank 1) *or* Promotion; choose either Combat Sense, Vehicle (2) or Well-Equipped (2); characters who have not taken an OCS program may immediately take the Sian University Subpath (ignoring Attribute minimums). following next paths for Tour of Duty: Xin Sheng when finished]

17 Mine, mine, mine, mine, and that one too. Orders *did* say to refit from captured enemy supplies. [Owns Vehicle, Vehicle (4), Well-Equipped (2)]

18 That man who just shook your hand wears the death's-head emblem. Do you *really* want to tell him "no?" [Any four military skills +1; character may attempt to qualify for the Death Commandos Covert Tour Path next; if unable (or unwilling) to make Death Commando, characters who have not taken an OCS program may immediately take the Sian University Subpath (ignoring Attribute minimums), following next paths for Tour of Duty: Xin Sheng when finished]

19 [Choose one event or roll twice and apply both events]

20 [Choose two events or roll three times and apply each event]

FA SHIH BATTLE ARMOR

R&D Start Date: April 3056
Prototype Design and Production: June 3061
Standard Production: March 3062

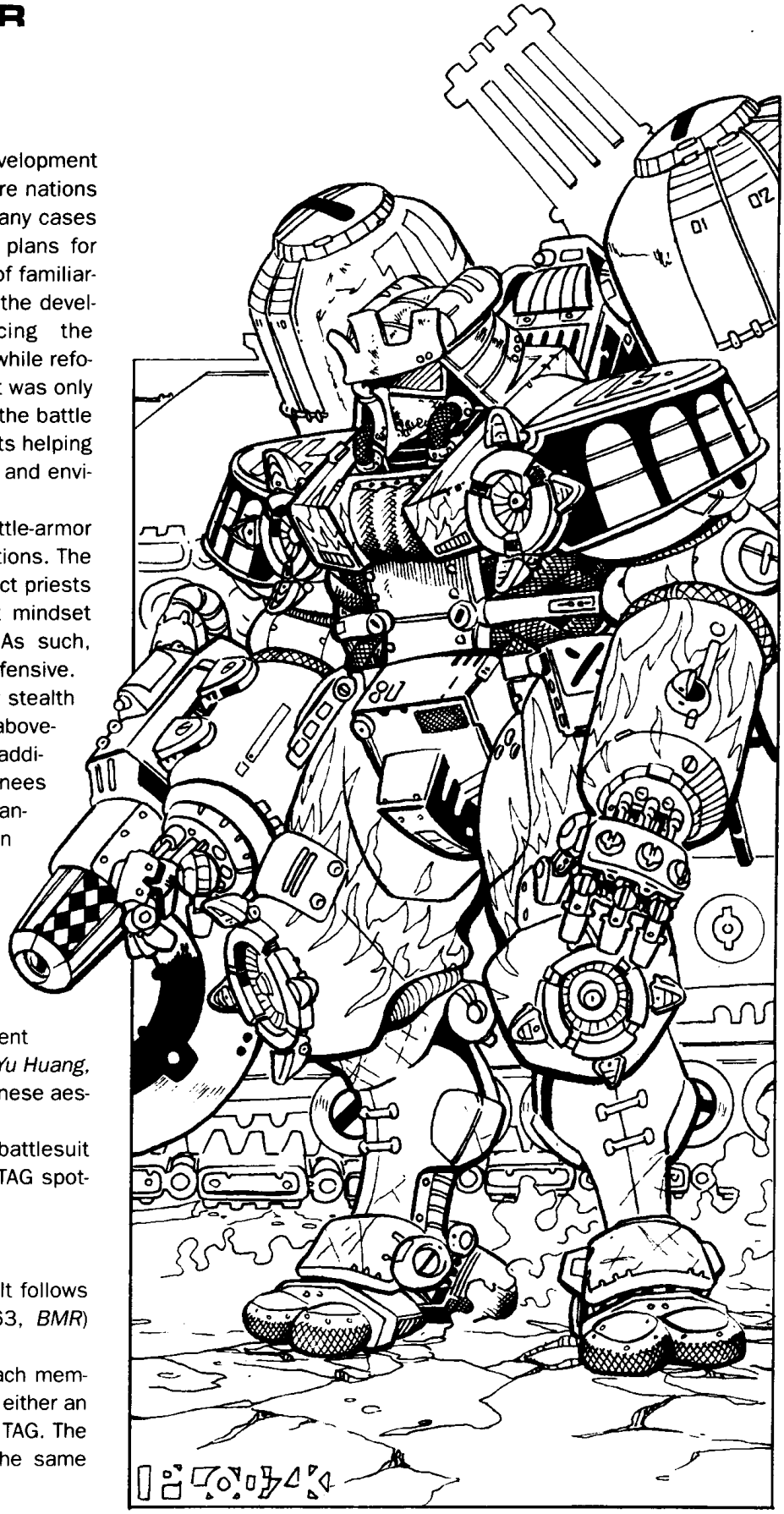
Ambition more than anything else slowed the development of Confederation battle armor. With other Inner Sphere nations already turning out and fielding their first suits, in many cases with multiple designs, the Capellan State drew up plans for three new and different variations of its own. A lack of familiarity with such technology caused excessive delays in the development of a single working prototype, forcing the Confederation to finally adopt standard power armor while refocusing efforts on only one of the new variants. Still, it was only with some help from the Word of Blake in 3060 that the battle armor would finally enter its testing phase, the Blakists helping to solve the final troubles with the suit's life-support and environmentalcontainment systems.

The final prototype came in as a medium battle-armor design, capable of anti-'Mech or antipersonnel operations. The *Fa Shih,* or the Master of Methods as many Taoist-sect priests are known, was designed to challenge the current mindset toward the deployment and role of battle armor. As such, defensive arrangements were as high a priority as offensive. While the Confederation was unable to adapt its new stealth armor system for use on the Fa Shih, it did provide above-average protection for a battle armor of its size. In addition, special magnetic locking clamps built in at the knees and underarms actually allow the Fa Shih to mount standard BattleMechs and vehicles, as the Confederation fields few OmniMechs.

Because the Confederation favors the use of minefields, it was a logical step to provide the Fa Shih with the ability to deploy its own minefields as well as advanced electronics that allow it to clear minefields quickly and efficiently.

Finally, in harmony with Xin Sheng and the current crop of 'Mechs such as the *Men Shen, Ti Ts'ang* and *Yu Huang,* the Fa Shih's armor was molded along the lines of Chinese aesthetics.

The Fa Shih mounts any of the usual anti-'Mech battlesuit weaponry, such as small lasers—including the light TAG spotting laser—flamers or machine guns.



BATTLETECH GAME RULES

The Fa Shih battle armor is Level 2 equipment. It follows standard rules for Inner Sphere battle armor (p. 63, *BMR*) except as noted below.

Fa Shih squads consist of four troopers each. Each member within a squad is equipped with the same weapon; either an Inner Sphere small laser, flamer, machine gun or light TAG. The light TAG functions exactly as the Clan system of the same name.

Each Fa Shih battlesuit has an armor value of 7 points, plus 1 additional point that represents the trooper inside.

Each battlesuit also carries one 10-point minefield mounted on its back, which may be one of the following types: Conventional, Command-Detonated or Vibrabomb. Each trooper may carry a different minefield (simply mark on the Fa Shih record sheet what minefield each trooper carries). During any turn in which a Fa Shih squad does not move or attack in either the weapon and physical attack phases, one or two of the troopers in that squad may lay its minefield in the hex the squad currently occupies.

The Fa Shih are superior at clearing minefields. They follow the standard rules for infantry clearing minefields as described on p. 81 of the *BMR,* except they clear the field on a 2D6 result of 6 or more and only on a 2D6 result of 2 does the minefield explode.

Using their specialized magnetic clamps, Fa Shih squads may mount standard BattleMechs like OmniMechs as described in *Mechanized Battle Armor* on p. 59, *BMR.*

In addition, the specialized magnetic clamps allow Fa Shih squads to mount vehicles as though they were OmniMechs (see *Mechanized Battle Armor* on p. 59, *BMR*), with the following exceptions: the battle armor takes damage first from all hits on any of the vehicle's locations except the turret, and the vehicle can only use any turret-mounted weapons when carrying Fa Shih battle armor in this manner.

MECHWARRIOR GAME RULES

Fa Shih battle armor follows the normal rules for Inner Sphere battle armor (pp. 142–43, *MW3*) except as noted below.

The Fa Shih does not have an SRM pack, and it mounts one primary and one secondary weapon.

Use the rules found on pp. 30 and 57 of *MechWarrior's Guide to Solaris VII* for using the light TAG. It uses 10 Power Points per shot and comes with an HC Military Power Pack.

Although the Fa Shih can lay minefields, their use is not covered in existing *MechWarrior* rules. Mines and the abilities of this battle armor to lay and clear them will be covered in a future supplement.

Equipment Ratings: E/E/F
Cost: 400,000 C-bills
Armor Values: 9/7/6/6
Coverage: Full

NEW EQUIPMENT

The Capellan Confederation Research and Development Department has rarely been known for innovative work when it comes to military matters. The *Raven* scout 'Mech is one of its few military accomplishments, and that relied on efficiency of design more than on the development and employment of brand-new technology. Even in recent years, with 'Mechs such as the *Men Shen* and *Ti Ts'ang* entering the armed forces' TO&E, the emphasis has remained on revamping and improving older ideas or acquiring the necessary technology from other sources rather than risk spending considerable resources on ground-breaking work that might lead nowhere.

With this in mind, it is not surprising that most of the new equipment made available to the CCAF is evolutionary in scope, derived from equipment fielded by other Houses and the Clans. Even the new Stealth Armor System produced by the Shengli Arms facility on Victoria is an evolution of a similar system found in the archives of the renovated Star League 'Mech Manufacturing Center.

All of these items are for use in Level 2 *BattleTech* and can be used in tournament play unless specifically prohibited under the rules of individual tournaments. Currently, these items are available only to Capellan forces.

STEALTH ARMOR SYSTEM

Stealth armor is the modern-day incarnation of the Star League's finest achievement in stealth systems. The original null-signature system consisted of several subsystems that combined to mask a BattleMech's presence on the battlefield and made a hidden 'Mech as good as invisible. Unfortunately, the Confederation was unable to duplicate the technology of that long-lost system and had to make several concessions to achieve a rough equivalent. The most significant concession is the composition and shape of the 'Mech's armor. It is the cornerstone of the entire system and incorporates the use of a Guardian ECM Suite. Originally tested on the *Raven* to provide proof of concept, the time and resources spent on this armor system are at odds with the Confederation's usual reticence to develop such radical technology. However, the Capellan propensity for electronic warfare explains this apparent anomaly.

BattleTech Rules

The stealth armor system takes up 2 critical slots in each of the BattleMech's hit locations except for the center torso and head (2 slots each in the right and left torsos, the right and left arm, and the right and left leg, for a total of 12 critical slots). Critical hits to these slots are re-rolled.

A 'Mech with the stealth armor system must also mount a Guardian ECM Suite. When the stealth armor system is not engaged, the ECM Suite functions normally. However, when the stealth armor system is engaged, though the ECM still continues to function normally, the 'Mech suffers the effects of being in the radius of an enemy ECM Suite (p. 126, *BMR*). If the ECM Suite is destroyed, the stealth armor system cannot function; though the armor still takes damage normally.

The player may turn the stealth armor system on or off during the End Phase of any turn. A 'Mech may also start the game with the system already engaged; this must be indicated on the unit's record sheet. While the system is engaged, the 'Mech is more difficult to attack at long distance. Medium-range attacks receive a +3 to-hit modifier in place of the standard medium-range modifier; long-range attacks add a +6 to-hit modifier. In

CAPELLAN CONFEDERATION EQUIPMENT COSTS AND BATTLE VALUES

Submunitions Type	Damage	Cost Multiplier
Arrow IV System		
FASCAM	1	1.5 x normal
Inferno-IV	*	normal
Vibrabomb-IV	*	2 x normal
LRM		
Thunder-Augmented	2	4 x normal
Thunder-Inferno	*	normal
Thunder-Vibrabomb	1	2.5 x normal
Thunder-Active	1	3 x normal

Type	Cost	Battle Value
Fa Shih Battle Armor Squad	2,250,000	—
Flamer	—	87
Machine Gun	—	85
Small Laser	—	94
TAG	—	75

Structural Cost	Formula or Cost (in C-bills)
Armor	
Stealth**	50,000 x tons of armor

* See rules for this equipment.
** Battle Value: +0.2 to Defensive Movement Factor; add +10 to maximum potential Heat Points.

addition, Beagle active probes and their Clan equivalents cannot locate a hidden unit with its stealth armor engaged. Finally, a 'Mech with the stealth armor system engaged cannot be attacked as a secondary target; the system makes the target so hard to detect and lock on to that any unit making a weapon attack against a 'Mech with engaged stealth armor can attack only that unit during that weapon attack phase (see *Multiple Targets Modifier,* p. 30, *BMR*).

Finally, the stealth armor features heat baffles that mask the 'Mech's heat sinks and reduce its infrared signature. However, the baffles restrict the normal venting of heat. While engaged, the stealth armor system generates 10 Heat Points per turn.

ARROW IV SYSTEM MUNITIONS

With the outstanding success over the past decade of *Raven* teams spotting for the Arrow IV Missile Artillery Systems of the CPLT-C3 *Catapult,* great effort was made to expand the number of special munitions available to the Arrow IV System. Unless noted otherwise, the following ammo types are only available in full-ton lots. In addition, unless otherwise noted, the following ammo types follow all the standard rules for Arrow IV as described on p. 71 of the *BMR.*

FASCAM

Like the Clan version, this special munition of the Arrow IV system delivers a round that lays a 30-point minefield in the target hex as described in *Thunder Long-Range Missiles,* p. 132, *BMR.*

Inferno-IV

This risky and dangerous munition is an attempt to wed the technology of inferno short-range missile munitions with an Arrow IV round. Because of the increased size of the round—in comparison with a short-range missile—additional chemicals were added that drastically increased the temperature of the burning gel.

Inferno-IV rounds follow all the rules for infernos as found on p. 131 of the *BMR,* with the following exceptions. Like standard area-saturation artillery, the Inferno-IV affects the impact hex and the surrounding six hexes, affecting all units in those hexes and setting all the hexes on fire. In addition, the heat level of a BattleMech hit by an Inferno-IV round is increased by 10 points during the heat phase, instead of the standard 6. If a BattleMech has already been hit by inferno missiles, the 10 Heat Points replace the 6 Heat Points of the standard inferno for the duration of the three turns and then the standard 6 Heat Points resume (provided the standard inferno is still burning).

Vibrabomb-IV

Designed to allow for the placement of minefields that can be manipulated to suit specific battlefield conditions, the Vibrabomb-IV provides commanders with the ability to lay vibrabomb minefields during combat.

Vibrabomb-IV rounds follow the rules for laying a minefield in a hex as described in *Thunder Long-Range Missiles,* p. 132, *BMR.* However, the minefield is a 20-point vibrabomb minefield rather than the usual FASCAM minefield and follows all of the rules for *Vibrabomb Minefields* (p. 81, *BMR*). The sensitivity of the minefield is set at the time of launch and should be recorded secretly.

MISSILE MUNITIONS

The recent close ties between the Capellan Confederation and the Free Worlds League allowed House Liao access to an array of new long-range missile munitions. With an eye toward improving the ability to lay minefields with long-range missiles, the Confederation attempted to suggest research in this direction. However, minefields are indiscriminate in their destruction, and the Captain-General forbade such development. Nevertheless, the Confederation secretly continued its own research in this direction. Using their experience in developing

Arrow IV minefield munitions, Capellan R&D achieved a number of phenomenal successes.

Unless noted otherwise, the following ammo types are only available in full-ton lots. In addition, unless otherwise noted, the following ammo types follow all the standard rules for *Missile Munitions* (p. 130, *BMR*).

Thunder-Augmented

The Thunder-Augmented munition was developed to deliver a much larger minefield than was previously possible.

Thunder-Augmented missiles follow the rules for laying a minefield in a hex as described in *Thunder Long-Range Missiles*, p. 132, *BMR*. However, instead of laying mines only in the impact hex, the impact hex and the six adjacent hexes are filled with mines. Since the mines are spread over a wider area, they inflict less damage. Specifically, an LRM 5 lays a 3-point field, LRM 10 is 5 points, LRM 15 is 8 points, and LRM 20 is 10 points. Like standard thunders, multiple minefields can be laid in the same hex, of standard or augmented varieties, but the total damage value of any hex will never exceed 20.

Because of the extra submunitions required to cover a larger area, the size of each Thunder-Augmented missile is drastically increased, which means that a ton of Thunder-Augmented ammo contains half as many shots as a ton of standard ammo.

Thunder-Inferno

With the success of the Inferno-IV round for the Arrow IV System, the Thunder-Inferno munition was a logical development. However, unlike the Inferno-IV round, which detonates directly at the target, the Thunder-Inferno lays a minefield. When the minefield is triggered, it explodes and sprays the target with a burning gel.

Thunder-Inferno missiles follow the rules for laying a minefield in a hex as described in *Thunder Long-Range Missiles*, p. 132, *BMR*. However, the minefield does no damage when triggered. Instead, the target is hit with a number of inferno missiles equivalent to the size of the launcher. For example, an LRM 15 Thunder-Inferno salvo will lay a field that will strike the target with 15 inferno missiles if triggered. The hex is also set on fire.

With the above exceptions, Thunder-Infernos follow all the rules for infernos found on p. 131 of the *BMR*.

Due to the increased size of the missile to accommodate the flammable gelatin, each ton of Thunder-Inferno ammo contains half as many shots as a ton of standard ammo.

BATTLEFORCE 2 ROSTER SUPPLEMENT

Name	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
CPLT-C5 Catapult	4J	3/2/1	1	H	5/5	13	artA
LHU-2B Lao Hu	5	4/3/1	1	H	5/3	14	
MHL-2L Marshal	4J	3/2/1	1	M	4/5	12	
RVN-4L Raven	6	3/2/—	0	L	2/1	7	ecm, prb, tag
SYU-2B Sha Yu	7	2/2/1	1	M	3/2	11	ecm, tag
VND-4L Vindicator	5J	3/2/1	1	M	4/2	13	ecm
Fa Shih Squad							
Flamer	3J	1/—/—	—	I	2/—	2	car4
Machine Gun	3J	1/—/—	—	I	2/—	1	car4
Small Laser	3J	1/—/—	—	I	2/—	2	car4
TAG	3J	—/—/—	—	I	2/—	1	car4, tag

Thunder-Vibrabomb

Like the Thunder-Inferno, the impetus of the Thunder-Vibrabomb was derived from the Vibrabomb-IV and functions in much the same way.

Thunder-Vibrabomb rounds follow the rules for laying a minefield in a hex as described in *Thunder Long-Range Missiles*, p. 132, *BMR*. However, the minefield is a vibrabomb minefield and with the exception of damage—which per standard Thunder Long-Range Missile rules is determined by the LRM launcher size—follows all of the rules for *Vibrabomb Minefields* as described on p. 81, *BMR*. The sensitivity of the minefield is set at the time of launch and should be recorded secretly.

Due to the increased size of the missile to accommodate the extra electronics in the submunitions, each ton of Thunder-Vibrabomb ammo contains half as many shots as a ton of standard ammo.

Thunder-Active

Thunder-Active munitions were developed in an effort to expand the lethality of laid minefields. Though minefields are effective against surface-bound targets, jump-capable 'Mechs and infantry—especially battle-armor infantry—could easily avoid them. Years of research were dedicated to producing a munition that could be detonated in a standard fashion, or that could detect an airborne enemy and detonate. Using modified miniature beagle probes that continually sweep an area and secondary explosives that launch canisters into the air when a unit is detected, the Confederation R&D department solved the limitations of minefield tactics.

Thunder-Active rounds follow all the rules for laying a minefield in a hex as described in *Thunder Long-Range Missiles*, p. 132, *BMR*. In addition, any time a ground unit (BattleMech or infantry, friend or foe) using jump movement passes over a hex with a Thunder-Active minefield, it must make a roll for the hex

exactly as if the unit had entered the hex using non-jumping movement. On a 2D6 roll of 9 or greater, the minefield explodes, causing standard damage. Any Piloting Skill Rolls that need to be made as a result of this damage are resolved when the unit reaches the target hex of its jump. Thunder-Active munitions do not affect VTOL vehicles.

Due to the increased size of the missile to accommodate the miniature probe and extra explosives in the submunitions, each ton of Thunder-Active ammo contains half as many shots as a ton of standard ammo.

BATTLEMECH VARIANTS

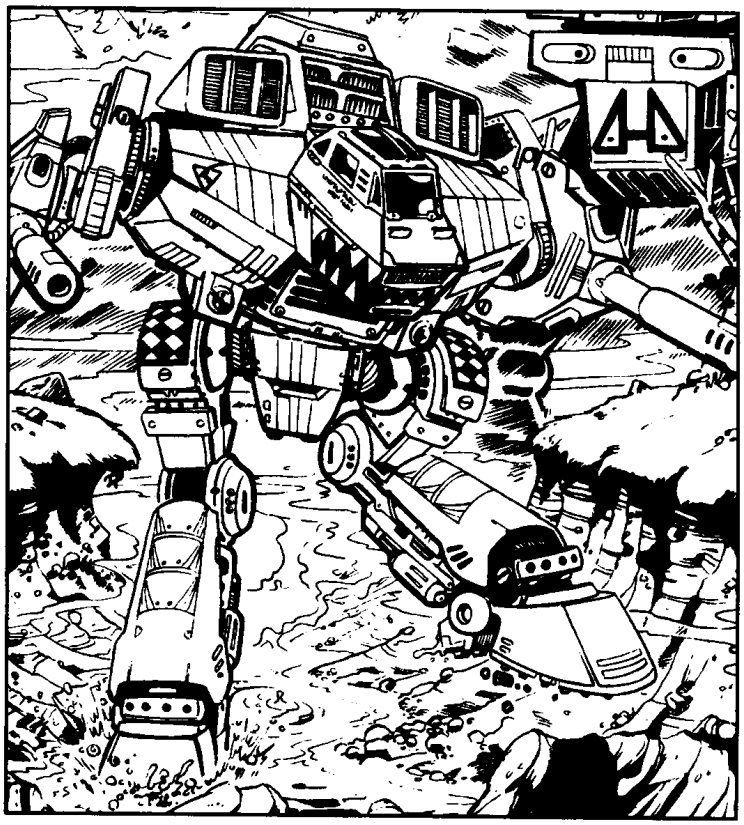
With the successful testing of the new stealth armor system, the Capellan Confederation Armed Forces made major modifications to the chassis and existing weaponry of the classic House Liao 'Mechs for proof of concept designs to fieldtest before production utilizing the technology was undertaken. Three of the most successful variants are included in record sheets at the back of this book: the RVN-4L *Raven,* VND-4L *Vindicator* and MHL-2L *Marshal.* Additionally, with the new Arrow IV submunitions available, work was done on a new *Catapult* variant mounting the Arrow IV, which vastly improved its battlefield effectiveness over the original CPLT-C3 design.

SYU-2B SHA YU

Mass: 40 tons
Chassis: Hellespont Type T Endo Steel
Power Plant: VOX 280 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Lite Stealth
Armament:
2 Martell Extended Range Large Lasers
2 Diverse Optics Extended Range Medium Lasers
Manufacturer: Hellespont Industries
Primary Factory: Sian
Communications System: Ceres Metals Model 666 with Guardian Electronic Countermeasures
Targeting and Tracking System: Apple Churchill 2000 with 442x Target Acquisition Gear

OVERVIEW

As the Confederation's new stealth armor system approached final testing, the Strategios wanted a say in which BattleMech would first showcase the new technology. The 'Mech of choice was the *Raven,* which had already gained a reputation in the Inner Sphere as a cutting-edge reconnaissance and vanguard unit. After proving the concept of the stealth armor system on an established design, Hellespont moved to create a new medium 'Mech that would showcase the new armor.



Hellespont Industries wisely chose to use the *Raven* chassis as the starting point and discovered that with a slightly heavier frame and alteration to the electronics package, a stealth armor system would work beyond projected expectations. This would become the *Sha Yu,* the *Shark,* named for its bullet-shaped forward thrust cockpit on which an engineer painted an old combat decoration more often seen on fighter craft. A fitting description, Hellespont finally decided, given that the *Sha Yu* certainly had "teeth."

CAPABILITIES

Lightly armored, the *Sha Yu's* primary focus is not close-range combat. The inclusion of a TAG spotting laser is more a leftover from the initial *Raven* design, though the TAG does have a tendency to deter larger 'Mechs from closing and risking a directed Arrow IV artillery strike.

Central to the BattleMech's field tactics is, of course, the stealth armor system that employs the Guardian Electronics Countermeasures system to create a "reduced targeting profile." Radar and thermal imaging systems both have trouble acquiring target locks. So, in effect, while no enemy will want to close pointblank with the *Sha Yu,* the *Shark* also maintains a serious advantage at longer range.

The *Sha Yu* typically does most of its damage with the twin ER large lasers, dancing around at the medium ranges and relying on its incredible speed to keep a tactical edge. Enemy machines brave enough to close will quickly feel the added bite of its paired medium lasers, swapped out for one of the large

lasers or simply added to the salvo in a blistering attack.

In fact, if the *Sha Yu* has a disadvantage it is the tendency of MechWarriors to overuse the "alpha strike" capability of the machine and run extremely high heat levels. MechWarriors who pilot the *Sha Yu* have taken to calling out "blood in the waters," as a warning to lancemates they are about to attempt such a feat. Running cool to that point, likely at middle to close ranges for the large lasers, suddenly the *Sha Yu* turns inward and uses its formidable speed advantage to close within effective range of the medium lasers. The battle at this point can degenerate into either a slugging match, with debilitating heat effects quickly reducing the *Sha Yu's* effectiveness, or a saber dance of high-speed passes followed by evasive runs in which the 'Mech fires little while cooling off from a previous all-out strike.

DEPLOYMENT

The *Sha Yu* is a very recent addition to the CCAF rosters and has been shipped in numbers only to high-profile units such as the Capellan Hussars, Warrior Houses and McCarron's Armored Cavalry. A few of these 'Mechs have worked their way into middle-guard regiments, but they remain isolated test cases to see if those warriors can learn to employ this design effectively.

Despite its Guardian ECM System and the TAG laser, CCAF directives highly recommend that the *Sha Yu* be employed offensively rather than as a recon unit. Any command deploying the *Sha Yu* is also advised to field a *Catapult* with Arrow IV capability, the better to threaten an enemy into keeping his distance.

Type: **Sha Yu**
Technology Base: Inner Sphere
Tonnage: 40
Battle Value: 1,115

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	104	6.5
	Internal Structure	*Armor Value*
Head	3	9
Center Torso	12	14
Center Torso (rear)		5
R/L Torso	10	13
R/L Torso (rear)		5
R/L Arm	6	9
R/L Leg	10	11

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
ER Medium Laser	LT	1	1
ER Medium Laser	RT	1	1
TAG	H	1	1
Guardian ECM Suite	CT	2	1.5
Stealth	Various	12	0

LHU-2B LAO HU

Mass: 75 tons
Chassis: Chariot Type II Endo Steel
Power Plant: GM375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Star Shell Standard
Armament:
1 LB-20X Autocannon
1 Zeus LRM-15 Launcher
1 Martell Extended Range Large Laser
Manufacturer: Shengli Arms
Primary Factory: Victoria
Communications System: Dian-bao Comms, Standard
Targeting and Tracking System: O/P 911 Targeting and Tracking System

OVERVIEW

Credit for the development of the *Lao Hu* falls on a young student at the Victoria Academy of Arms and Technology. Not an engineering or technician student, as many would guess, but a MechWarrior taking extra classes in battlefield technology. She noted that the *Thunder* design, though successful, contained a few flaws easily corrected with the new construction materials now obtainable through Chancellor Liao's Xin Sheng efforts in the military-industrial complex.

Before presenting the design to authority, she worked up schematics and had a friend program the design into a simulator to fieldtest her ideas. When it became apparent to her that the new design was a vast improvement on the *Thunder* 'Mech, she handed over reams of paper documenting her research to the higher-ups who could make the design a reality. The material proved so thorough and brilliant that engineers had little work to do other than submit the design for production. The student was given the privilege of naming the new 'Mech, dubbing it the *Lao Hu*, which means *Tiger* in *hanyu* (Chinese). The design has lived up to its namesake, proving to be a powerful and aggressive force on the battlefield.

CAPABILITIES

The top-heavy *Lao Hu* was designed from the start to bridge

the gap between heavy and assault-class BattleMechs. The *Lao Hu* would be able to hold its own against superior machines.

Using the *Thunder* as a model, the autocannon was upgraded to the same LB-20X found on the *Yu Huang* assault 'Mech. It was supplied with enough ammunition to conceivably destroy two to four assault machines. This ambitious design also increased the *Lao Hu's* demand for extended campaigns.

By employing an endo-steel chassis and recovering tonnage from the *Thunder's* set of medium pulse lasers, the *Lao Hu* was given a strong long-range weapons profile. An extended-range large laser in the left arm complements the torso-mounted long-range missile rack. With the varied LRM munitions developed recently, these two weapons augmented the 'Mech's already strong tactical position.

The *Lao Hu's* aggressive nature is enforced by the GM 375 XL engine, which bestows the best movement curve a 75-ton 'Mech can employ. With speeds ranging up to eighty-six kilometers per hour, the new design could approach rapidly, trading off LRM rack for autocannon at an effective range.

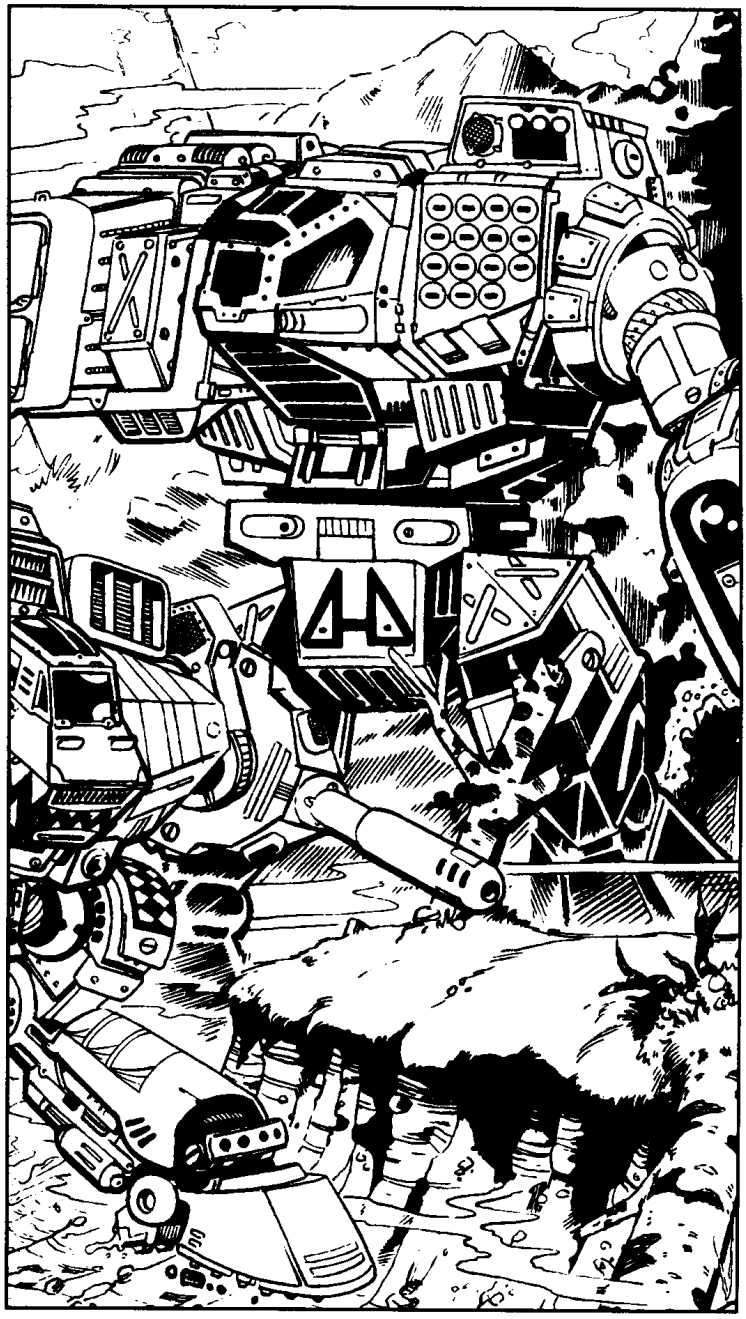
DEPLOYMENT

The *Lao Hu* entered service in 3062, in time to see some action in the St. Ives conflict, though its role was usually underplayed. However, the strength of the design shows in the numerous petitions since then from assault-class lances and companies requesting the *Lao Hu*.

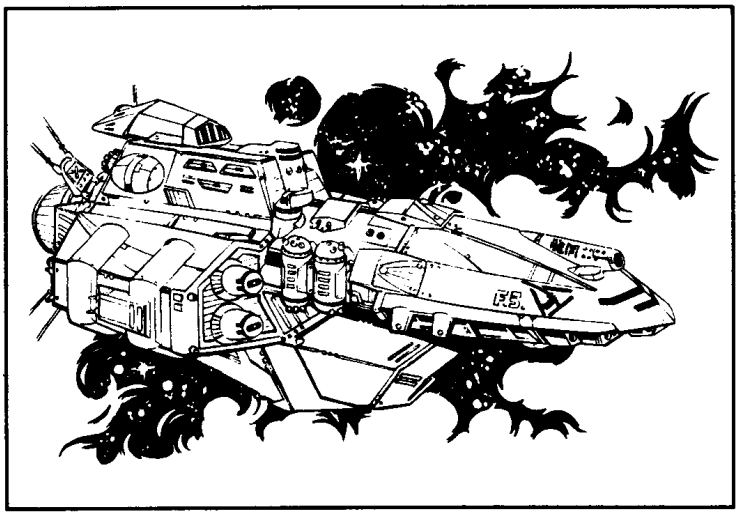
For her role in developing the 'Mech, the student (when drafted early from school by the Prefectorate Guard) was awarded the prototype she helped build and was escorted by a full lance of these machines into the Guard. Now into its third production run, outstripping Shengli Arms' *Jinggau* in popularity, there are few regiments in the Confederation that do not boast at least one of these new 'Mechs.

Type: **Lao Hu**
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 1,315

Equipment		**Mass**
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5
	Internal Structure	*Armor Value*
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	23
R/L Leg	16	28



Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LB 20-X AC	RA/RT	11	14
Ammo (LB-X) 15	RT	3	3
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
ER Large Laser	LA	2	5



FENG HUANG-CLASS CRUISER

In an effort to stay on par with the emerging fleets of other Great Houses, the Capellan Confederation had no choice but to join its resources with the Free Worlds League in developing their WarShip fleet. The *Impavido*-class destroyer was the result of such efforts. However, Chancellor Sun-Tzu Liao was well-aware that the détente between his House and that of Captain-General Thomas Marik—regardless of his engagement to Isis Marik—could not last, and the rapidly growing League fleet had him worried. Even while the *Impavido* was being developed, Sun-Tzu ordered the secret development and construction of a much larger vessel. Once again, the Chancellor drew heavily upon Word of Blake resources. For their own reasons, they agreed to keep this from their own Primus in exile, Thomas Marik. Additionally, several Death Commandos had lost their lives retrieving blueprints and gigabytes of technical data on the League's own secret WarShip—the *Thera*-class carrier.

Armed with this new information and the technical expertise of the Word of Blake, the Confederation attempted to build a cruiser that would hold its own against the massive *Thera*. However, unlike most WarShips, which mount a bristling array of weaponry at the cost of armor, with the Confederation pouring so much of its precious resources into the design, the Chancellor was adamant that it carry as much protection as possible. As such, additional structure reinforcement and maximum armor ensure that the *Feng Huang* can survive damage that would destroy other vessels. Additionally, the *Feng Huang* was designed to operate from port for months at a time without resupply. It has an overlarge fuel capacity for a vessel of its size and mammoth cargo capacity and mounts only energy weapons, eliminating the need for cumbersome ammunition.

The *Feng Huang* (which translates as *Phoenix,* to coincide with Sun-Tzu's Xin Sheng) class of cruiser was originally deployed in 3058. The first, named the *Elias Jung,* was plagued with problems arising from a rush to finish the vessel before the League launched its *Thera* vessel. Though operational, the ship was taken off-line for more than a year to receive a complete overhaul. It re-entered service in late 3060 and has since exhibited no additional problems. Though two *Feng Huang*-class cruisers are in service—and at least three more are planned—the monstrous cost of building and deploying such a large WarShip has eliminated the possibility of the Confederation developing any further WarShips for the foreseeable future.

Feng Huang (Cruiser)
Tech: Star League
Introduced: 3058
Mass: 970,000 tons
Length: 1,155 meters
Sail Diameter: 1,025 meters
Fuel: 3,000 tons
Tons/Burn Day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 5
KF Drive Integrity: 20
Heat Sinks: 2,440 (4,880)
Structural Integrity: 90

Armor
Fore: 310
Fore-Sides: 293
Aft-Sides: 285
Aft: 280

Cargo:

Bay 1: 24 fighters + 2 small craft	6 doors
Bay 2: (Cargo 77,778)	8 doors
Bay 3: (Cargo 19,443)	8 doors

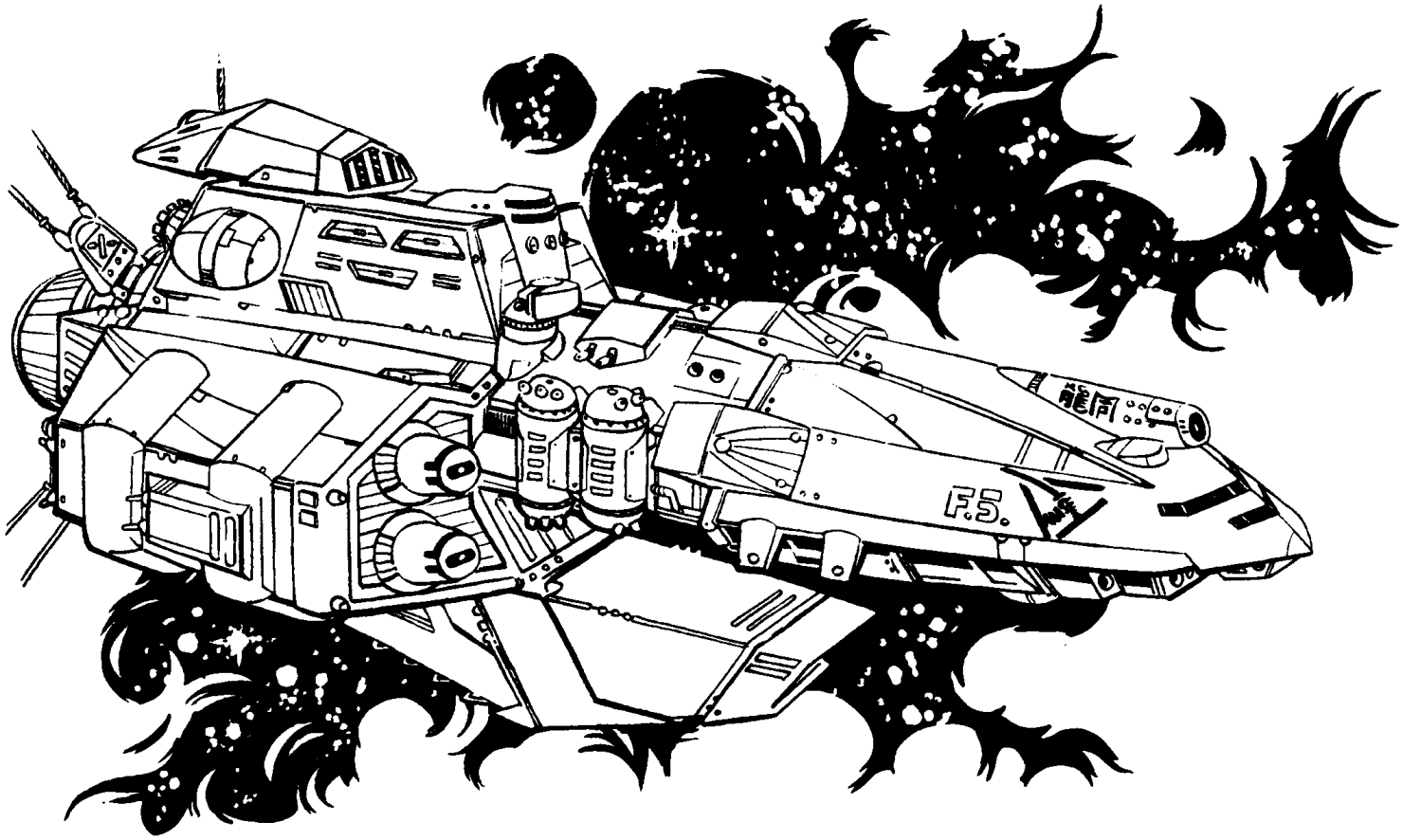
DropShip Capacity: 6
Grav Deck: 2 (90-meter diameter)
Escape Pods: 24
Lifeboats: 24

Crew: 1,044 (Includes 96 battle-armor-equipped marines)

Passengers: 48 (24 pilots, 24 technicians)

Armament: 20 Extended Range Large Lasers, 20 Large Pulse Lasers, 20 Extended Range Particle Projector Cannons, 8 Light NPPC, 6 Medium NPPC, 4 Heavy NPPC, 10 NL35, 8 NL45, 6 NL55

Notes: Equipped with lithium-fusion battery and 1,746 tons of Lamellor Ferro-Carbide armor.



Weapons			Range Values			
Arc	**Type**	**Heat**	**S**	**M**	**L**	**Extreme**
Nose	Laser	48	32	32	32	—
Nose	Pulse Laser	40	36	36	—	—
Nose	PPC	60	40	40	40	—
Nose	Capital Laser	104	7	7	7	—
FL/FR	Laser	24	16	16	16	—
FL/FR	Pulse Laser	20	18	18	—	—
FL/FR	PPC	30	20	20	20	—
FL/FR	Capital Laser	207	14	14	14	10
FL/FR	Capital PPC	240	16	16	16	9
LBS/RBS	Laser	24	16	16	16	—
LBS/RBS	Pulse Laser	20	18	18	—	—
LBS/RBS	PPC	30	20	20	20	—
LBS/RBS	Capital Laser	277	18	18	18	15
LBS/RBS	Capital PPC	795	53	53	53	39
AL/AR	Laser	24	16	16	16	—
AL/AR	Pulse Laser	20	18	18	—	—
AL/AR	PPC	30	20	20	20	—
AL/AR	Capital Laser	207	14	14	14	10
AL/AR	Capital PPC	240	16	16	16	9
Aft	Laser	48	32	32	32	—
Aft	Pulse Laser	40	36	36	—	—
Aft	PPC	60	40	40	40	—
Aft	Capital Laser	104	7	7	7	—

BATTLETECH®

FA SHIH ARMOR RECORD FORM

MOVEMENT POINTS: 3 JUMP

PLATOON NUMBER_____

SQUAD NUMBER 1

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 2

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 3

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 4

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

PLATOON NUMBER_____

SQUAD NUMBER 1

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 2

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 3

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 4

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

PLATOON NUMBER_____

SQUAD NUMBER 1

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 2

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 3

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 4

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

PLATOON NUMBER_____

SQUAD NUMBER 1

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 2

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 3

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 4

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

PLATOON NUMBER_____

SQUAD NUMBER 1

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 2

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 3

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

SQUAD NUMBER 4

WEAPON TYPE _____

☐ MINE 1 ☐ MINE 2 ☐ MINE 3 ☐ MINE 4

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Squad Members Active			
	1	2	3	4
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	1	2	2
6	1	1	2	2
7	1	2	2	3
8	1	2	2	3
9	1	2	3	3
10	1	2	3	4
11	1	2	3	4
12	1	2	3	4

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	7
1–3	10
—	No attack possible

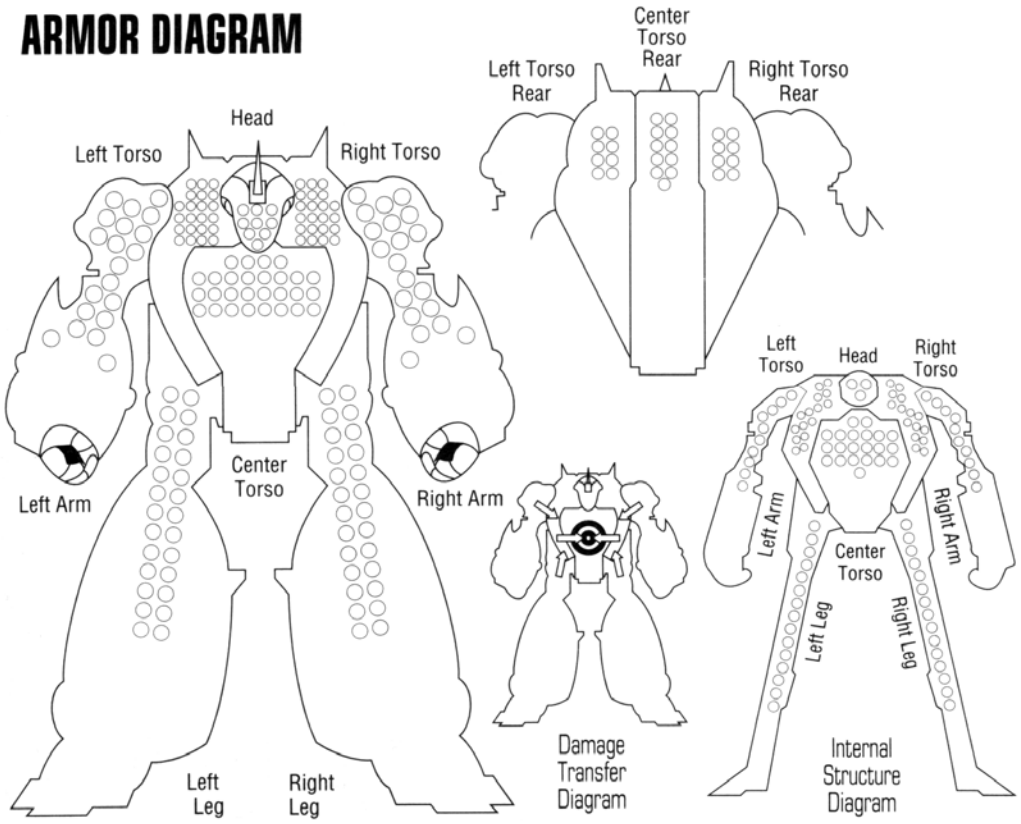
LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	4
3	7
2	10
1	12
—	No attack possible

Permission granted to photocopy for personal use. Copyright © 2000 FASA Corporation.

BATTLETECH®
BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **CPLT-C5 Catapult**
Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 65
Technology Base: 3063
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Arrow IV	RT/RA	10	20	–	–	–	5
1 ER Medium Laser	RT	5	5	–	4	8	12
2 ER Medium Laser	CT	5	5	–	4	8	12
1 ER Medium Laser	LT	5	5	–	4	8	12

Ammo Type	Rounds
Arrow IV	20

Total Heat Sinks: 12 (24) 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	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (Case)

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. ER Medium Laser

4-6
1. Ammo (Arrow IV) 5
2. Ammo (Arrow IV) 5
3. Ammo (Arrow IV) 5
4. Ammo (Arrow IV) 5
5. CASE
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Cost: 6,540,876
Battle Value: 1,329
Arrow IV BV: 200

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Arrow IV System
4. Arrow IV System
5. Arrow IV System
6. Arrow IV System

4-6
1. Arrow IV System
2. Arrow IV System
3. Arrow IV System
4. Arrow IV System
5. Arrow IV System
6. Endo Steel

Right Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. ER Medium Laser

4-6
1. Arrow IV System
2. Arrow IV System
3. Arrow IV System
4. Arrow IV System
5. Arrow IV System
6. Arrow IV System

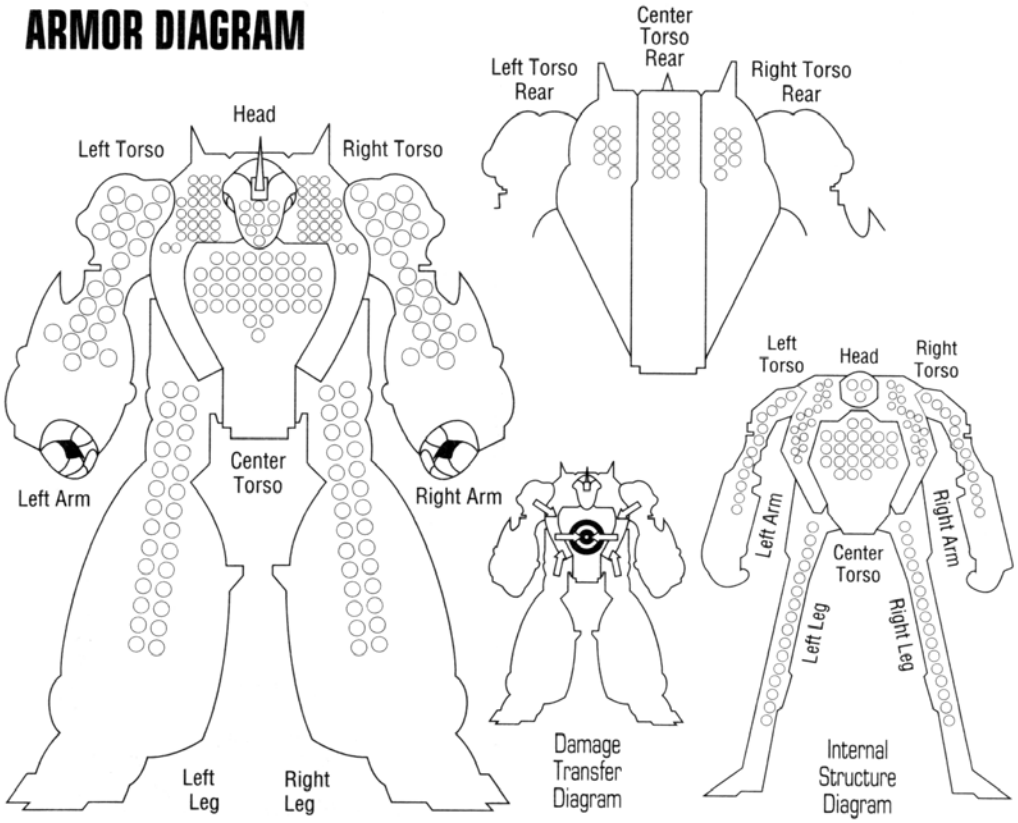
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH is a Registered Trademark of FASA Corporation. Copyright 2000. Permission to photocopy for personal use.

BATTLETECH®
BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **LHU-2B Lao Hu**
Movement Points:
Walking: **5**
Running: **8**
Jumping: **0**

Tonnage: 75
Technology Base: 3063
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Large Laser	LA	12	8	–	7	14	19
1 LB 20-X AC	RT/RA	6	20	–	4	8	12
1 LRM 15	LT	5	1	6	7	14	21

Ammo Type	Rounds
LB 20-X AC	15
LRM 15	16

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
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	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Large Laser
5. ER Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Ammo (LRM) 8
2. Ammo (LRM) 8
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Roll Again
6. Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost: 18,832,188
Battle Value: 1,410

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. LB 20-X AC
5. Ammo (LB-X) 5
6. Ammo (LB-X) 5

4-6
1. Ammo (LB-X) 5
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

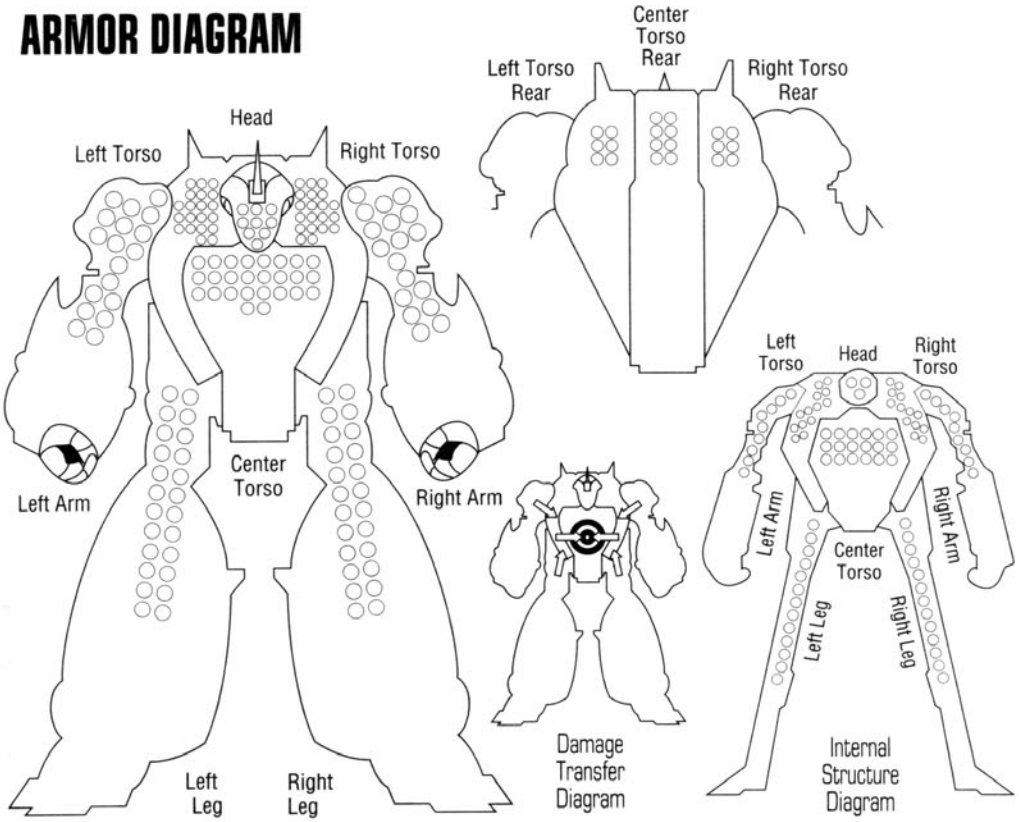
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH is a Registered Trademark of FASA Corporation. Copyright 2000. Permission to photocopy for personal use.

BATTLETECH®
BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **MHL-2L Marshal** Tonnage: 55

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Technology Base: 3050
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	LA	3	5	–	3	6	9
1 Medium Pulse Laser	RT	4	6	–	2	4	6
1 Large Laser	RA	8	8	–	5	10	15
2 Machine Guns	LT	0	2	–	1	2	3
1 Flamer	CT	3	0	–	1	2	3
1 LRM 15	RT	5	1	6	7	14	21

Ammo Type	Rounds
Machine Gun	100
LRM 15	24

Total Heat Sinks: 11 (22) 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	

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (MG) 100
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. Flamer
6. Ferro-Fibrous

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Cost: 4,940,574
Battle Value: 1,169

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (Case)
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Pulse Laser
5. LRM 15
6. LRM 15

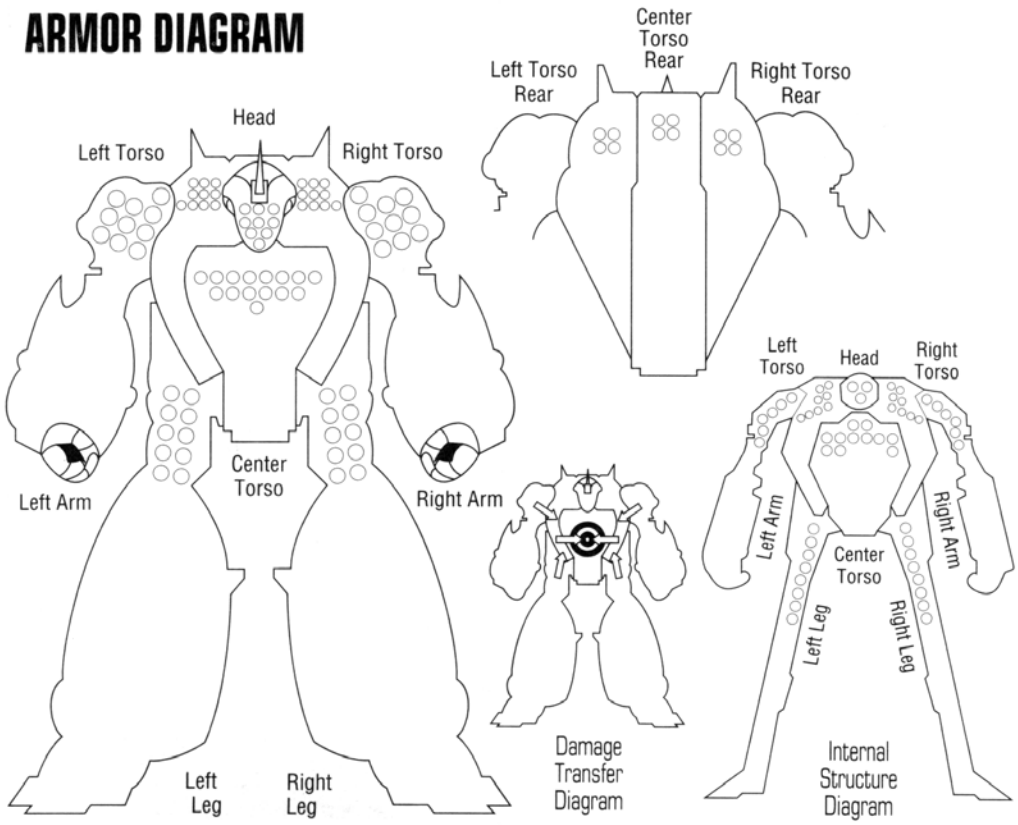
4-6
1. LRM 15
2. Ammo (LRM) 8
3. Ammo (LRM) 8
4. Ammo (LRM) 8
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

BATTLETECH is a Registered Trademark of FASA Corporation. Copyright 2000. Permission to photocopy for personal use.

BATTLETECH®
BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **RVN-4L Raven**
Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 35
Technology Base: 3063
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 ER Medium Lasers	RA	5	5	–	4	8	12
1 SRM 6	RT	4	2	–	3	6	9
1 Beagle Active Probe	CT	0	0	–	–	–	4
1 TAG	RT	0	0	–	5	9	15
1 Guardian ECM Suite	LT	0	0	–	–	–	6
1 Narc Missile Beacon	LA	0	0	–	3	6	9

Ammo Type	Rounds
SRM 6	15
Narc Missile Beacon	12

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
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	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Narc Missile Beacon

4-6
1. Narc Missile Beacon
2. Stealth Armor
3. Stealth Armor
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Ammo (SRM) 15

4-6
1. Ammo (Narc) 6
2. Ammo (Narc) 6
3. Stealth Armor
4. Stealth Armor
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Beagle Active Probe
6. Beagle Active Probe

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost: 6,048,345
Battle Value: 667

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. ER Medium Laser
4. ER Medium Laser
5. Stealth Armor
6. Stealth Armor

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. SRM 6
2. SRM 6
3. TAG
4. Stealth Armor
5. Stealth Armor
6. Roll Again

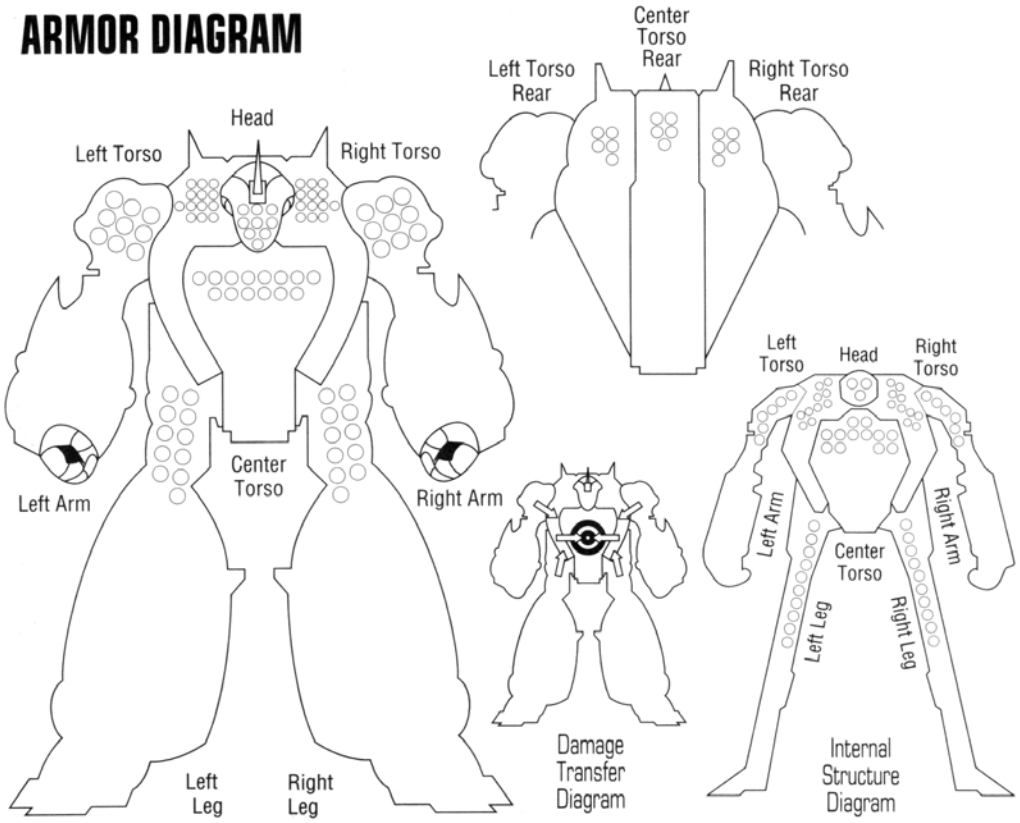
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

BATTLETECH is a Registered Trademark of FASA Corporation. Copyright 2000. Permission to photocopy for personal use.

BATTLETECH®
BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **SYU-2B Sha Yu** Tonnage: 40

Movement Points:
Walking: 7
Running: 11
Jumping: 0

Technology Base: 3063
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Large Laser	RA	12	8	–	7	14	19
1 ER Large Laser	LA	12	8	–	7	14	19
1 ER Medium Laser	RT	5	5	–	4	8	12
1 ER Medium Laser	LT	5	5	–	4	8	12
1 TAG	H	0	0	–	5	9	15
1 Guardian ECM Suite	CT	0	0	–	–	–	6

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
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	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Stealth Armor
5. Stealth Armor
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Stealth Armor
6. Stealth Armor

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

Head

1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Cost: 7,859,127
Battle Value: 1,034

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Stealth Armor
5. Stealth Armor
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Stealth Armor
6. Stealth Armor

Right Leg

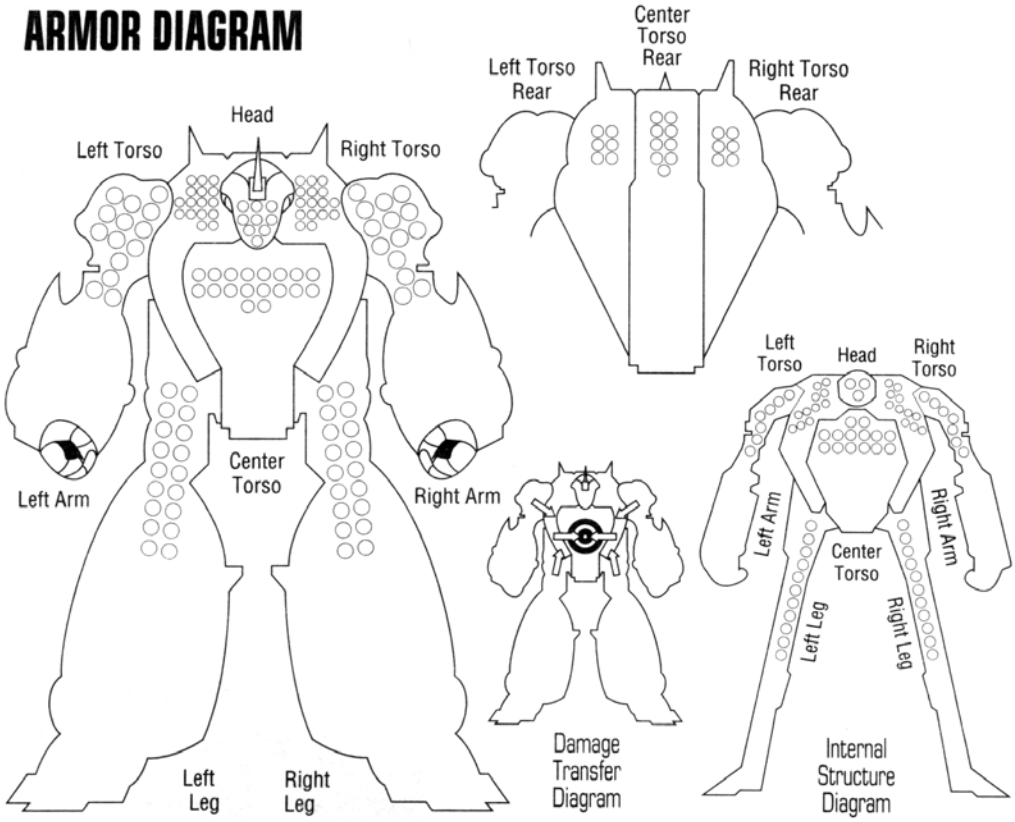
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

BATTLETECH is a Registered Trademark of FASA Corporation. Copyright 2000. Permission to photocopy for personal use.

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **VND-4L Vindicator**
Movement Points:
Walking: 5
Running: 8
Jumping: 5

Tonnage: 45
Technology Base: 3063
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER PPC	RA	15	10	–	7	14	23
1 ER Medium Laser	CT	5	5	–	4	8	12
1 Medium Pulse Laser	H	4	6	–	2	4	6
1 LRM 5	LT	2	1	6	7	14	21
1 Guardian ECM Suite	LT	0	0	–	–	–	6

Ammo Type	Rounds
LRM 5	24

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
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	

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6

3. Double Heat Sink
4. Double Heat Sink
5. Stealth Armor
6. Stealth Armor

Left Torso

1. XL Engine
2. XL Engine

1-3

3. XL Engine
4. Jump Jet
5. Jump Jet
6. LRM 5

1. Guardian ECM Suite
2. Guardian ECM Suite

4-6

3. Stealth Armor
4. Stealth Armor
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine

1-3

3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine

4-6

3. XL Engine
4. XL Engine
5. Jump Jet
6. ER Medium Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Cost: 8,119,420
Battle Value: 1,178

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC

4-6

3. ER PPC
4. Stealth Armor
5. Stealth Armor
6. Roll Again

Right Torso (Case)

1. XL Engine
2. XL Engine

1-3

3. XL Engine
4. Jump Jet
5. Jump Jet
6. Ammo (LRM) 24

1. Double Heat Sink
2. Double Heat Sink

4-6

3. Double Heat Sink
4. Stealth Armor
5. Stealth Armor
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

BATTLETECH is a Registered Trademark of FASA Corporation. Copyright 2000. Permission to photocopy for personal use.

INDEX

A
Academic standards, 44–46
Advanced Individual Training, 137, 138, 139, 140
Advanced Infantry Training, 135
Aerospace
  assets, 32–33
  uniform, 40
Age of War, 9–10, 18, 51
Aliesha's Mounted Fusiliers, 107, 108, 131
Allard, Justin Xiang, 21, 67
Allard-Liao, Cassandra, 16, 22, 105
Allard-Liao, Kai, 22, 26, 75, 77, 90, 103, 104, 113
Amaris, Stefan, 10, 114
Ambermarle, Wendy, 97, 98, 100
Ambermarle's Highlanders, 28, 97, 98, 130
Andreyvich, Petyr, 83
Andurien, 9, 20
Andurien-Canopus invasion, 71, 87, 95
Angel's Regiment, 88, 129
Arboris, 7, 8, 87
Ares, 77
Ares Conventions, 9, 10
Aris Crisis, 8
Armor assets, 34, 41
Augmented units, 36

B
Ban-zhang, 38
Baton of Illustrious Service, 41–42
Battle armor, 35, 142–43
BattleForce 2, 125, 145
BattleMech, 10, 28, 39, 32, 58, 69, 73, 115, 121–23
  assets, 32
  battle armor rules, 143
  regiments, 23, 34
  stealth armor rules, 144
  stealth armor variants, 146
Baxter, Marcus, 28, 86, 88, 91
Black May nerve gas attacks, 22, 27
Blackwind Lancers, 15–16, 19, 22, 73, 112, 114, 115, 131
Borodin, Viktor, 115
Borodin's Vindicators, 115, 131–32

C
Capellan Academy, 136–37
Capellan Aerospace Defense Forces, 10, 11, 32
Capellan armed forces, 6, 24
  deployment, 119–20
  limitations, 9
  mercenaries in, 6
  origins of, 6–7
  presence in Aldebaran, Styk, 15
  rosters, 50
  strength of, 6
Capellan Brigade, 28, 92
  available forces, 97
  colors and insignia, 97
  command structure, 97
  equipment ratings, 130
Capellan Civil War, 4, 16
Capellan Commonality, 7, 18
  Aris Crisis and, 8
  Armed Forces, 24, 119
Capellan Confederation
  colors of, 8
  formation of, 9
  foundation of, 7–8
Capellan Defense Force, 9, 10, 18, 51, 55
  available forces, 75
  colors and insignia, 75
  command structure, 75
  equipment ratings, 128
Capellan Hegemony, 7, 18, 46
Capellan March, 20
Capellan Nationals, 28, 120, 131–32
Capellan Reserves, 24, 28
Capellan-Sarnese War, 7, 8
Capella War College, 46, 75, 78, 137–38
Capellan Brigade, 92
Carson's Cavaliers, 129
Ceres Metals, 41, 75
Chancellor's colors, 42
Chancellor's Guard. See Red Lancers
Cháng-Chéng, 78
  available forces, 78
  colors and insignia, 78
  command structure, 78
  equipment ratings, 128
Chaos March, 13, 22, 29, 30, 56, 57, 59, 62, 78, 79, 81, 88, 125
Chesterton Reserves, 83
Cheveau Legers, 103
Citation for Meritorious House Service, 42
Citizens' Honored, 28
  available forces, 92
  colors and insignia, 92
  command structure, 92
  equipment ratings, 129–30
Civil Seal of Valor and Sacrifice, 43
Clan Invasion, 5, 12, 14, 21, 26, 35, 66, 95, 104, 113
Clan Novas, Supernovas, 36
Cluster of Conspicuous Heroism, 43
Cochrane's Goliaths, 103
Combat officer uniform, 39–40
ComStar, 12–13, 14, 15, 22, 81, 129, 133
Confederation Master at Arms, 43
Confederation Reserve Cavalry
  available forces, 69
  colors and insignia, 69
  command structure, 69
  equipment ratings, 127–28
Cristobel's Regiment. See Angel's Regiment
Cynthiana, 8

D
Davion, Hanse, 11–12, 13, 19–21, 78, 86, 113, 117
Davion, Reynard, 8, 9
Day of Martyrs, 8, 9, 39
Death Commandos, 24, 28, 37, 39, 47, 52, 57, 58, 80
  available forces, 67
  colors and insignia, 67
  command structure, 67
  covert tour, 140–41
  equipment ratings, 126–27
  rosters, 68
Decree of Martial Unity, 57
Denbar, 16, 73, 100, 112
Department of Procurement, 52, 58, 78, 102
Dieron Regulars, 10
Disputed Territories, 56, 87
Do San Mu, 78
Draconis Combine, 5, 12, 14, 28, 64, 86, 97, 133
  armed forces of, 6
  Kentares Massacre by, 11
DropShips, 10, 28, 33, 38
Duchy Citation Award, 43
Dynasty Guard, 51, 56, 126

E
Equipment, 143–49
  costs, battle values, 146
  ratings, 125

F
Fa Shih
  battlesuits, 58, 142–43
  platoons, 35
Federated Commonwealth, 12, 13, 21, 22, 27, 32, 77, 96, 110, 115, 116, 118
Federated Suns, 7, 10, 11, 18–21, 29, 34–35, 43, 52, 78, 82, 86, 88, 92, 96, 109, 127, 130, 133–34
Feng Huang-class cruiser, 150–51
Field uniforms, 41
Focht, Anastasius, 14, 16, 22
Free Capella, 27, 29
  available resources, 113
  colors, 113
  command structure, 113
Free Rasalhague Republic, 12, 133
Free Republic Revolutionaries, 117, 132
Free Tikonov movement, 96
Free Worlds League, 5, 8–13, 20, 16, 33–34, 52, 58, 60, 77, 86, 150
Fujita, Ryan, 64

G
Grand Cordon of Merit, 43
Grand Tikonov Union, 7
Gregg's Long Striders, 30

H
Harloc Raiders, 28, 97, 99, 130
Hell's Black Aces, 30, 80
Hidden Units, 124
Hikaru, Hiritza, 57, 64
Hiritsu, Pham, 57, 61
Holdfast (Capella Hegemony), 7
Holdfast Guard, 6, 51, 55, 126
Home Guard, 26–29, 34–35, 74, 75, 77
Hopeless battle syndrome, 31
House Dai Da Chi, 4, 12, 57, 63, 80, 126
House Davion, 7–9, 53, 79, 92, 102, 109, 127, 132
House Fujita, 57, 64, 126
House Hiritsu, 13–14, 34, 57, 61, 126
House Ijori, 57, 66, 126
House Imarra, 24, 47, 59, 126
House Imarra Master, 37
House Kamata, 60, 126
House Kurita, 101
House Liao, 7, 8
House Lu Sann, 57, 62, 66, 126
House Marik, 7–11, 23, 51
House Ma-Tsu Kai, 57, 65, 126
House of Scions, 51, 55
House Steiner, 132
HPG stations, 12, 13
Hussars, 9, 28, 42, 46, 57, 58
  available forces, 52
  colors, insignia, 52
  command structure, 51–52
  equipment ratings, 125–26
Hustaing, 22, 112
Hustaing Warriors, 70, 73, 127

I
Ijori, Kasei, 66
Imarra, Kamachi, 57
Independent aerospace units, 33
Infantry
  assets, 34–36
  uniforms, 41
Ingersol Concordium, 7
Initiative
  banking, 125
  forcing, 124
Inner Sphere, 10, 12, 23, 44, 96
  battlesuits in, 35
  Capellan Confederation in, 5
  Clan assault and, 21–22
  Death Commandos and, 67
  Harloc's Raiders, 99
  St. Ives Compact and, 21
  Star League peacekeeping and, 16
  Succession Wars and, 10
Irregulars, 35
Ishara's Grenadiers. See Vong's Grenadiers

J
Jade Falcon, 21–22, 99
Janissary Brigades, 29, 32, 36, 131
Janshi, 31, 38
Jiang-jun, 25, 26, 37
Jie Fang Legion, 116, 132
JumpShip, 28, 33, 38
Justina's Cuirassiers, 103

K
Kamakura's Hussars, 79, 128
Kamata, Xander, 57, 60
Kerensky, Aleksandr, 10, 12, 114
Khorsakov's Cossacks, 30
Kincade's Rangers. See Renshield's Dragoons
Kingston, Samuel, 84
Kingston's Rangers, 83, 84, 128
Korvin Doctrine, 31
Kurita, Theodore, 10, 16, 97, 101
Kyp's Kommando, 91, 129

L
Lancer Helios, 4
Lao Hu, 4
Lao-tse, 66
Laurel, Alexia, 96
Laurel's Legion, 92, 96, 97, 130
Liaison command, 27
Liao, Aleisha, 9, 14
Liao, Barbara, 10–11
Liao, Candace, 12, 16, 19–22, 26–27, 30, 73, 103, 107–10, 113–14 133
Liao, Dainmar, 19, 57
Liao, Duncan, 9, 51, 53
Liao, Emile, 7, 8
Liao, Franco, 8–9, 13, 51, 55
Liao, Jasmine, 5, 9, 11, 53
Liao, Kali, 16, 66, 87
Liao Commonality, 56, 78, 119
Liao, Maxmilian, 11–12, 21, 25, 53, 55, 86
  Death Commandos and, 67
  descent into madness, 62
  House Ma-Tsu Kai, 65
  Renshield's Dragoons, 80
  Warrior House creation, 57, 63
Liao, Romano, 12, 13, 19, 21, 31, 56, 62, 70, 101, 107
Liao, Sun-Tzu, 66, 83, 106, 110
  advisers to, 59
  Ambermarle's Highlanders and, 98
  ascension of, 12
  background on, 13–14, 24
  Capellan Brigade and, 97
  ComStar and Word of Blake and, 12–13
  Confederation Reserve Cavalry and, 69
  discovery of Zahn, 24–25
  Dynasty Guard and, 56
  as first lord of Star League, 14
  Fusiliers and, 108, 109
  Home Guard and, 34–35
  House Fujita, 64
  Hustaing Warriors and, 73
  McCarron's Armored Cavalry and, 86
  Magistry of Canopus and, 14–15
  mercenaries and, 15, 28, 29
  Operation Guerrero, 13–14
  ranking system reform by, 37
  Renshield's Dragoons and, 80
  St. Cyr's Armored Hussars, 102
  St. Ives Armored Cavalry and, 103
  St. Ives Compact and, 21
  Star League peacekeeping and, 16
  Xin Sheng, 22, 23, 76, 99
Liao, Tormano, 29, 113, 114, 115
Liao, Tormax, 32, 67
Liao, Treyhang, 29, 113, 114
Liao, Victor, 7, 8
Liao Conservatory of Military Arts, 46–47, 82, 93, 138
Liao-Marik Offensive, 10, 13, 24, 35, 59, 75, 76, 78
Liao Martial Academy, 30
Liao Sunburst of Gallantry, 43
Lien-zhang, 38
Life Paths, 132
  Academy
    Capella War College, 137–38
    Liao Conservatory of Military Arts, 138
    St. Ives Academy of Martial Sciences, 139–40
    Sarna Martial Academy, 138
    Sian Center for Martial Disciplines, 139
    Victoria Academy of Arms and Technology, 140
  Death Commando covert tour, 140-41

expansion to basic, 134
Major Capellan Academy, 136
Regional Training Centers and, 134
tour of duty Xin Sheng, 141–42
Warrior House Aspirant, 134–35
Line regiment defender units, 34, 35
Little Richard's Panzer Brigade, 29, 91
Lockhardt's Ironsides, 95, 97, 130
Lord Carson's Cavaliers, 90
Lorix Order, 31, 57, 60–63, 66
Lu Sann, Troi, 62
Lyons Thumb, 14
Lyran Alliance, 14, 21–22, 29, 66, 82, 99, 115, 133, 134
Lyran Commonwealth, 11, 12

M

McCarron, Archibald, 86, 90
McCarron's Armored Cavalry, 11–12, 15, 28–29, 58, 68, 72, 75, 80, 85, 89, 92, 97, 100, 109
and Aliesha's Mounted Fusiliers, 108
available forces, 86
Capellan pledge, 86
colors and insignia, 86
equipment ratings, 129
McKenna, Admiral James, 7, 18
Ma Kai, 65
Ma-tsu Kai warrior house, 57
Magistracy of Canopus, 12–16, 20, 30, 54, 74, 83, 85, 95
Magistracy's Third Canopian Fusiliers, 36
Marcella's Armored Infantry, 107, 109,131
Margin of Success, 124–25
Marian Hegemony, 54, 95
Marik, Isis, 12, 15
Marik, Thomas, 13, 150
Marlette Association (Federated Suns), 7
Marshigama, Adrienne, 97, 100
Marshigama's Legionnaires, 28, 97, 100,. 102, 112, 130
Maskirovka, 9, 13, 19–25, 35, 42, 47, 50, 51, 66, 68, 74, 76, 77, 81, 91, 94, 95, 107
MechWarrior, 31, 37, 38, 43
uniform, 40
MechWarrior, Third Edition
battle armor game rules, 143
rules, 132–42
vehicle assignment, 121
Medals, 41–43
Menke, 88
Men Shen, 86
Mercenaries, 6, 10, 15, 28, 29, 120
Military academies, 44–49
Military-industrial complex, 15–16
Missile munitions, 144–46
Mixed-unit augmentation, 36

N

Naval assets, 33–34
Nightriders, 86, 87, 129
Northwind Highlanders, 96

O

Officer Candidate Program, 48
Officer Candidate School, 136, 137, 139
Off-map movement, 124
OmniMechs, 75
Operation Bulldog, 22, 43, 103
Operation Doppelganger, 11
Operation Guerrero. See Liao-Marik Offensive.
Operation Scorpion, 12
Operation Serpent, 43
Order of House Imarra, 57
Order of the Legion of Liao, 43
Outreach, 30, 83, 93, 116
Outreach Summit, 12, 13
Overrun combat, 124–25

P

Pai-shang, 38
Palos, 7
Parade dress, 39
Periphery, 13, 16, 23, 25, 95
allies, 12, 83, 85
armed forces in, 120
Pointblank Shots, 124
Prefectorate Guard, 54, 55, 57, 125–28

R

Rank trait, 133
Ranking system, 37–39
Raymond's Armored Infantry, 106
Red Lancers, 6, 51–53, 63, 69, 79, 102, 125
Regimental Combat Team, 29
Regiment special rules
banking initiative, 125
equipment ratings, 125–26
forcing initiative, 124
Hidden Units, 124
off-map movement, 124
overrun combat, 124–25
Regiments, 27–30
Regional Training Centers, 44, 46, 134
Renshield, Victor, 80
Renshield's Dragoons, 80, 128
Rivaldi, Frieze, 102
Rivaldi's Hussars. See St. Cyr's Armored Hussars
Rob's Renegades. See Kyp's Kommando
Rubinsky's Light Horse, 16, 30
Rush, Ion, 62, 63, 66

S

St. Cyr, Andrew, 102
St. Cyr's Armored Hussars, 97, 102, 130
St. Ives, 9, 61, 64, 77, 127
Commonality, 12, 23, 25, 30, 43, 99, 116
armed forces, 120
beginnings, 18–19
game material, 133–34
origins of, 22
quest to reclaim, 4
reclamation war, 5
Succession Wars and, 18–19
Compact, 13, 15–16, 107, 109, 114, 132
brief renaissance of, 21
civil war and, 16
Clans invasion and, 21
formative years, 20–21
Home Guard in, 28, 103
origins, 19–20
St. Ives Academy of Martial Sciences, 48–49, 139–40
St. Ives Academy Training Group, 106, 131
St. Ives Armored Cavalry, 19, 29, 32, 110
available forces, 103
colors and insignia, 103
command structure, 103
equipment ratings, 130–31
St. Ives Cheveau Legers, 22, 103
St. Ives conflict, 66, 70, 72, 75, 78, 79, 80, 100, 113
St. Ives Intelligence Service, 27
St. Ives Janissaries, 29, 32, 36, 131
available forces, 110
colors and insignia, 110
command structure, 110
equipment ratings, 131
St. Ives Lancers, 77
St. Ives Legion of Honor, 43
St. Ives Mercantile Association, 7, 18
St. Ives Military Command, 29, 26, 125
aerospace and naval assets, 33
armor assets of, 34
battle armor and, 35–36
BattleMechs in, 32
mixed-units in, 36
structure of, 26–27
St. Ives Peace Accord, 5
St. Ives Sentinels
available forces, 107
colors and insignia, 107
command structure, 107
equipment ratings, 131
St. Ives Warrior House aspirant, 134–35
St. Loris, 16, 36, 112
Sakhalin, 78
San-ben-bing, 38
Sang-jiang-jun, 37
Sang-shao, 37
Sang-wei, 38
Santini, Paul, 110, 111
Sao-shao, 38
Sao-wei, 38
Sarna Commonality, 9, 12, 16, 20, 26, 32, 34, 64, 75, 78
Sarna Mandate, 31, 59
Sarna March, 117, 118
Sarna Martial Academy, 47, 76, 138
Sarna Martial Academy Cadre, 118, 132
Sarna Supremacy, 7, 15, 18, 24, 118, 125
Seng, Caroline, 26, 103
Sha Yu, 146–47
Sheng nobility, 41, 51
Shengli Arms, 23, 49, 83, 143
Shia-ben-bing, 38
Shin Legion, 97, 101
Si-ben-bing, 38
Sian, 9, 16, 19, 54, 59, 92, 96, 113
Sian Center for Martial Disciplines, 47, 139
Sian Commonality, 25, 64, 65, 69, 74, 83
Sian Reserves, 60, 119
Sian University, 44, 47–48, 84
Smoke Jaguar, 14, 15, 22, 52, 53, 84, 86, 87, 101, 104
Social standing, 132–33
Stapleton, Lady Margaret, 76
Stapleton's Grenadiers, 24–25, 76
Stapleton's Iron Hand, 103
Star League, 14, 88, 94, 113
Army, 12
Capellan Confederation in, 10
creation of, 22
Defense Force, 92
peacekeeping by, 16
reborn, 5, 14
Stealth armor system, 143–44
Steel Viper, 57
Steiner, Katrina, 14, 113
Steiner-Davion, Victor, 13, 16, 22, 27, 88
Strategic military director, 24–25
Strategios, 24–28, 36
Strike Force Devlin, 10–11
Styk Commonality, 15, 16, 59, 78
Succession Wars, 10–12, 13
First, 10–11
Fourth, 5–6, 11–13, 25–31, 44, 47, 57, 59–64, 67, 69–71, 75, 86–87, 92, 95–97, 100–103, 113, 117, 133
St. Ives during, 18–19
Second, 11, 57
Third, 11, 32, 51, 57, 64, 86, 98, 107
Successor States, 6, 12, 14
Sun-Tzu Liao. See Liao, Sun-Tzu
"Sundermann Triad," 10
Sung, Aris, 61
Sung's Cuirassiers, 83
Sung's Victoria Commonality Rangers, 85, 128
Support personnel, 41
Syn's Hussars, 82, 128

T

Tantara, 111
Taoism, 66
Task Force Serpent, 84
Taurian Concordat, 16, 83
Terra, 8, 15, 42, 64
Terran Alliance, 7, 18
Terran Hegemony, 7–10, 18
Third Confederation Reserve Cavalry, 71, 127
Third Donegal Guards, 59
Thunder-Active munitions, 145
Thunder-augmented munition, 144–45
Thunder-Inferno missiles, 145
Thunder-Vibrabomb munitions, 145
Tikonov, 9, 12, 18, 20, 32, 117
Tikonov Commonality, 25, 29, 52
Tikonov Union Guard. See Holdfast Guard
Trinity Alliance, 16, 23
Truce of Tukayyid, 12, 21
Tsang, Adele, 103, 107

U

Uniforms, military 36–37, 39
aerospace, 40
armor, 41
combat officer, 39–40
infantry, conventional forces, 41
MechWarriors, 40
medals, awards, decorations, 41–43
parade dress, 39
rank and insignia, 37–38
support personnel, 41
Unit assignment, BattleMechs and vehicles, 121–23

V

Vestallas, 16
Vibrabomb-IV, 144
Victoria, 14, 23, 85, 95, 143
Victoria Academy of Arms and Technology, 49, 140
Victoria Commonality, 25, 54, 71, 119
Victoria Commonality Rangers
available forces, 83
colors and insignia, 83
command structure, 83
equipment ratings, 128
Vindicator, 75
Vong's Grenadiers, 79, 81, 128

W

Warlock, 72
Warrior Houses, 24–25, 27, 28, 37–39, 52, 67
armed forces and, 120
aspirant, 134–35
available forces, 58
colors and insignia, 58
command structure in, 57–58
equipment ratings, 126–27
life in, 57
orders, 49
special training, 135–36
support, 58
uniforms, 40
WarShips, 33–35, 37
Wei terror campaign, 7, 68
Whitting Conference, 14
Wild Ones, 89, 129
Wolf's Dragoons, 12, 86, 93
Word of Blake, 12–15, 34, 81, 142, 150

X-Z

Xin Sheng, 5, 14–16, 22–25, 30–31, 36, 73, 78, 86, 92, 97
Yi-si-ben-bing, 38
Yul-Gok, Won Hyo, 83
Zahn, Talon, 19, 24–26, 66–67, 72, 82, 84, 107
Zhong-shao, 38

XIN SHENG
ARISE AND CONQUER

Ravaged during the Succession Wars and poorly governed by paranoid Chancellors, the Capellan Confederation has languished at the mercy of its more powerful neighbors for centuries. However, the time of Xin Sheng has arrived. A new birth. The devious and brilliant Sun-Tzu Liao leads his people into a glorious era of national pride and prosperity. Through subterfuge and warfare, he is driven to reclaim everything the Confederation has lost.

BattleTech Field Manual: Capellan Confederation **provides an in-depth look at the rising power of House Liao, including profiles on every Confederation regiment and the regiments of the newly conquered St. Ives Compact. Special rules reflecting the unique abilities of each regiment are included, along with new equipment and 'Mechs® exclusive to the Capellan Confederation.**

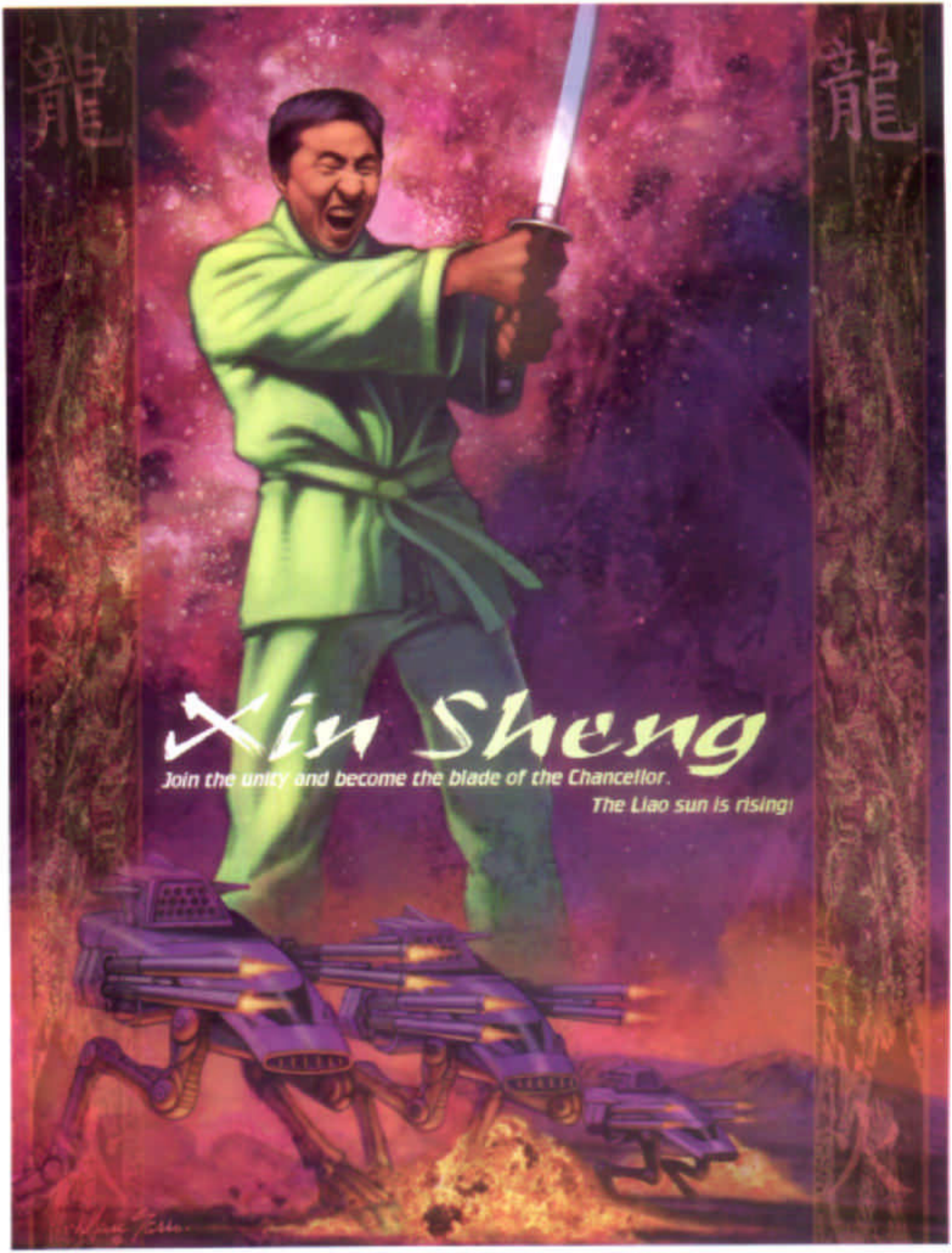
FASA CORPORATION

FOR USE WITH

BATTLETECH® & MECHWARRIOR®

BATTLETECH®, **'MECH®** and **MECHWARRIOR®** are Registered Trademarks of FASA Corp.
BATTLETECH FIELD MANUAL: CAPELLAN CONFEDERATION™ is a Trademark of FASA Corp.
Copyright © 2000 FASA Corp. All Rights Reserved. Printed in the USA.

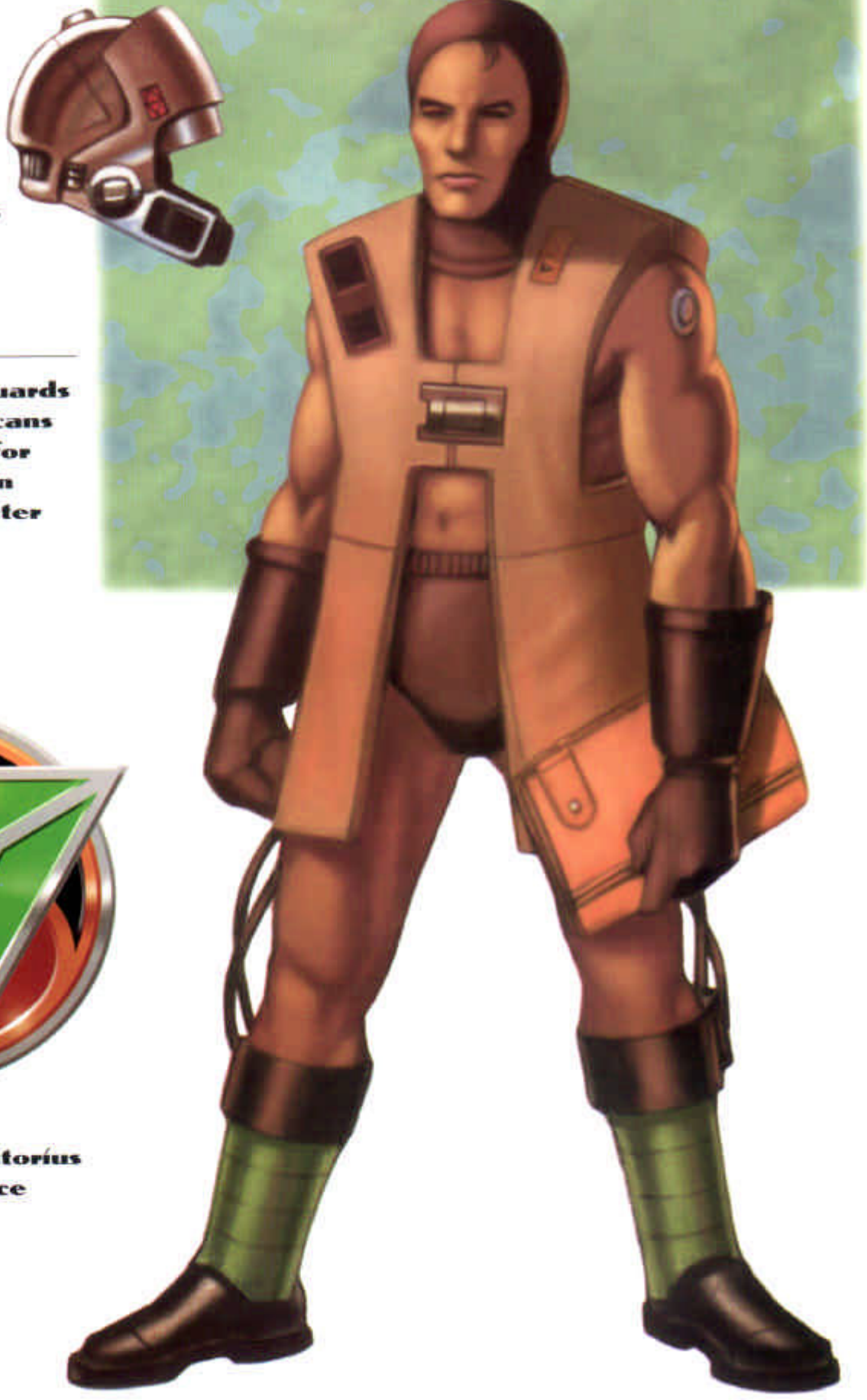
52200
9 781555 603885
ISBN# 1-55560-388-2 $22.00


龍
龍
Xin Sheng
Join the unity and become the blade of the Chancellor.
The Liao sun is rising!

CAPELLAN CONFEDERATION

An SIMC officer prepares to meet his newly assigned Capellan superior, refusing to wear the ceremonial cape in silent protest.

CAPELLAN CONFEDERATION



Because they focused their research in other fields, the Capellans still use an older version of the standard neurohelmet.

A Red Heart Guards MechWarrior scans his noteputer for his orders, then prepares to enter his 'Mech.

Citation for Meritorius House Service

CAPELLAN CONFEDERATION

With a complete respirator system, the helmet allows crews to operate in bio-chemically hazardous environments for several hours.

Liao Sunburst of Gallantry

With her laser pistol in hand, this officer from an MAC armor unit is prepared to fight to the end if forced to abandon her vehicle.

CAPELLAN CONFEDERATION

A recent graduate of the Liao Conservatory of Military Arts, this aerospace pilot listens attentively to a few pointers from a Hell's Black Aces instructor. ▶

Though Capellan aerospace pilots wear fully pressurized suits, the helmet offers protection far superior to the lightweight suit. ▲

▲ Liao Cluster of Conspicuous Heroism

CAPELLAN CONFEDERATION

Regimental Paint Schemes

1st St. Ives Lancers
(Cataphract)

5th Confederation Reserve Cavalry
(Raven)

House Hiritsu
(Ti Ts'ang)

Blackwind Lancers
(Emperor)

CAPELLAN CONFEDERATION

Death Commandos
(Cataphract)

Kingston's Rangers
(Raven)

Red Lancers
(Ti Ts'ang)

3rd McCarron's Armored Cavalry
(Emperor)

CAPELLAN CONFEDERATION

Specially fitted, back-mounted canisters provide the Fa Shih with the unusual ability to drop mines during combat.

Fa Shih Battle Armor

Unique magnetic clamps at the knees and elbows allow the Fa Shih to mount standard 'Mechs and vehicles, in addition to OmniMechs.

Slightly more versatile than most battle armor, the Fa Shih can mount a flamer, machine gun, small laser or TAG.