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HANDBOOK

HOUSE DAVION™

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Christoffer Trossen

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House Davion has dominated Inner Sphere politics and the military-industrial complex for centuries. It boasts a drive for technological innovation that reaches both the military and civilian sectors; a society built upon freedom for the ordinary man; a feudal system that empowers the First Prince like no other ruler. The swords of the Federated Suns have sliced out the largest and arguably most powerful realm in the history of mankind. Despite the recent ravages of a civil war, the people of House Davion know—and are proud of—their place in history.



Handbook: House Davion™ provides an in-depth look at the politics, the culture and the ever-present military of one of the most dominant players in the Inner Sphere. Yet *Handbook: House Davion* includes more than just background information, also providing a plethora of new creatures, personal weapons, life paths and more, for use with *Classic BattleTech* and *Classic BattleTech RPG™* campaigns set in the Federated Suns!



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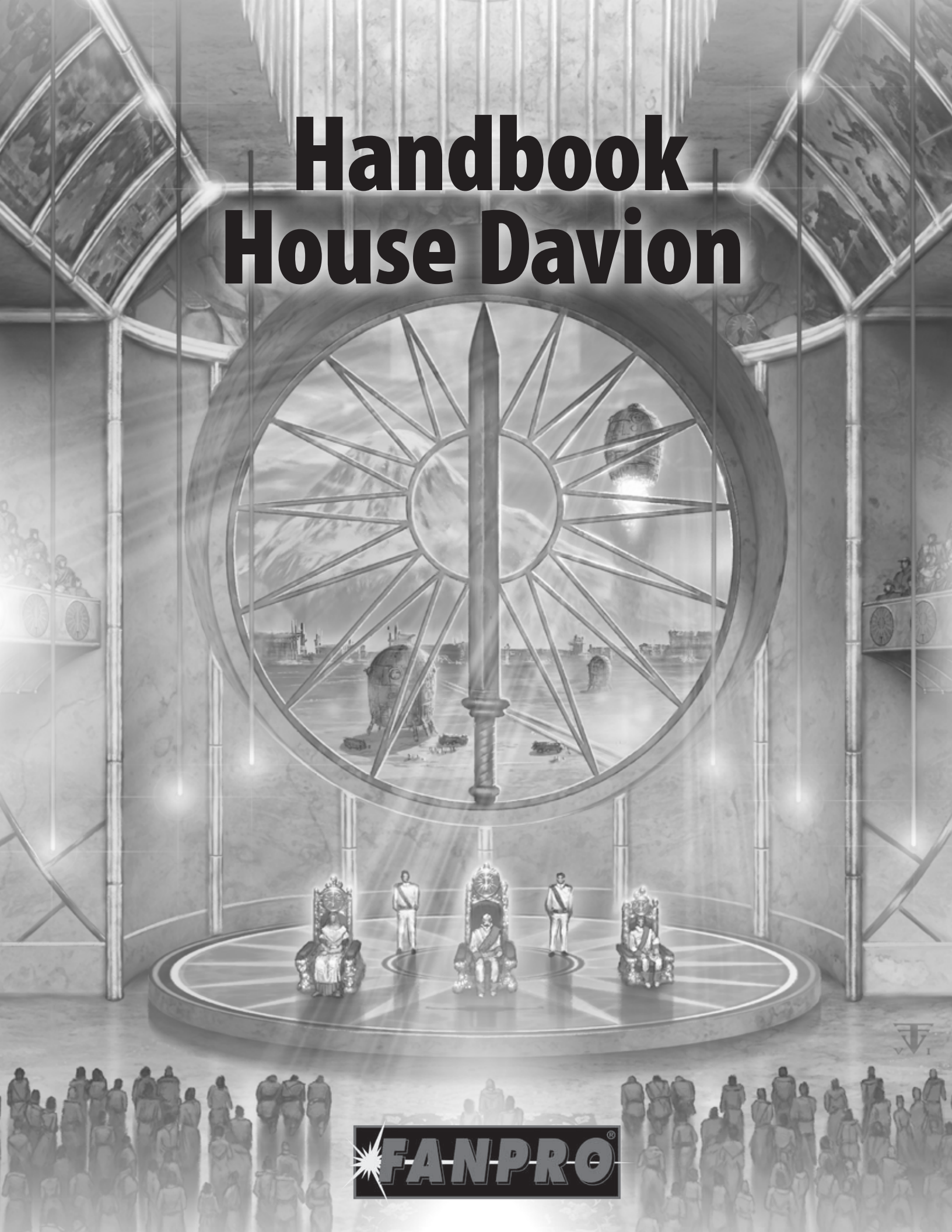
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Handbook House Davion



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"S heep. A herd of sheep led by a scared little lamb."

Duke George Hasek looked down upon the procession—Princess-Regent Yvonne Steiner-Davion, accompanied by Duke Tancred Sandoval, at its head—from his vantage point in the Royal Palace on Mount Davion.

"Careful." The voice came from behind him, slipping onto the balcony from his private suite. "Remember where you are, son."

The Duke of the Capellan March turned to face his mother. Dressed in a simple dark suit and skirt, she could have been mistaken for any of the hundreds of sub-ministers rushing about the halls of the Royal Palace preparing for the arrival of the Princess-Regent's procession were it not for her confident and deliberate stride or her piercing eyes. Or the four-man security detail that accompanied her every move—a detail that undoubtedly took up positions outside of the suite and in the adjoining rooms with the Duke's own security team.

"I know precisely where I am, mother. As should you." He turned back to face Avalon City far below, watching the royal procession slowly snake its way through the streets, crowded as they were with millions of cheering citizens. "More than anyone."

She joined him at the railing, deeply breathing the cool mountain air. Undoubtedly it reminded her of New Syrtis' crisp air—it certainly did for him. He looked over to his mother, who stood silently, gazing across the huge city and the magnificent vista beyond. The light breeze rustled her skirt's hem, but unlike his shoulder-length red hair, which he had to pull back out of his face, his mother's long blonde hair remained perfectly tucked within the tight, conservative bun. She was a comforting—and occasionally overbearing—fixture in his life, ever more important to him since his father's death deep in the Periphery eight years earlier. She also had a unique insight into royal court politics, undoubtedly thanks to her career before meeting Morgan Hasek-Davion.

She waited another moment before finally responding, though whether that was simply a dramatic pause or a stretch for the right thing to say, he didn't know.

"Your father spent his entire life in service to this nation." Her tone was even. *She's fishing.* "You would do well to respect the process, if not the people."

George Hasek turned back to procession, which was less than two kilometers from the gates to the massive Royal Court complex at the foot of the mountain. He shook his head. *It'll be hours before they make their way to the palace itself.* "Look at them down there. Meek. Obedient. They were barely aware of the dangers before, and now? Blindly following the leader." He threw his hands up in disgust and walked away from the railing. "Hell, put the bitch at the head of a parade and I wager they'll cheer 'til they're blue in the face."

"Where are you going with this?"

He felt her icy stare on the back of his neck, but he didn't turn to face her accusing tone. Not yet. "What is the best thing for this nation right now? Turn off the blind loyalty and think about it, mother. Really think about it." He craned his neck to meet her gaze before turning about. "I know you can do that."

Her eyes narrowed. *That struck a nerve.*

She stood her ground, literally and figuratively. "Not a scandal. Or a usurper."

"Is that what you really think of me?" the Duke snorted. "You think this is about who's sitting on the throne?"

"Isn't it?"

He closed the three meters between them in a few rapid steps, standing toe to toe with his mother. Returning her accusing stare with his own fury, he answered. "Okay. It is."

She stormed away from him, passing through the balcony's open double doors and towards the suite's exit. "I will not be a part of this." She stopped for a second and looked over her shoulder at her son. "And neither will you." "Aren't you going to hear me out?" he replied before she could reach the front door. "Or are you just going to report me to your MIO friends?"

That stopped her in her tracks.

"Yes, I know."

At sixty-six, Kym Sorenson-Hasek was still a strong and beautiful woman who'd somehow never succumbed to the ravages of age. But when she turned to face her son, it seemed she was a hundred years old. George could see the desperation in her eyes, the slump of anguish in her shoulders. He wished he hadn't had to say it, at least in this way, but what was done was done.

"What do you think you know?" She sounded like a child caught with her hand in the candy jar.

"I know, mother. I know what you did." He choked back the bile rising in his throat, willed away the tears welling in his eyes. His knees were buckling, but he somehow stood upright. "You may have been able to keep it from father, but he was blinded. He never wanted to see the dark side of anything. Or anyone."

"I used to work for the Ministry of Intelligence." She stood up straight. She was getting her strength back. "Good. Now you know—"

George cut her off before she could spin the conversation in a different direction. "Cut the charade, mother. Don't make me say it aloud. It hurt enough the first time around." He was telling the truth—when he learned about his mother's past, he'd vomited so hard that his back hurt for a week. His insides had felt like they'd turned inside out, a feeling that didn't go away. He couldn't look at her or be around her, so he took his wife and son on an unscheduled tour through the Capellan March. It was supposed to be a three-month trip away from *Mee-maw* Kym. Instead, it ended in tragedy. A micro-asteroid that shattered the dome of their JumpShip's hydroponic garden. A wife and young child killed by the heartless deep black.

Oh, Michelle. And little Georgie!

The pain of his loss brought all those emotions back in a rush, but he needed to get this out. "But for a twist of fate, I could have been an Allard?" His voice wavered. That's all he could say.

Kym blanched. She all but collapsed into the green Avalonian leather couch behind her. She brought her right hand to her open mouth and turned away from George. She wouldn't—couldn't?—look at him. "H— how did you f— find out?"

He moved to the matching overstuffed chair next to her and fell in himself. The emotional burden he'd been carrying for years was lightening now that he'd finally gotten this off his chest. He focused on the vases of orchids on the table in front of both of them. Their deep violet petals. Their sweet fragrance, carried by the cool breeze from outside, circulating about the room. He closed his eyes, inhaling the orchids' sweet tang, exhaling pain. Another breath, and another. With each, the tightness in his chest lessened and the tears subsided. There would be time for emotion later. Now was about the future.

"Does it matter?" he finally answered. The Duke of the Capellan March opened his eyes and looked at his mother, who was trying to hold back the sobs. "I hear things. And I don't let love blind me to the truth." He'd barely whispered the last.





After a few long seconds, Kym turned to face her son. Her face was streaked by makeup, while her always-tight bun of hair was suddenly a frizzed mess. Not since news of his father's murder reached them had he seen her this emotionally naked. "What I did, I did for love of this nation." She stopped, obviously pooling her energy and her wits before speaking again. "After I met your father, I knew this was my life's calling. To be a wife, a mother. And a patriot. He infected me with his kindness and his devotion. And his love of—of *everything*. I could no more betray that memory than I could have hurt him. Which is why I kept this from him. And why I can't allow you disgrace his legacy."

She tried to get up, but her knees buckled and she fell right back into the sofa. Duke George remained in his own chair, well aware he didn't have enough energy to get back up.

"Did you really think so little of him? Or me? You could have told him you were Amaris reincarnate and he would have still loved you. No matter what." He leaned back and closed his eyes again. Suddenly he was back on New Syrtis again, sitting at his father's feet in front of that massive fireplace. The heat from the ever-roaring fire fought back the bitter winds that continually brought a chill to the Haseks' palace on their homeworld. The flicker and pop of a fire always brought him back to that place, safe and comfortable—even if he had to imagine it. And the smell ... oh, the smell. Syrtis oak, grown only in the world's thin temperate equatorial band, cut and transported thousands of kilometers just for the ducal family and their select friends—wood was far too rare and expensive on New Syrtis to waste on the frivolity of a fireplace otherwise.

It was from that safe place that he continued to address his mother. Looking up at his father, who smiled down at him from his own overstuffed chair in front of that fireplace. George smiled back up. "You protected him from the worst that man could do so that he wouldn't lose that love. You did that for so many years. I don't know how you did it, but you kept him going through it all. The War of '39. The Clans. All of Ryan Steiner's bullshit. And Romano's Maskirovka."

He opened his eyes now. He was back, and he had to do something his father wouldn't like. "You know I'm not like Michael." He shook his head, thinking of his grandfather, the man who'd conspired with Maximilian Liao to murder Hanse Davion and sell out the Federated Suns—all for the sake of power. "I love this nation just as much as father did, but I'm not like him." He locked gazes with his mother, her eyes darting back and forth trying to figure him out. "You taught me to see the universe like you do. To see the inherent faults and take advantage of them."

The Duke stood up and walked back to the balcony's open double doors, his queasiness now gone. He listened to the distant roar of the crowds. Yvonne and her paramour were getting closer. And the time was growing nearer. "Listen to them. The sheep.

They bleat for their new shepherd. But their shepherd's just a little lamb, going where she's told. If you listen carefully, you can hear the dogs in the background." George stood there for another moment, taking in the incredible view. The visible scars of Civil War had mostly been erased from Avalon City itself, but from this vantage you could still see the blackened forests and blasted landscapes that marked battlefields just a few months old. "They're waiting to strike. Waiting for the easy meat."

"What's this about, George?" He heard her slide off the couch and the slight rustle of her skirt as she came up behind him. "You're not making sense." The concern in her voice was palpable.

"It's about this." He raised his left hand. The prosthetic hand was all but indistinguishable from a real one. At least to anyone that didn't know better. But his mother did, and he heard her sharp intake. He'd lost the hand during the FedCom Civil War, but not in any battle. No, he lost it to an assassin sent by Katherine Steiner-Davion—the bitch. He survived the ordeal a changed man. His view of the universe was forever altered. He knew it and embraced that fact.

"And it's about that." He pointed out towards New Avalon's battle scars in the distance. "And it's about whether *she's* ready to lead the Federated Suns." He nodded towards the approaching procession.

He turned and started to move about the suite's living room. He always needed to move when he was making his point, and this one was oh so important. "What does this nation need right now? Don't tell me what your heart says, tell me what your brain says. What do we need most?"

"We need to get past the war."

Neutral voice, but she's thinking logically. Next question. "How do we do that?"

"Don't play games, George. What are you getting at?" Clearly, she was in no mood for this.

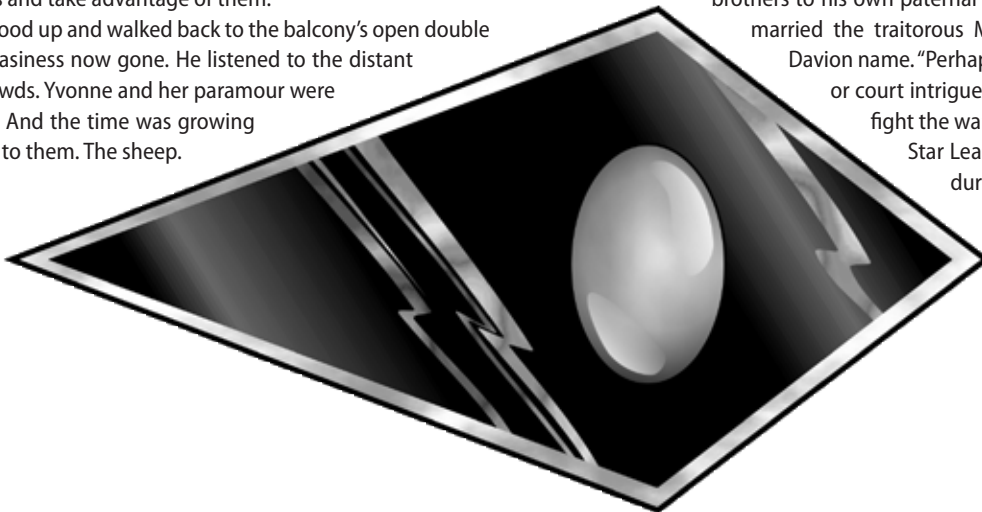
"Fine. Blunt question. Is Yvonne cut out for what she has to do?"

Kym, flustered and confused, looked at her son then turned to the cityscape outside. "She'll grow into it. She's got some good advisors to help her. With Katherine out of the picture, she should do fine."

George stopped his pacing for a moment. "Precisely my point, mother. She's not at all ready to lead the Federated Suns. Not yet."

"And how many Princes does that describe?" He could always count on her sticking to her guns. "Do I need to go any further than Hanse or Ian Davion?"

He knew that she'd bring up the two sons of Andrew Davion—half-brothers to his own paternal grandmother, Marie Davion, who'd married the traitorous Michael and given him the Hasek-Davion name. "Perhaps they weren't prepared for politics or court intrigue, but they were more than ready to fight the war. You can go all the way back to the Star League. The two worst Princes we had during that time were John and Michael



Davion. And you know what they have in common, don't you, mother?"

"Drop the rhetoric, George. Say your peace." She was getting angry. She knew the answer deep down, but she apparently wasn't ready to admit it yet.

He was on a roll. His furious movement around the room was more than proof of that. "Peace, mother. They were 'peace Princes.' John grew up in an era without real war. Until Amaris, that is. And Michael Davion wanted to be nothing but the man who brought peace back to the Inner Sphere."

Kym moved in front of him, grabbing him by the hand to stop his pacing. That she took him by the left hand couldn't have been happenstance. "So tell me. What's your solution, my Duke?" Once again, her icy eyes met his. "Tell me what you want. If you're not playing your grandfather's game, then what is it?"

George clasped her hands between his and led his mother to the sofa, where she sat back down. Likewise, he took his own seat in the chair next to her. "You said it yourself ten years ago. After Thomas Marik and Sunny-boy invaded, and the whore stole away the Lyran Commonwealth." To George it would never really be the Lyran Alliance. "What was he thinking? If Hanse was alive, he'd kick some sense into Victor's ass. Those were your words mother."

She looked down and licked her lips, obviously looking for the right words but knowing she'd been caught. "It was an emotional time. Your father was ri—"

"And how many days did you spend looking over deployment reports and intelligence updates after he'd gone to bed? I knew, and so did Ange." His sister, Angela, had been an AFFC officer serving on New Syrtis just like he at the time. "You were right. Father let his loyalty to Uncle Hanse and Melissa blind him to the reality of the situation. Victor wasn't doing what was best for the Federated Suns, or even the whole damn FedCom. He let Focht blind him to the needs of his own nation."

Kym shook her head. "That's ancient history, George. How is—"

"Victor didn't have what it took to lead this nation, and neither does Yvonne. Not yet." He stood back up and began to move around the room again. "How could they? They weren't raised under the threat of a Kurita invasion or the leeching of the Capellan frontier. Hell, how long did they both spend on Tharkad, for Christ's sake?"

"So she's not ready yet. What does that mean?" Her frustrated tone was quickly fading into acceptance. "What exactly are you saying?"

Not quite yet, mother. "Sooner or later, the Federated Suns will be back at war with one of its neighbors, yes?" He needed to get her thinking logically again.

"Yes."

"Are we ready for that yet?"

"No."

Now a hard question, mother. "Was it in our nation's best interests to just let Marik and Liao walk right in and take the Sarna March?"

Kym opened her mouth but shut it again, obviously thinking better about what she was going to say. Finally, she answered, "No."

"Should we be forced to pay for Victor's continued bungling?" He was talking about the loss of Tikonov to the Capellans during the FedCom Civil War, a huge strategic blunder he'd criticized Victor Steiner-Davion about for over a year.

She remained tight-lipped, but his mother's quick gaze toward the floor gave George his answer.

"And isn't it my job to ensure the best interests of the people of the Capellan March are protected?"

She stood this time and moved back out onto the balcony. He joined her at the railing, the two of them staring down at Yvonne's procession. The Princess-Regent had seemingly covered little more than a few hundred meters since George's mother had entered the suite.

He had her. That was the easy part. Actually getting the ball moving was something entirely different.

"All I'm suggesting is that we honor our nation's commitments to its own citizens and those of our allies. And if Yvonne happens to gain an education in the process, so much the better. Don't we at least owe that to Uncle Hanse?"

Kym sighed. "So this is why you wanted me here on New Avalon?"

"No," George shook his head. "You're here because you are my mother and the wife of Morgan Hasek-Davion." He waited a moment before continuing, springing a dramatic pause on the woman who loved them so very much herself. "But I *need* you here because by this time next year we're going to be at war with the Capellan Confederation.

"And then I'm going to need all of the friends on New Avalon I can get."



Welcome to the New Avalon Institute of Science's *A Brief Primer on the Federated Suns*. Within these files you will find everything you need to know about this great nation, from its history to its government to its military and economy. You will discover how the Suns grew from its humble beginnings as an agricultural world to the star-spanning empire it is today, how from those early years on the aptly named New Avalon the Davion family fought to make this nation the powerhouse it is today, and how in return its people have given nearly everything to secure and maintain their freedoms—the greatest of any nation still surviving today.

You will discover what makes this nation tick, its inner workings and bureaucratic problems, and how it views itself and its cohorts in the realm of interstellar relations. You will learn how its people make their money, and how the illusion that its industry is focused solely upon the military is just that—an illusion. You will learn how its military became the most skilled and professional fighting body in the Inner Sphere, and you will learn about a few of the worlds that make up this great Federation.

Most importantly, you will learn about the people of the Federated Suns—the devoted, selfless, and tireless citizens that have endured so much and overcome such towering obstacles over the centuries. They are the Federated Suns' greatest treasure and most important resource. They are the past, present, and future. They are this nation.

—Dr. McClellan Sanders, Ph.D., Professor of Interstellar Relations and Director of Special Publications

New Avalon Institute of Science

October 3067

With the Fourth Whitting Conference beginning soon, each of the Star League member-states have been asked to forward a concise summary of their history and makeup. As our government's resources remain spread thin in the wake of the war, we looked for outsourcing options until the NAIS College of Political Administration came to us with their *A Brief Primer on the Federated Suns*. A new publication still in proofs at the time, it was quickly put together in the aftermath of the war by a group of graduate students looking for a way to contribute their energies to the reconstruction effort.

Meant for citizens and non-citizens alike, I believe it very ably provides a wide picture of this nation. It is far more than just a dry, academic dissection of the Federated Suns and its history, however. Excerpts from historical documents and diaries, as well as other sources, from obscure publications to popular references, provide a depth not possible from pure academia alone.

Is this the ultimate resource to the Federated Suns? Of course not. But it is what it claims to be—a primer. More than enough to give those unfamiliar with our nation a feel for what it means to be a citizen of the Federated Suns. As for our own citizens, hopefully it will give them perspective on where we all came from, as well as a reference on our admittedly Byzantine governmental structure. Just as importantly, it will replace the horrendously inaccurate and out-of-date ComStar volumes that so many have long relied upon for their information on our nation and the Davion family.

—Duke Aristotle Felsner, Minister of Foreign Relations, 5 November 3067



Three-quarters of a millennium ago the first settlers landed on the recently surveyed world of New Avalon. Less than a hundred years later, it was the capital of a rapidly expanding empire of the stars—an empire that ultimately encompassed approximately a quarter of the inhabited worlds in the Inner Sphere. During that 750 years of history, the fortunes of New Avalon, and with it the fortunes of the entire Federated Suns, have ebbed and flowed numerous times as wars, revolutions, and recessions clashed with expansive personal freedoms, incredible technological advancements, and a boundlessly enthusiastic national spirit. Through it all, the Davion family has remained at the forefront, reigning supreme on New Avalon and directing the Federated Suns through both its brightest and its darkest days.

Yet the story of the Federated Suns is not exclusively that of the Davion family. While that dynasty has played an incredibly important role since the Suns' nascent days, there are many more that have contributed, for good or for bad, to the course of the nation's history. Names like Hasek, Sandoval, and Varnay appear prominently throughout the recorded annals of the Federated Suns, as do many, many others.

Truly more than the sum of its parts, the Federated Suns is not only the largest of the so-called Successor States, it is perhaps the most free and—as many see it—also the most militaristic. But it is a nation plagued by those very same qualities. Citizens of the Federated Suns are not oppressed as those in other nations are, and as a result are acutely aware of their standing in relation to those on other worlds—and are willing to stand up for their freedom, if necessary. Still, it is a nation that is fiercely loyal to its own, and it will not hesitate to oppose those who would harm their fellow citizens. Noble and courageous, strong-willed and contemplative, the people of the Federated Suns have throughout their history fought for what they believed in and struggled against oppression in all forms.

This is their story.

THE RACE TO SPACE

Discounting the far-fetched assertions of conspiracy theorists who still claim that aliens visited Terra thousands upon thousands of years ago, man's race to space began in the 20th century. Advancements like the first powered flight and the splitting of the atom preceded the first flight into outer space and the first landing on an extraterrestrial body. But it wasn't until the early days of the 22nd century that technology advanced enough for man to set foot on a world outside of the Sol system. With the launch of the TAS *Pathfinder* in 2108, man finally became *homo stellaris*—and nothing would be the same again.

Suddenly, the sky was no longer the limit. Citizens of every nationality and every economic level fought for berths on the colony ships that were being built as fast as industry could produce them—and even at that pace supply did not begin to meet demand for decades. This exodus to the stars harkened back to the rampant imperialism of just a few centuries earlier, when the precursors to

the Terran Western Alliance dispatched ships across the open seas to claim every bit of land they could. Only this time it was about more than just conquering new lands and opening new markets. It was the disillusioned and the destitute looking for a new life, it was the adventurous looking for new obstacles to overcome, and it was the religious and politically principled looking for new worlds untouched by humanity's corruption. Of course, it was also the rich looking to expand their empires, corporations looking for new sources of scarce resources, and even science looking to unlock secrets that had eluded them for centuries.

COLONIZING THE STARS

To say that the government of the Terran Alliance, which had ultimately taken control of Terra, was unprepared for this era of unabashed exploration and colonization is an understatement. Anyone that could buy, beg, borrow or steal passage on a colony ship was allowed to go, typically with little more than a cursory identification check. Moreover, there was no centralized effort to keep track of interstellar traffic or even the number of individuals that left Earth. Even the passing of the Colonization Procedure Referendum in 2128, which sought to control exactly who could leave Terra, ultimately did little to stem the tide. It was a truly chaotic age—once outside the Terran system, with its rigid system of laws and regulations, just about anything went.

Despite this organized anarchy among the stars, the Terran Alliance and its terrestrial contemporaries were very much interested in claiming everything that was theirs—and more, if they could. They organized colonization efforts on the best of the worlds, with the goal of turning them into new Earths, replete with Alliance bureaucratic and military administrators. For other worlds, they appointed colonial governors over every new settlement they could, granting a relatively free hand in the administration of these new colonies in exchange for taxes and levies collected by these governors. As interstellar communication was only as fast as the JumpShips and the couriers they carried, and most political leaders were loathe to leave the comforts of Terra—even for short tours—local governors had almost no oversight. It is little wonder that, in this loose environment, corruption pervaded.

At the same time, leaders on Terra tried to use their control of direly needed resources, such as water, to maintain order. Yet technology and human ingenuity ultimately saw that control grow weaker and weaker. As colonies became more self-sufficient and non-governmental organizations like the Ryan Cartel began to serve the needs that could not be fulfilled locally—for a price, of course—Terra's authority continually eroded away year after year, even while more and more people continued their exodus to the stars.

Despite the dangers—not only political and economic but also the very real physical dangers posed by deadly extraterrestrial flora, fauna, and diseases—the mass exodus to the stars continued unabated. Half a century after the establishment of the first permanent colony on New Earth, humanity had expanded to more than a hundred worlds. Some fifty years later, that number was tripled.





HISTORY OF THE FEDERATED SUNS

FOUNDING OF NEW AVALON

New Avalon was the ideal colony world. Its atmosphere was untainted by deadly chemicals or harmful biological organisms, its landmasses were lush with life, it had ready reserves of water, and by all accounts it possessed raw materials on par with that of Terra. Initially surveyed in the first decade of the 23rd century, the world became the target of a massive Terran Alliance colonization effort, starting in 2213.

With so much to offer, New Avalon was a choice destination, but the Alliance government enacted a strict quota system to ensure

ROBERT DAVION: MAN OR MYTH?

Robert Davion is a man of legend to the people of the Federated Suns. The patriarch of an 800-year-long dynasty, he is immortalized in thousands of statues, busts, and paintings around New Avalon alone, not to mention on dozens of Federated Suns currency bills (most recently on the 1,000 pound bill). Stories of his exploits are commonly recounted to awe-struck preschoolers alongside tales of Camelot and Attila the Hun. To many FedSunnies, even those who are otherwise critical of the Davion family, he is the embodiment of all that is good and just. In fact, Robert Davion is the patron saint of New Avalon, canonized by the New Avalon Catholic Church in 2771.

As children, we never questioned the stories. But there comes a time in every person's life when he or she begins to question those things we think we know. Perhaps it's rebellion that drives us to do so, or the thirst for knowledge, or even a little of both. As perception changes, so does our faith in assumptions. Some people question the existence of God.

For me, it was Robert Davion.

We've all heard the stories about how, unarmed, he rescued a poor farmer from the clutches of greedy Colonial Marines, or how after a rousing speech at the foot of Mount Davion he convinced Governor-General Varnay's entire garrison to side with the New Avalonians against the Sadist of Smolensk, or even how he defeated Varnay in a duel that forced the Terran Alliance to grant New Avalon independence. By the time we graduated from primary school, we knew the latter was just a children's fairy-tale, so what of the other stories of this hero of New Avalon?

That Robert Davion played a key role in the formation of the Federated Suns is undoubtedly true. But neither is there any doubt that he wasn't quite the idealist and man of virtue history has turned him into. Concrete historical evidence places him as a member of the Sons of New Avalon who used his position to further his ambitions and his family's positions. Likewise, his speech to the Alliance troops was more about what the people of New Avalon could pay them for their support than about duty and honor. And the two companions that rode with him when he ran off the Colonial Marines at the farm were in reality ranking members of the Sons of Avalon, who only offered him membership *after* he turned on the marines ...

—Dr. Nero Shornl, *The First Davion*, Torrance Federated Media, 3061.

the world was settled properly. Most of the colonists that made the journey to New Avalon in the first two decades of the world's history hailed from the heartland of the Terran Alliance—Western Europe (a fact that most assuredly shaped the face of the nation these peoples would ultimately form). Cultivating the world's vast and fertile lands was the early focus, with hundreds of farms set up in just the first few years, though that was hardly the only endeavor pursued. Detailed surveys during the first few years gave way to mining operations and the construction of processing and refining plants. But those industries accounted for a mere fraction of the world's rapidly growing population, who were already building themselves several major cities—all growing into significant metropolises within short order—on each of New Avalon's three largest continents.

Discontent Among the Stars

The first half of the 23rd century saw humanity unabashedly expand into the stars like a fetus developing within the womb that is the Inner Sphere—or, as others had more negatively put it, like a cancer metastasizing. Rich and bountiful worlds like New Avalon were the exception, not the rule, and the vast majority of the colonies—even those now decades old—relied upon regular support to remain viable.

As colonization continued, many settlers started to chafe under Terra's continuing demands for food and other resources. Offering little assistance to the colonies, the Terran Alliance simply issued orders to their planetary governors, whose job it was to interpret them and carry them out.

That system of administration was sufficient for the short term, but when the Alliance proved unwilling and unable to fairly manage the growing hundreds of colonies, the mood on many of these new worlds turned from unhappiness to unrest. Protests and demonstrations against the Terran overlords and their harsh rule or unjust quotas were not uncommon. The Alliance response to this unrest slowly but surely grew more and more severe.

At the same time, the political mood on Terra was experiencing its own radical shift. Two major political parties, the Expansionists and the Liberals, grew out of the Alliance's old multi-party system—the Expansionists espousing government rule over all humanity, by force if necessary, and the Liberals believing that the people should be given the choice of how they were to be ruled. The battle between the two parties went on in the press and behind the scenes, garnering interstellar interest and leading directly into the Outer Reaches Rebellion.

When Denebola declared its independence from the Terran Alliance in 2235, no one should have been surprised. Sooner or later, some world would defy Alliance authority and take its destiny into its own hands. What it started, however, was a cascade that would leave humanity forever changed.

The Grain Rebellion

Life on New Avalon was better than on many other colony worlds, but that is not to say there were no difficulties or hardships. As the Outer Reaches Rebellion grew closer, New Avalon was saddled with an unimaginative (and some say cruel) Governor-General by the name of Emil Varnay. Having already gained infamy as the "Sadist of Smolensk," thanks to an incident in which several hundred civilians died when he



was ordered to put down a civil disturbance, this Alliance Navy vice admiral was, by all accounts, only looking to serve out the remainder of his career in relative obscurity. Unfortunately for him, he was the wrong person at exactly the wrong time and place.

By 2237, the Outer Reaches Rebellion was in full swing. When Denebola and Freedom declared their independence, dozens of worlds at the farthest-flung reaches of colonized space followed suit. The Terran Alliance, with the Expansionist Party in power within the Alliance Parliament, was forced to react. It dispatched the Alliance Navy and Colonial Marines to put down the rebellions, but like so many imperialistic powers before, the Terran Alliance sorely misjudged both the temerity and strength of the rebellious colonies. The colonists fought back, sending the first Marine invasion forces back to Terra in shame and turning what Alliance generals had promised would be a quick police action into a long, drawn out, and costly affair they would have preferred to forget.

Life on New Avalon continued even as many of the other colonies erupted into violence. That is, until the Alliance blindly increased quotas on all still-loyal colony worlds to make up for resource losses thanks to the rebellion—regardless of whether the colonies could afford it. By all accounts, the people of New Avalon should have had little difficulty supplying the additional quota of grain and foodstuffs levied upon them. But the farms had been producing less and less over the past several years, cumulating in record low crop yields in 2237.

The people of New Avalon were producing enough food to feed themselves, but little more. Meeting the quotas would mean that tens of thousands would starve. The people had no choice: faced with Governor-General Varnay's order to empty the food stores to fill the quota, the citizens stood up to the Alliance. After the transports had been loaded, they stormed the spaceport, taking back the food they needed to survive.

The New Avalon Grain Rebellion was short and relatively bloodless, apart from the heavy casualties suffered that first night as the Alliance military tried to stave off the attack. As soon as word of the rebellion spread across the planet, most Alliance soldiers on New Avalon either deserted or pulled off world—right along with their Governor-General, who returned to Terra in disgrace. The New Avalonians took charge of their homeworld in a mix of elation and terror. They were free of the Alliance, but now they had to survive whatever the Alliance decided to throw at them.

Only the Alliance never came.

The Deep Black Grows Deeper

As a direct result of the Outer Reaches Rebellion, many more worlds like New Avalon erupted into open revolution. Further, the Expansionist Party lost out in the 2237 elections, resulting in a complete shake-up in the Alliance government as the Liberal Party came to power and pursued their own agenda. In short order, the Liberals withdrew all Alliance military forces still engaged in putting down the rebellion and ultimately issued the historic Demarcation Declaration. In one fell swoop, the Alliance turned its back upon every colony world more than approximately 30 light years from Terra—whether those worlds sought independence or not.

With all official ties to Terra cut, the hundreds of colonies outside that 30-light-year radius suddenly had to fend for themselves. No one knows how many died while the many colonies that could not support themselves fought to forge the ties that would keep them alive. Many colonies simply disappeared, but many more made connections that would ultimately not only ensure their continued survival but also cement their place in interstellar relations. New Avalon naturally became one of the most influential worlds in its region of space.

IT WAS ONLY DESTINY

[Narrator] The early years of the 23rd Century proved a pivotal turning point for humanity in its journey into space. Already we had colonized hundreds of worlds in just a one-hundred-light-year radius around Terra, while more were being founded every day even further out from our homeworld.

[Dr. Rabel Nordeuck] Communications was the greatest difficulty of the day. This was long before the time of the hyperpulse generator. We couldn't just send a transmission and expect to receive a reply in a few hours or a few days. Messages had to be carried by hand, or at least in memory cores carried by JumpShips. And just like horse couriers of ancient times, the captains had to hand off those cores to a different ship that would jump into a new system and keep the relay going.

The problem was that the relay wasn't regulated by the government. Even though we'd been exploring space for two centuries, we still didn't have an organized mail service to get messages to the furthest corners of colonized space. There were a handful of companies that competed with each other to deliver messages, but they didn't deliver everywhere, and there were many more JumpShip captains willing to transport a small memory core to the next system and hand it off to another.

[Narrator] With no central bureaucracy to control the flow of message traffic and no guarantee that messages would be delivered at all, colonists were on their own with no assurance of support. The Alliance Navy found itself responsible for not only delivering official traffic to the hundreds of far-flung colonies, but also collecting the taxes and tributes owed by those colonies. But with communications often taking eight or more months to travel from one side of settled space to the other, the Alliance found it increasingly difficult to maintain control over the rapidly expanding human race.

[Nordeuck] The Alliance knew it had serious communications problems. Dozens of reports to the prime ministers pointed out exactly where the problems lay and just what could happen if those problems weren't fixed. They needed a standing message relay service, if only to ensure they could meet their own communications requirements, but they didn't listen. They were too involved in their political infighting to notice the Alliance was about to rip itself apart. Widespread rebellion was only a matter of time.

—Excerpt from the documentary, *In the Shadow of Terra*, Federated News Services, 3054.



THE REALITY OF BOUNTY

[Narrator] New Avalon was a flourishing colony world that showed every indication of being able to support far more than its tiny population. Vast expanses of arable land combined with ample rainfall and wide temperate regions to provide ideal farmlands and ranches. The colonists had some automated machines to make farming easier but many were willing, if not eager, to work the land with their own two hands. So what went wrong?

[Nordeuck] In short, a bureaucracy from hell. The Alliance sent ship after ship of farmers and ranchers and everything they needed to begin producing food. They even began building an infrastructure to support a massive food-production industry—mainly because they'd need that infrastructure so they could come in and claim the percentage of the annual harvest they thought they were entitled to.

The problem is the Alliance was a bureaucracy gone wild. There was no intelligence to that bureaucracy, no one to step in and be the voice of reason. So as more and more colonies left their Alliance shackles behind, the bureaucracy simply increased the production quotas for every other colony to make up for what had been lost. Under normal circumstances, that wouldn't have been a problem for a world as lush as New Avalon, but that same bureaucracy continued to spit out orders to increase grain production to the exclusion of all else.

In theory, that probably sounded good, but those blind orders didn't take into account the fact that farmers need to regularly rotate their crops. Nor did they take into account minor climatic changes that brought less rain to the farming regions. Even worse, the fertilizers provided by the all-knowing Alliance bureaucracy reacted poorly with the Avalonian soil. Farmers found it worse to use the fertilizer than to leave the soil be.

[Narrator] Thanks to government-mandated over-farming of one particular grain and a sharp decrease in yearly rainfall, the once-prodigious Avalonian farms were soon producing barely enough to feed the world's burgeoning population, let alone supply other worlds.

But that wasn't even the end of it. The bureaucratic problems continued to compound. Governor-General Emil Varnay, the infamous "Sadist of Smolensk," refused to allow the Avalonian farmers to alternate their crops with others that could grow well. He also refused the simplest of solutions: re-designating other lands for use in farming. After all, those same Alliance bureaucrats that increased his quotas assured him that the land area devoted to agriculture was more than capable of producing food in excess of quota.

The seeds of rebellion had been sown.

—Excerpt from the documentary, *In the Shadow of Terra*, Federated News Services, 3054.

The difficulties of life outside the Alliance's self-imposed borders were well known, yet life on the increasingly tyrannical Terran Alliance's homeworld was, to many, worse. With the Expansionists and Liberals battling each other for control, a new wave of colonization erupted, bringing millions more into the deep black.

RISE OF THE DAVIONS

New Avalon, like most of the other worlds left independent in the wake of the Demarcation Declaration, was wholly unprepared to lose the support of the Terran Alliance. It may have been a world with great potential, but that potential would remain largely untapped for several decades. For all their pretensions and dreams, the people of New Avalon were still relatively simple folk.

It is little surprise that they experienced great difficulty in forming a lasting government of their own. Their first attempt resulted in a consensus government that was perpetually crippled by inaction and indecision. At the same time, the world's growing economy led directly to an industrial aristocracy wherein the relatively few people that controlled the largest businesses on the world—the "First Families" of New Avalon—took virtual control by wielding the almighty power of capital.

After ten years of this, it was clear that this government was not working, as evidenced by continued unrest and eventual violence that erupted when each annual election grew closer. Colonel Jason Hasek, a man who gave up his Alliance military career to side with the Avalonian colonists and who later served as New Avalon's first Prime Minister, stepped in to enforce some needed changes. On the strength of his name, and with the assistance of a number of senior military officers on the world, including Colonels Adam Davion and Nathan DuVall—both scions of First Families—Hasek took charge of New Avalon's militia and declared martial law. Mobilizing the militia to neutralize the First Families and their personal armies, by all accounts Hasek sought only to reform the world's government.

Of course, the First Families saw this as a direct attack upon them and responded the only way they could: with force. Faced with opponents on multiple fronts, Hasek took the fight directly to the greatest threat, the Jorgensson family. Unfortunately, the Jorgenssons proved too great a threat; Hasek died in the attack, his militia routed. Yet that did not prevent the other First Families from taking their shot at glory. New Avalon quickly fell into civil war.

FIRST FAMILIES FIGHT

Davion and DuVall were left in unenviable positions. Both were officers in the New Avalon Militia, but both were also members of influential First Families—the very powers that were forcing this fight for New Avalon. While they still commanded the loyalty of the militia, their influence over the First Families was a completely different story. Already those families were battling one another for control of the world, leaving thousands dead in their wake and threatening the world's fragile economy.

Taking charge of their own families' enterprises, Davion and DuVall united what was left of New Avalon's militia with what citizens they could recruit or draft, and, wielding their considerable familial and political influence among the world's people, they attempted to put an end to the violence. They fought campaigns on the battlefield and behind the scenes, with an eye toward keeping civilian casualties and damage to the planetary infrastructure to a minimum. Yet there were those whose methods were less gallant.



THE FIRST COVENANT OF NEW AVALON

As freedom from tyranny in all forms is the God-given right of every man, the People of New Avalon throw off all bonds of political and economic fidelity to the Terran Alliance, its arms and protectorates, for now and forever. We shall no more submit to any government that does not represent the will and interests of all its People, that does not uphold the principles of Honor, Justice, and Virtue, or that curtails the freedoms of the many for the benefit of the few. And we shall no longer follow any leader who pursues a course of action to the detriment of his Citizens.

—Excerpt from the First Covenant of New Avalon

When the New Avalonian delegates drafted those words in 2239 under the guidance of Colonel Jason Hasek, they believed they were creating a government for the ages, one that would fully represent the will and needs of their fellow citizens and could never be guilty of the crimes and excesses of the Terran Alliance. Unfortunately, in their zeal to correct the problems of the Alliance and prevent a despot from rising to power, they formed a government that was crippled by the inability to make any substantive decisions.

Though this first New Avalon government had a Prime Minister, that position was entrusted with little actual power; any decisions that affected the whole planet had to be made by planetary referendum, with the Prime Minister tasked to implement the decisions made by the people. Of course, while this may have looked good on paper, especially after weeks of heated negotiations amongst the Avalonian delegates, in practice it ultimately proved a failure.

At first, the people had few decisions to make, but as time went by the citizens were faced with more and more issues that needed quick and decisive answers. Special votes were being called almost every other week, but turnout was often so poor that the minimum required number of votes weren't cast. Worse, the people were faced with so many decisions that informed votes were nearly impossible to make.

Had New Avalon possessed a full government bureaucracy with a Prime Minister capable of making even temporary decisions, the First Families Civil War might not have happened. But not only did the Prime Minister not have that power, his term only lasted for a year, forcing whoever occupied that post to either campaign for popular support constantly, getting absolutely nothing done, or devoting all his energies to the post, ensuring failed policies.

It was a miracle the first government lasted as long as it did.

—Gelain DeSato, *The First Families of New Avalon*, Avalon Press, 3023.

The Dark Side of Nobility

Put simply, the First Families Civil War was about the leaders of noble houses fighting for predominance over a still-developing world. While some of those families ultimately chose to back Davion and DuVall, many more did not. Over the next five years, they fought each other for what amounted to a slightly larger piece of the pie, forming ever-changing coalitions and forging temporary alliances that often lasted less than a week. Most realized that there had to be some limits on how and where the battles were fought; some families, chief among them the Jorgenssons, did not.

Like each of the other First Families, the Jorgenssons were interested only in gaining as much power as possible; to them, the only way to do that was to control the cities, trade hubs and industrial centers on the world. In fact, many cities and towns rallied behind a First Family in exchange for protection (though there were more than a few that changed their allegiances to a different family to get a better deal). Those who did not found themselves on the front lines of the war.

When they finally made their move on the battlefield of New Avalon, there were some rumors of their true nature, but not enough to prevent other families or even entire communities from coming to them for help. It took another six months before the so-called Desdemona Incident revealed their true nature to the rest of the world.

Desdemona was a city of 150,000 that had invited the Jorgenssons in as their protectors. But when Captain Adelbert Jorgensson entered the city and proclaimed himself military dictator, the citizens stood up against him in peaceful protest. Jorgensson responded with deadly force, prompting the city's militia and police force to open fire on Jorgensson and his entourage, killing the First Family scion.

Though a Jorgensson aide ultimately calmed the situation in Desdemona, the city rejected the family's rule. Word of the incident spread quickly, and it didn't take long for other tales of the family's excesses to circulate. Soon, other cities stood up against the cruel family. Many of the Jorgenssons' allies deserted them, while opposing groups, including Davion's and DuVall's coalition, banded together to end the Jorgenssons' rule of terror.

Still, it took two more long years before the political infighting could be brought under control and a new government formed. But when the Second Covenant of New Avalon was ratified and accepted, thanks to the influence of the First Families, it bore little resemblance to the democratic principles that incited the Grain Rebellion nearly two decades earlier. Seven years after the first shots were fired, the war was finally over.

A NEW ERA IN AVALON

Davion and DuVall may have formed the strongest coalition on New Avalon, but they could not end the infighting through the threat of military or political force only. It took years of behind-the-scenes negotiating with the other First Families before true peace could reign. The First Families now had a direct say in the government, in the form of the Chamber of Deputies, while the prime minister was appointed for life.

The prime minister was not intended to be a hereditary position, however. Nor was it intended to be given to the most powerful or influential person, as evidenced by the fact that neither Davion nor DuVall were considered in the first election. Still, the two remained within the public eye and in 2261, after the second election for



JASON HASEK

Who is Jason Hasek? Where did he come from and what did he want?

The New Avalon Archives possess precious few records of the man. Even the Hasek family library on New Syrtis has only a handful of papers, mostly post-Grain Rebellion. In fact, the best evidence of his early years comes from a partial Terran Alliance personnel file found by chance and preserved by ComStar acolytes centuries ago and passed along to the Hasek family in 3054.

As it turns out, he enlisted in the Alliance military in 2214 but had an undistinguished career until his posting to New Avalon, where he was listed as a deserter. Cited for numerous acts of treason, sedition, and terrorism, he was convicted *in absentia*, along with several hundred other soldiers that deserted on New Avalon, by a court-martial and sentenced to death.

To the Alliance he was a traitor and a criminal, but to the people of New Avalon he was a tried-and-true hero. This mere enlisted man was commissioned as an officer in the New Avalon militia on the strength of his charisma, and he soon rose to the rank of colonel, commanding an entire regiment of volunteers. He was a talented orator and leader, both courageous and charismatic, but a mediocre strategist and politician. He willingly led numerous charges headlong into enemy positions, surviving by luck rather than skill. He also directed the New Avalon delegation that resulted in the disastrous First Covenant.

Still, his devotion was enough to endear himself to the people of New Avalon, to whom he had seemingly dedicated his entire existence. Wealth and power were not his goals; after all, if Hasek had wanted the power for himself, he could have taken charge with little difficulty during his single one-year term as New Avalon's first prime minister. Even when he came back out of retirement to face down the First Families, by all accounts he did so for the betterment of his people.

And that was enough. His legacy of honor and courage survives even today. And his family has remained significant players in the history of the Federated Suns ever since (though it wasn't until after the Davion Civil War that they took control of the Capellan March).

—Gelain DeSato, *The First Families of New Avalon*, Avalon Press, 3023.

prime minister, Nathan DuVall was appointed deputy, ultimately succeeding in 2280 and passing the post to his own son (and deputy prime minister), Martin DuVall, upon his death in 2282. After Martin DuVall died in 2309, it was his deputy prime minister, Lucien Davion—grandson of both Nathan DuVall and Colonel Adam Davion—who was chosen to lead New Avalon. From that point on, a scion of the Davion family would lead New Avalon, and ultimately the Federated Suns, continuously for the next seven and a half centuries.

After the end of the First Families Civil War, the prime ministers had concentrated on further industrializing New Avalon, positioning it as

a profitable trading partner for other worlds in the region of space known as the Crucis Reach. Prime Minister Lucien Davion spent his first few years in office continuing those policies, laying the groundwork for far greater goals.

Fall of Alliance, Rise of Hegemony

Even as Lucien Davion was looking toward the future, reality came crashing down around the entire Inner Sphere, spawning a new crisis that ultimately birthed six new star-spanning nations. Matters on Terra, already engulfed in a political war between the Expansionists and Liberals, continued to spiral downward. With the Terran Alliance elections of 2314 approaching, the two sides made the leap from political warfare to outright violence and then to full-blown warfare.

Fleet Admiral James McKenna, perhaps the most colorful and outspoken of the Alliance Global Militia's senior officers, took it upon himself to quickly put an end to the Alliance Civil War. Rallying the Global Militia behind him, he declared the Terran Alliance dead, forming in its stead the Terran Hegemony. Elected as its first Director-General in early 2316, he immediately addressed the problems he felt brought down the Terran Alliance. First and foremost he began to strengthen the government, but shortly thereafter he looked to the stars—bringing every Terran Alliance member-world into his new Hegemony before turning his attention to worlds once claimed by the Alliance.

THE CRUCIS PACT

The sudden dissolution of the hopelessly quagmired Terran Alliance and the equally sudden rise of McKenna's Terran Hegemony, coupled with a military campaign that threatened to subjugate hundreds more worlds under a dictatorial Terra, prompted people throughout the Inner Sphere to stand up and take notice. Even as a resurgent Terra began to expand beyond the borders of the old Alliance, leaders of independent worlds and trade coalitions desperately looked for ways to keep themselves from being swallowed by the Hegemony.

Prime Minister Lucien Davion took to the stars in a whirlwind tour of every world within the Crucis Reach, speaking to leaders—both political and economic—and common folk alike in venues as large as stadiums and as small as tavern backrooms. Sometimes presenting himself as Prime Minister of New Avalon and other times as simply a citizen of the Crucis Reach concerned with the future, his speeches focused on the need to stand fast against the Hegemony—and the only way to do so was to form an interstellar coalition, for no one single world could ever hope to stand up to the Terrans.

It took more than a year, but by 2317 he had built enough popular and political support for his plan to call a conference of leaders from twenty-three Crucis Reach worlds. In the end, after three months of hard politicking, twenty of those worlds signed the Crucis Pact, a mutual defense and trade treaty that created the Federated Suns.



THE REAL STORY BEHIND DUVALL AND DAVION

Jason Hasek may have been the hero that the people of New Avalon looked to in times of difficulty, but it was two men with conflicting loyalties—and personalities—that actually delivered them from the darkness of the First Families Civil War. Coming to Hasek's side after he mobilized the planetary militia, these men were left in the unenviable position of commanding the fight against their own families and associates.

Colonel Nathan DuVall was the eldest son of Georges DuVall—himself the second of three sons—and Esther Baccarin DuVall. Georges DuVall and his two brothers ran the family's business while also pursuing their own interests, often locking horns with each other. Georges was an opportunistic businessman who demanded nothing but excellence from his children, but he also did his best to ensure they received everything he thought they deserved. When Nathan came to him for advice after Hasek mobilized the militia, both Nathan and Georges saw the writing on the wall—as well as their opportunity to shape the future to their benefit.

Colonel DuVall sided with Hasek, bringing the strength of his father's support to the cause. And when his eldest uncle, Rene DuVall, chose to oppose the Hasek cause, Colonel DuVall quickly struck at the "traitors in his family," taking control of their assets and adding them to his own. Throughout the rest of the war, he called upon his family's fortunes and friends to aid his cause, whenever possible adding what he could to his own riches. His father remained patron of the family until his death in 2262, at which time Nathan assumed the role of powerbroker in the DuVall family.

Colonel Adam Davion, on the other hand, came from a family that had married into the First Families, in this case the powerful Marsin family. The son of Robert Davion from an earlier union, Adam became heir to the Marsin fortunes when his father's marriage to Suzanne Marsin produced no offspring. His father, like DuVall's, had set high goals for his family and saw the potential of the situation. Robert died early in the fighting, though, leaving the Marsin estate in the hands of his son who, though still young, wielded the power ably.

Publicly, DuVall and Davion put up a united front, but behind the scenes both fought each other bitterly for the power and wealth at stake. Even after the war, when both supposedly retired from public life, they remained major power brokers and continued to battle each other through proxies. Ultimately, they reached an understanding, and DuVall allowed his daughter Jennifer to marry Davion's son Jerome.

The rest, of course, is history. Jerome and Jennifer's firstborn was Lucien Davion, who inherited not only the wealth and power of his parents' families but also their acumen.

THE DYNASTY

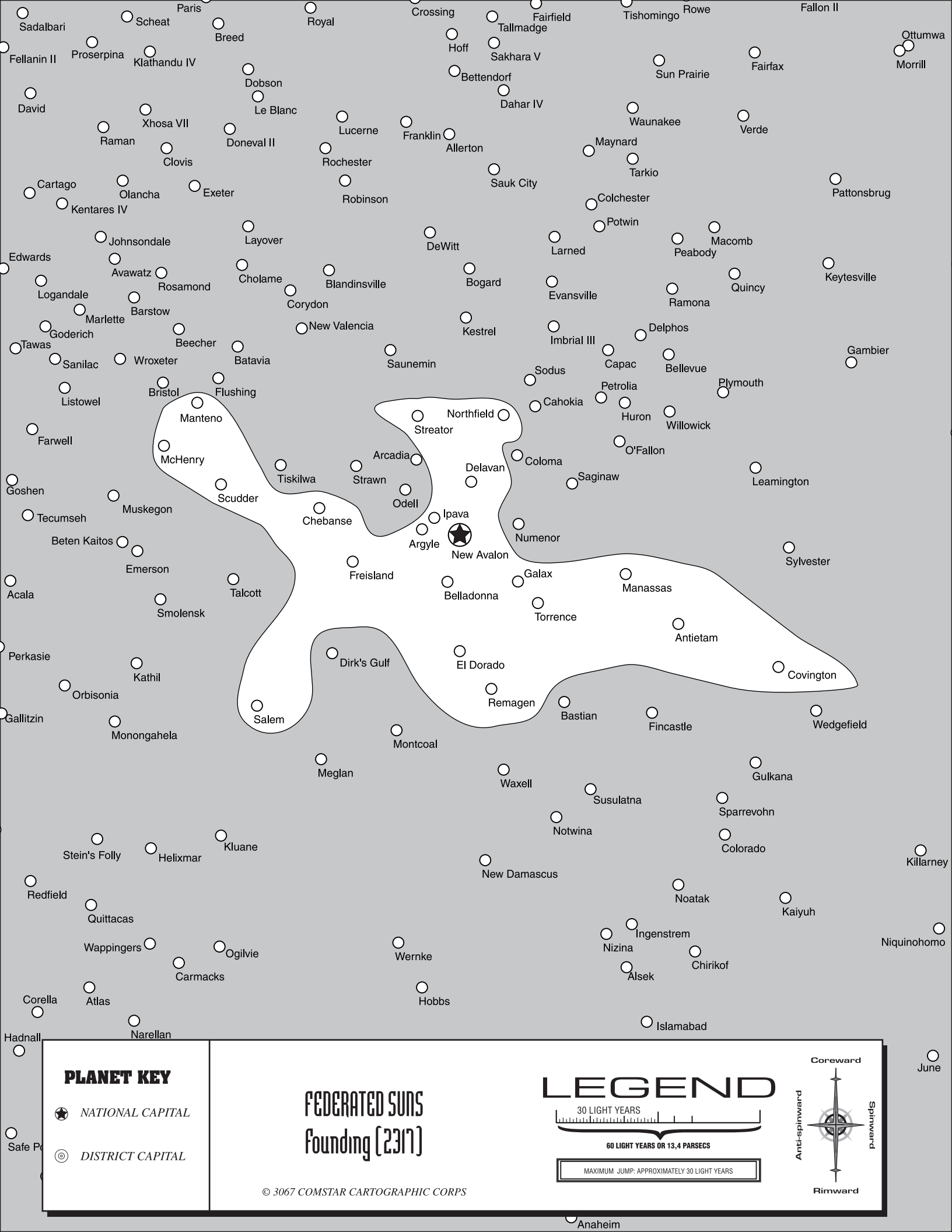
We have been saddled with the Davions for over a century, and what has it gotten us? War, depression, disease, famine, poverty, and death, that's what! They care no more about the common man than they do about a sewer rat. What have they ever done for us? Nothing! Absolutely nothing! The only thing they care about is themselves, about lining their own pockets with our hard-earned money and about subjugating the Inner Sphere under their oppression!

From the first warmongering Davion to the despotic and depraved hedonist of a president we have today, they have all been out for only one thing: domination over all of humanity. It started with Robert Davion's crusade to crush the First Families that stood in his way and overthrow the government of New Avalon. It continued when Lucien Davion finished what his grandfather started by seizing control of our world and subjugating it to the interstellar empire he was building. All in the guise of *progress*.

But what he did wasn't in the best interests of the people of New Avalon. He did what was in *his* best interests. Too many refused to see it then. We were a backwater world looking to become the new Earth, so we put our blinders on and let him lead us down a road that would bring us nothing more than suffering and hardship. He rewarded our blind faith with baubles. He made New Avalon the capital of his burgeoning empire and he rewarded those that helped him with a share in the power. But he subjugated the rest of us under his police state.

And when he had complete control, this would-be emperor placed his family first, above all. He turned what should have been a democratically elected presidency into the personal fief of the Davion family. How can *anyone* really believe that the only real candidate for the presidency is a Davion? We've lived under the subjugation of the Davion Dynasty for too long. We've allowed them to use us and to repress our freedoms and stifle our anger at their imperialism for too long! It is time to strike back at them and end their tyranny for now and forever!

—Sarlec Klenss, *Speeches to the Masses*, 2416 (unpublished).





EARLY FEUDS

The Federated Suns was the second of the so-called Great House States formed in the wake of the Demarcation Declaration and the rise of the Terran Hegemony (the Free Worlds League predates the Suns by forty-six years, formed during the turbulence that ultimately led to the demise of the Terran Alliance). Like any new alliance, the Suns faced trials in its first years that could have ripped it asunder, but despite its inherent weaknesses it persevered, maturing into what is commonly considered the largest and strongest of the Successor States.

Nevertheless, those first few years proved challenging to the nascent Federated Suns and its inexperienced president.

GENESIS OF A LASTING RIVALRY

McKenna's Terran Hegemony may have been the greatest threat to the upstart Federated Suns, but the Hegemony wasn't the first opponent it met on the field of battle. Instead, the honor of being the Suns' oldest enemy belongs to the Capellan Confederation.

Though the Confederation was still half a century away from being formed, the small states that ultimately banded together to become that nation were fighting for their survival in an increasingly unstable era. Within the course of just a few years, the Federated Suns found itself in direct conflict with both the Chesterton Trade Federation and the Tikonov Grand Union while also developing economic and political rivalries with the St. Ives Mercantile Association—all of which ultimately fueled more than seven and a half centuries of shared hostility between the Suns and the Confederation.

Muskegon and Chesterton

Most of the worlds that Lucien Davion had traveled to in the year leading up to the signing of the Crucis Pact were independents,

though a few were already members of alliances. Such was the case with Muskegon, which led a seven-world coalition. A delegation from Muskegon, led by the coalition's leader, was among those that Davion gathered together for the Crucis Pact conference. Though the Muskegon worlds did not join the Federated Suns immediately, it soon became clear to Commander Jehan Achmeed, Muskegon's leader, that it was in his coalition's best interests to sign the Crucis Pact and become a part of the Suns.

All was not well within the Muskegon coalition, however. The Achmeed family had ruled Muskegon, as well as the worlds later colonized by Muskegonites, with an iron fist since its founding in 2163. All were not equal within the tiny Muskegon empire, and the Achmeeds ensured everyone knew that. The worlds of Beten Kaitos and Emerson in particular felt that attitude the most, and when the Muskegon coalition joined the Federated Suns, those two worlds refused to acknowledge the Crucis Pact, instead aligning themselves with the Chesterton Trade Federation.

That move thrust the Federated Suns into its first interstellar conflict, one offering poignant proof that, in order to survive the coming years, Davion's new nation would require more than just political and economic power. When Chesterton moved forces in to secure Beten Kaitos and Emerson, they easily rolled over the Federated Suns units sent to reclaim those worlds. What followed was a three-year-long campaign that saw Tikonov allying with Chesterton to stand against the much larger and more powerful Federated Suns.

Unfortunately for the Suns, President Lucien Davion was a poor general. Further, his military was wholly unprepared to mount an interstellar campaign. So while the Federated Suns and the Chesterton Trade Federation battled each other for control of the two Muskegon worlds, which switched hands several times during

TIMELINE:

NEW AVALON AND FEDERATION

2086: Terran Western Alliance reforms into the Terran Alliance.

2102: Theories of Kearny/Fuchida proven correct.

2107: (Sept. 3) First successful K-F drive hyperspace jump.

2108: (Dec. 5) TAS *Pathfinder* jumps into Tau Ceti system.

2116: (Mar. 8) First colony ship travels to Tau Ceti IV (New Earth).

2163: Founding of Muskegon.

2172: First Grand Survey; 108 worlds colonized in 60 LY diameter.

2195: Second Grand Survey; 204 worlds colonized in 85 LY diameter.

2213: First colonists settle on New Avalon.

2219: Third Grand Survey; 316 worlds colonized in 120 LY diameter.

2231: Rear-Admiral Emil Varnay becomes governor-general of New Avalon.

2235: Fourth Grand Survey; 628 worlds colonized in 250 LY diameter.

(May 27) Outer Reaches Rebellion begins with Denebola's declaration of independence.

2237: (Mar 17) Grain Rebellion on New Avalon.

Outer Reaches Rebellion ends in withdrawal of Alliance forces.

2239: First Covenant of New Avalon; Jason Hasek elected first prime minister.

2242: Terran Alliance makes Demarcation Declaration, cutting off all worlds further than about 30 LY from Terra.

2248: First Families Civil War breaks out.

2250: Rim Worlds Republic formed with colonization of Apollo.

2253: Taurian Concordat formed with colonization of Taurus.

2255: Sandra Lockhart elected Prime Minister of New Avalon.

2261: Joseph Cartwright elected Prime Minister of New Avalon.

2271: Free Worlds League formed.

2278: Foundation of the Marlette Association.

2280: Nathan DuVall elected Prime Minister of New Avalon.

2309: Lucien Davion elected Prime Minister of New Avalon.

2314: Amid growing unrest, civil war breaks out on Terra.

2315: (July 22) Fleet Admiral James McKenna takes control of the Terran Alliance and reforms it into the Terran Hegemony; McKenna begins a military campaign to reclaim lost colony worlds.

2317: (June 26) Crucis Pact signed by leaders of 20 worlds, creating Federated Suns; Lucien Davion elected Federated Suns' first President.



THE CAPELLAN INFERIORITY COMPLEX

[Uripedes Valence] You've mentioned the "Capellan Inferiorty Complex" a few times already. Tell us more about it. What is it?

[Dr. Parric Hasek] Well, what it all boils down to is the fact that the Capellan Confederation was the last of the Successor States to form. It was also the weakest, politically and economically.

[Valence] It's that simple? Because it was the smallest guy on the block?

[Hasek] Partially. What you have to remember is that, in the beginning, the Capellan states were nothing more than a loose collection of rather minor powers. At any one time, at least two were fighting political or military battles against one another.

So, while the rest of colonized space rushed to join one of the emerging major powers, you've got this pie-slice of the Inner Sphere that just kept on tumbling in chaos. Was it really a surprise that the Terran Hegemony didn't take these minor powers seriously, and that it regularly sided with the Federated Suns and the Free Worlds League in disputes? Or that all three of those powers took advantage of the Capellan nations?

[Valence] So you're saying the Capellan development of an inferiority complex was inevitable because the Confederation wasn't taken seriously? Isn't that a bit simplistic?

[Hasek] No, it goes much, much deeper than that. And it is due, in no small part, to Franco Liao. After years of on-and-off warring with the Federated Suns in which the Capellan states had a fair amount of success, the Suns finally turned the tables on them. We'd landed occupation troops on Capella itself. We were *this* close to capturing every Capellan leader when they got away. So what is the very first thing Liao does as chancellor? He bombs the hell out of his own capital. Boom! Wipes it and every single Capellan still left in the city right out, all to kill a couple of thousand FedSuns troops.

He wanted to make a statement, and he did. The Confederation wasn't afraid to sacrifice its own citizens to spite its enemies. And ever since, it has continued to do just that. "We're not strong enough to deal with our military difficulties? No problem. We'll just keep throwing Capellan citizens into the fire until it's quenched." Not only have they been overcompensating for their feelings of inadequacy with over-aggressiveness, they've been self-destructive in hopes of making their enemies think they're not worth the cost. To anyone.

—Excerpt from *The Valence Hour*, Federated News Services, 3033.

the campaign, Chesterton won the war and absorbed both worlds. Further, the relatively minor Chesterton Trade Federation humbled the much stronger Federated Suns and its bold leader, giving the Suns a weak reputation that it would take decades to slough off.

Marlette and Tikonov

The Marlette Association, like Muskegon, was a small coalition of worlds that had formed in the Crucis Reach but had initially opted out of joining Lucien Davion's Federated Suns. Lying close to both the Tikonov Grand Union and the megalithic Terran Hegemony, the Association found itself threatened by both powers in the early decades of the 24th century. It fought a war with Tikonov in the first decade of the century over a handful of border worlds, and in the second and third decades it saw its sphere of influence steadily shrinking in relation to Terra, Tikonov, and Chesterton.

The Marlette Association officially joined the Federated Suns in 2324, adding its strength to the Suns but also transferring its disagreements with Tikonov to Davion's nation. The two nations battled over worlds like Almach, Mesartim, and Mira on and off for years. As with Chesterton however, the Federated Suns found itself overmatched by a smaller power. Though Davion's generals were able to prevent any further erosion of their nation's new borders, they proved incapable of regaining systems already lost.

Capellan Zone Border Wars

The brief war with Chesterton and the continuing disagreements with Tikonov were but the first in a series of small border skirmishes between the Federated Suns and its neighbors along the Rimward March (as the region bordering the so-called Capellan Zone was known). Over the course of the next decade, even as the Suns continued to unabashedly expand its sphere of influence, the powers of the Capellan Zone launched a series of campaigns to capitalize on the Suns' military weaknesses. Resource-rich worlds along the St. Ives border were targeted for invasion, while others simply aligned themselves with one of the Capellan Zone states rather than join the obviously weak Federated Suns.

Wielding his considerable talent for politics with a deft hand, President Davion continued to add planets to his nation even as he and his ambassadors parleyed the Federated Suns' expanding economic power into political clout with the Terran Hegemony. Where his armed forces were unable to secure victories for the Suns, Lucien Davion's diplomats encouraged the Hegemony to flex its own muscles for the Suns' benefit—and, when it came to what the Hegemony considered insignificant powers in the Capellan Zone, McKenna's government was more than happy to side with the Federated Suns and Free Worlds League. Still, Davion felt every single loss his military experienced, and that troubled him for the rest of his presidency.

End of a Reign, Beginning of a Dynasty

Lucien Davion stepped down as President of the Federated Suns in 2332 after fifteen years of leading that nation, and another eight before that as Prime Minister of New Avalon. During those twenty-three years, he turned New Avalon into a true interstellar player, formed by sheer force of will a new alliance that would soon blossom into a major nation, and negotiated a place for his Federated Suns among the other emerging powers—even with the military defeats suffered at the hands of the minor powers of the Capellan Zone.

Yet it was those defeats that Lucien Davion felt cast a shadow over his presidency, despite all of his incredible successes. In the wake of years of unsuccessful military operations and missed opportunities, Lucien Davion retired from public life. His youngest brother, Charles, assumed the dual positions of President of the Federated Suns and Prime Minister of New Avalon. Lucien died a mere three months later, a man wracked by guilt over his failures and missed opportunities.



REFORMATION AND WAR

The Federated Suns may have been conceived and birthed under the watchful leadership of Lucien Davion, but it did not begin to rise to its true potential until decades after his death. The reason? The Suns' first president found himself so mired in the petty bickering between the new nation's member-worlds and bureaucratic wildfires that he couldn't find the time or energy to enact even a fraction of his many bold ideas. For that, he would have to rely upon his immediate successors: his brother Charles and his son Reynard.

CHARLES THE REFORMER

Charles Davion was a very different leader than his brother. At first blush as charismatic and skilled a politician as his predecessor, Charles was also hungry for power and had few compunctions about using force to get what he wanted. Of course, Charles wisely downplayed those qualities until after he was chosen as president and prime minister.

One of his first initiatives upon assuming the office of president was overhauling and reforming the beleaguered Federated Suns military. By looking at the military failures of the recent past, he had little trouble convincing the High Council that significant changes needed to be made. Amending the Crucis Pact to include provisions for creating and sustaining a permanent standing military, Charles created the Federated Peacekeeping Forces (FPF). Centrally organized, equipped, trained, and commanded, the FPF was given the men and materiel it needed to be able to respond anywhere within the Federated Suns and its bordering regions. This also helped foster a loyalty to the nation rather than to individual member worlds.

Reforming the military wasn't the new president's only goal, however. He wanted to create a nation where he and his family—those that would inherit control of New Avalon and the Federated Suns—could not be opposed or supplanted by other, less capable leaders. There were those, of course, that opposed him, whether because of their own desire for power or because they objected to his arrogant, heavy-handed tactics. But at the same time, the policies he and his brother Lucien had been advocating for so long were turning the Federated Suns from a loose coalition of worlds into a true interstellar power. Those same worlds that suffered so much when Terra cut its support to them less than a century earlier were now economic powerhouses, while the new worlds and colonies being added to the Suns every year had similar potential.

At the same time, Charles subtly built a base of power behind the scenes. All of this national expansion and strengthening required the support of a significant bureaucracy. After all, as Charles argued, the High Council could not hope to oversee every element of the government. What the Council didn't realize, however, was that Charles had stacked the deck in his favor. The majority of the senior positions within the government and military bureaucracies were filled with loyal sons and daughters of prominent New Avalon families, all of whom owed a debt of gratitude to Charles and the Davion family. And with that, Charles Davion secured his family's position of pre-eminence within the Federated Suns.

REYNARD THE WARRIOR

When President Charles Davion died of a heart attack while addressing the High Council in 2340, few members of that body mourned his loss. It was time to elect a new leader, but the suddenness caught the Council off guard. Some wanted to choose a president that didn't hail from the Davion line. Yet the Federated Suns was faced with continued threats from the Capellan Zone, and they needed someone who could lead the nation to victory. Only one candidate seemed to have the backing of the government, the military and—above all—the public. That the candidate was also Charles' chosen successor simply added to his standing.

Reynard Davion, nephew of Charles and son of Lucien, was sworn into office on 21 May 2340 as Prime Minister of New Avalon and President of the Federated Suns. Having served in the FPF as a colonel before his uncle appointed him Deputy Prime Minister of New Avalon three years earlier, he had all the right qualities to lead his nation. He was also a Davion through and through, with all the inherent drive, charisma, and ruthlessness.

Following through on the policies enacted by his uncle, Reynard continued to strengthen the FPF and the Federated Suns before focusing on threats within the Capellan Zone. Of course, that the Suns had no other major enemies at the time aided the new president significantly. The Terran Hegemony had just lost its leader a few months earlier and was embroiled in its own complications with the Lyran Commonwealth, while the Draconis Combine still had not grown enough to share a common border with the Federated Suns. And the Taurian Concordat was still so minor and distant a nation that the Suns did not even know of it.

Taking the Initiative

As soon as he was confident of the FPF's strength, President Reynard Davion took the fight directly to his nation's enemies. Assuming command of the FPF task force he'd been gathering in the Achernar system, he struck directly at the Tikonov Grand Union world of Almach while two other task forces hit peripheral targets.

Stunned by the assault and tied up on multiple fronts, the Tikonov Union was unable to respond. Yet it lost more than just a single world to this assault—by taking Almach, Davion severed Tikonov's lines of communications to both Mira and Mesartim. In one decisive stroke, President Reynard Davion retook the old Marlette Association worlds over which his nation had been struggling with Tikonov for years, while also proving to all his neighbors that the Federated Suns was no pushover.

But that wasn't the end of it. Once those worlds were secure, Davion negotiated a mutual peace and trade accord that recognized those gains with the Capellan Hegemony, a larger and more powerful ally to the Tikonov Grand Union. This Acala Pact of 2345 ended the hostilities between Tikonov and New Avalon (and by extension Marlette) in a way more beneficial to the Federated Suns than a peace treaty directly with Tikonov could have been. Not only did it provide Davion an official claim over those three worlds, but it provided legitimate recognition for the Federated Suns' current boundaries, which included a number of other contested border worlds. Tikonov had little choice but to sign the Almach Accord a year later, ceding those worlds to the Federated Suns.



HISTORY OF THE FEDERATED SUNS

After that brief campaign, Davion returned to New Avalon to tend to his nation, confident in its security. He encouraged private citizens and businesses alike to build new homes on the contested worlds now recognized as belonging to the Federated Suns by the Acala Pact, providing substantial bonuses to those that chose to do so. It wasn't long before those worlds began to thrive—or before Davion chose to focus his attention upon expanding his nation's frontiers once more at the expense of the Capellan nations.

Pushing Towards Confederation

Relative peace along what had become known as the Capellan March reigned for more than a decade. During that time, the Suns continued to expand its territory, all but unopposed. The Capellan states, no longer considering their larger spinward neighbor an easy target, turned mostly upon themselves, battling each other over the scraps that fell from the tables of the Suns, the Terran Hegemony, and the Free Worlds League.

That ended in 2357 when a large FPF expedition landed on the former Chesterton world of Bell and claimed it in the name of their president. The occupation of Bell surprised the Sarna Supremacy, which had absorbed the Chesterton Trade Federation, and was unprepared to repel the invasion force. When President Davion moved additional forces to the border and demanded the Sarns likewise cede worlds of Chesterton and Highspire to the Federated Suns, the Sarna Supremacy could do nothing but comply.

President Reynard Davion once more got precisely what he wanted and then some. The Sarns' capitulation sent ripples of fear and discord throughout the Capellan Zone, ultimately toppling Capellan Prime Minister Julian Dux from power in 2358 and propelling Seluk Tucas into his place. Tucas spent the next five years propping up the Capellan nations, attempting to build a true alliance among a group of tiny nations that had fought each other as much as they had battled others, even while Davion continued to shore up his defenses in the Capellan March.

Tucas felt he was ready to take the Federated Suns on in 2363. In March of that year he recalled his ambassador to New Avalon (Fashir Tucas, his brother), affirmed the Tikonov Grand Union's renunciation of both the Acala Pact and the Almach Accord, including its demands of the return of all Chesterton worlds (even those claimed decades earlier), and he also demanded the return of Lee, another world that had long been a part of the Federated Suns. For his part, President Davion replied only by reinforcing the FPF forces within the Capellan March, confident his military could handle anything Tucas might throw at it.

The standoff lasted two months until news came that Fashir Tucas' ship had mysteriously disappeared. When he learned of his brother's loss, Prime Minister Tucas immediately accused President Reynard Davion of his murder and mobilized armed forces from every Capellan Zone power. Their first target: Lee.

Unfortunately for Tucas, the FPF was waiting and more than capable of dealing with the invasion force. The Capellan task force, comprised of the best regiments Tucas and his allies had to offer, quickly found itself outnumbered and surrounded; only a small fraction left the world alive after the FPF claimed victory on Lee.

Stunned by their loss, the allied Capellan armies nevertheless pressed the attack on multiple fronts, in every instance running

headlong into the waiting FPF. The Capellans managed a few scattered victories but by and large found themselves overmatched by an opponent that turned back their every assault. Furthermore, the FPF embarked on its own military endeavor aimed squarely at eliminating the threat represented by the Capellan nations.

Two years into the war, Tucas found himself in the unenviable position of having to win re-election in the face of stinging military defeats. Perhaps it was only fitting that he was killed by an assassin's bomb on the eve of the elections. A successor was chosen, but the

VANISHING ACT

And then, of course, there is the tale of Ambassador Fashir Tucas, brother to Capellan Prime Minister Seluk Tucas. Prime Minister Tucas won his position on a platform of angry rhetoric, promising to make the Davions pay for decades of what the Capellans saw as crimes against their people (ignoring, of course, that the various Capellan nations were the ones that initiated every one of those early border disputes and wars).

Almost the first thing Tucas did upon assuming the position of prime minister was to name a new ambassador to New Avalon. Just *why* he did this is part of the mystery. After all, his plan to deal with the Davions was to spend a few years building up the Capellan strength before embarking on an aggressive political and military campaign that he believed would send the people of the Federated Suns reeling before the mighty Capellan Hegemony and its allies.

Looking back, the main reason (or, at least, the public reason) that Tucas dispatched his brother to be his ambassador to his nation's greatest and most hated enemy was to lull the Davions into a false sense of security. Then again, Fashir Tucas was the black sheep of the family. Prior to his appointment as ambassador to the Federated Suns, he had no record of government service and no political background. He was a failed businessman, supported by his family.

When his JumpShip disappeared mysteriously following his recall from New Avalon in 2363, both the nations separately investigated the disappearance. Neither side found any concrete evidence of what happened. Unsurprisingly, the Capellans blamed FedSuns President Reynard Davion. They renounced the Acala Pact and the Almach Accord and invaded the Federated Suns.

Now, never mind that Reynard Davion had no reason to order the death of Fashir Tucas—his own advisors pointed out that the Capellans would blame him no matter what they found out (though there are those who argue that Davion went ahead and had Tucas secretly killed just so that he could look innocent in the face of Capellan aggression). On the other hand, it seems that Prime Minister Seluk Tucas had everything to gain from his brother's death—he had a pretext for war *and* he got rid of someone he often referred to as an “embarrassment to the family.”

Of course, it *could* have been a jump accident or pirates ...
—*The Mysteries of the Universe*, Silver Star Publishers, 3066.



chaos within the Capellan nations only continued to grow as the alliance began to rapidly unravel. Reynard Davion, directing the war from New Avalon, took full advantage of the discord and ordered the FPF to continue on into the heart of the Capellan nations. By 2367, he had regained nearly every world his nation, or its members, had lost to the Capellans. Further, his forces had Tikonov under siege, and a full task force had landed on Capella. His message was clear: this “peacekeeping force” would occupy Capella until “a suitable government could be duly elected and order returned to the world.”

Reynard had every belief that this bold move would end the Capellan threat once and for all. Unfortunately for the entire Federated Suns, Franco Liao rose to power amid the chaos of the Capellan Zone, declaring himself Chancellor of the Capellan Confederation. Escaping Capella just before the FPF occupied its capital city, he issued the orders that would define not only his legacy but also that of every Liao Chancellor that would follow him. He gathered the combined Capellan navies to destroy the FPF occupation force’s transport fleet before completely annihilating his homeworld’s capital city—including not only the FPF within the city but thousands of his own citizens.

That single action shocked the Inner Sphere. President Davion, stunned by the depths to which his new opponent was willing to sink, chose not to follow up on the invasion of Capella. The war with the Confederation ground mostly to a halt that year, though hostilities along the border would continue for several years. Reynard Davion never officially recognized the Capellan Confederation, preventing the two governments from negotiating a truce. Instead, the state of war continued on, a problem destined to plague Davion’s successor.

The Bull and the Sword

The formation of the Capellan Confederation had many lasting consequences on the field of interstellar relations. Franco Liao was a cruel and vicious leader, determined to erase every trace of disloyalty from within his new nation. So, while he continued to battle the Federated Suns, he engaged in what would quickly become a bloody house-cleaning, starting with the Tikonov nobility. Numerous opposition groups fled Capellan space, one group finding its way into the Taurian Concordat in 2369 with a Capellan assault group hot on its tail.

That Tikonov separatist group fled the Concordat as soon as their Capellan pursuers caught up, this time re-appearing in Federated Suns space, commanding several captured Taurian WarShips. The separatists fled once more when FPF WarShips challenged them, but the Capellans were not far behind. The Capellan and FPF ships locked in battle, but, outgunned and outnumbered, the Capellan ships lost the fight.

The conflict, however, did not end there.

Concerned about the existence of a secret Capellan military staging area along his rimward reaches, Reynard Davion authorized a series of naval expeditions to root out and destroy any opposition. What they found instead was the Taurian Concordat, which had remained unknown to the Federated Suns for the past three and a half decades. The Taurians delivered Davion an early defeat and, over the course of the next two years, the two powers sparred with each other, each sending expedition after expedition to probe the other. Davion, ultimately convinced that the Concordat posed a relatively

insignificant threat when compared to the Confederation, did not pursue an aggressive strategy against the Taurians. On the other hand, the Concordat’s leader, Protector Richard Calderon, watched the Suns with growing paranoia; having long feared what would happen when the Davions became aware of his little nation, the Taurian ruler tensely awaited an invasion that would never come.

THE WEAK AND THE INSANE

The Federated Suns’ first half-century of existence saw three strong and visionary leaders take charge of the nascent coalition of worlds and transform a weak mutual trade and defense alliance into a strong, expanding nation with a vibrant economy and powerful military. Each of those first three presidents had their weaknesses. Their strengths, though, more than made up for any weaknesses they possessed.

Those three leaders—Lucien, Charles, and Reynard—cemented the Federated Suns as a true interstellar power, creating a nation that owed everything to the Davion family. The future of the Federated Suns seemed brighter than any of them could have hoped. Unfortunately, several of those that would directly succeed them proved less than capable of continuing their predecessors’ impressive accomplishments. Worse, their reign was concurrent with the dawn of the Age of War, a time that would do much to shape the nature of the entire Inner Sphere for centuries to come.

ETIEN THE MAD

Reynard Davion died suddenly after serving more than three decades as the President of the Federated Suns. Within days of his death his eldest son, Etien, was sworn in as Prime Minister of New Avalon. It wasn’t until after his father’s massive state funeral and burial ceremony (the culmination of four weeks during which millions of Federated Suns citizens came to view his body lying in state) that Etien likewise succeeded Reynard as president.

At first, Etien Davion seemed the perfect successor to his father: a military hero wounded in battle, intelligent and wise, interested in his people and even a bit deferential to the High Council. Within short order, Etien added several worlds to the Federated Suns, called a ceasefire along the Capellan front, and even opened up official diplomatic channels to the growing Draconis Combine. But those qualities were tempered by a darker side. The wounds he had sustained on Lee years earlier during the Capellan war left him moody, quick to anger, and weak of mind.

His sole accomplishment of any real note during his first year in office was the creation of the Board of Magistrates, which had the power to settle civil and bureaucratic disputes that previously had been referred to the president. Etien seemingly lost interest in running the nation, pursuing instead hedonistic pleasures, leaving the government bureaucracy to direct the Federated Suns through the remainder of his presidency.

In relatively short order, the golden age of the Federated Suns turned stagnant, economic growth and border expansion grinding to a halt. Worse, Etien began to rule with a capricious iron fist. It was not long before he found himself opposed by those who were willing to remove him from power at all costs. He fought back viciously, but after two failed assassination attempts, one perpetrated by an old friend, he committed suicide in 2378.





PAUL THE SCHOLAR

The members of the Federated Suns' High Council found themselves in a quandary upon the passing of Etien Davion. On the one hand, several members had long been secretly looking to supplant the Davion family from hereditary control of the Suns. On the other, even after Etien's uneven performance as president, no non-Davion candidate had the trust of the people (the public had been kept mostly unaware of Etien's mood swings and occasional violent rampages). Afraid the choice of any other candidate would rip the Federation apart, the High Council looked to Reynard Davion's two other children: Paul and Marie. They chose Paul.

Some on the council likely believed they could control Paul Davion. A sickly man since childhood, he never served in the FPF like his older brother or younger sister, instead turning to academia. That kept him not only out of the spotlight but also away from the ravages of his brother's reign. Still, the closest he had come to politics was what he had learned as a child growing up in the Davion household.

Surprisingly, to both himself and to the High Council, Paul proved to be a competent and capable president. He may have been sickly and socially eccentric, but he did not give in to the excesses of his brother and served his nation the best he could. He was forced to fight several limited campaigns against the Capellan Confederation, which hoped to take advantage of perceived weaknesses in the wake of Etien's rule, but his generals quickly ended those threats.

Likewise, his ability to deal in the theoretical helped him to settle the economy and push the Suns to recover from the damage done during his brother's rule. But he was not the same kind of leader his predecessors were. He preferred to be an idea man, delegating much of his authority to subordinates, further empowering the governmental bureaucracy.

In the end, it was his health that prevented him from reaching greatness. He often governed from his sickbed, and throughout his last four years in office, his deputy (and sister), Marie, ran the nation while his health grew worse. He died in 2394.

MARIE DAVION

Perhaps the best of her father's five immediate successors, Marie Davion joined the FPF as early as she could, seeing action along the Capellan border during her father's war with that nation. She remained in distant postings during her brother Etien's reign, but as soon as Paul assumed the presidency she returned to New Avalon. It was there that she gained the experience and formed the contacts upon which she would ultimately call while she ruled.

In 2383, she served as special envoy to the Terran Hegemony, negotiating a treaty that ended a series of skirmishes between the two nations over trading rights. When she returned, Paul made her his deputy, placing her directly in the line of succession. That she very successfully ran the nation as he succumbed to an ultimately fatal disease cemented her as the High Council's choice to become the Federated Suns' sixth president.

Still, she saw significant opposition to her rise to power in the form of Marion Michaels-Davion, the ex-wife of her brother Etien, and the couple's twin sons, Edmund and Edward Davion. The council, of course, backed Marie, though she made one concession to quiet Marion's backroom dealings that would ultimately come back to haunt the Federated Suns: she agreed to name Edmund Davion as her heir, intending to later revoke that proclamation and instead name Paul's only son Simon to succeed her. Fate, of course, intervened.

Four years into her presidency, a relatively minor border dispute between the Capellan Confederation and the Free Worlds League quickly escalated into a major war that drew the entire Inner Sphere into its maw. Marie did her best to keep her nation out of the fray, but in 2399 the Capellan Confederation came back at the Federated Suns with a vengeance, striking the world Novaya Zemlya with a massive naval assault. The Capellans targeted not only the FPF bases on the world, but its cities, industrial centers, and even agricultural lands with orbital bombardments—the first such assaults ever launched in history. More than seventy-five percent of the world's population died

DEATH OF THE MAIDEN PRESIDENT

To some, the death of Marie Davion was a national tragedy; sudden and unexpected, it shocked the citizens of the Federated Suns and prompted weeks of national mourning. But to a few, it seemed like too much of a coincidence—it was awfully convenient for a woman with no significant medical problems and no negative health indicators to suddenly succumb to stroke.

Officially, Marie Davion died due to complications of stroke. Her medical records indicate she suffered a series of strokes that left her debilitated and unable to function without life support machinery. Her physician's notes even indicated that there was a good chance of recovery and that she only required life support for a relatively short time. By all accounts, Marie was alert when she came off of support, though unable to communicate. But soon afterward she took a turn for the worse and slipped into coma. She never regained consciousness and died just a few days later.

The question is, was it merely an unfortunate turn of health, or was it foul play? According to experts, the results of the autopsy were consistent with stroke, but a vocal minority has consistently called this a carefully perpetrated murder on the part of Edward and Edmund Davion (or their mother). At the time of Marie Davion's death, Simon Davion was a young 24, but already proving himself more than capable of taking on the presidency, while Edward was nothing but a mediocre politician propped up by his mother. There are even those that claim a few passages in Marie Davion's personal journals and letters to friends and advisors indicate she was almost ready to officially name Simon Davion as her successor, removing Etien Davion's line from power once and for all.

Of course, nothing has ever been proven. Despite numerous requests over the years, the Davion family has never authorized a new autopsy on Marie Davion. Then again, nothing beyond a few unconfirmed rumors ever pointed to any sort of foul play on the part of anyone. The only proof ever offered has been the undeniable coincidence that Marie Davion died before she could name her nephew Simon as her successor, thus ensuring the rise of Edward and Edmund Davion to power. Then again, to many that's proof enough of foul play.

—Commander Steven Tate, Avalon City Police Department, letter to the editor, *New Avalon Sun*, 11 June 3066.



THE NOVEMBER CONSPIRACY REVISITED

[Treliza Kuren] Was Simon Davion a part of the November Conspiracy? That is perhaps the number one question any time the topic of Edward Davion's assassination comes up. Your take?

[Steven Wendlich] Absolutely. Look, he may have been exiled out to the ass-end of space, but he was still a Davion. He had his connections and they kept him well-informed. How do you think he survived his cousin's hit men? He knew he was about to be killed, so he acted first. The November Conspiracy smuggled him to New Avalon where ...

[Alya Ouh] There's no evidence of that! We're talking about a man who documented *everything* in his life, from his early teens to his final days in this universe. And he never made a *single* reference to meeting *anyone* involved in the conspiracy. They didn't approach him, and he didn't seek them out. He absolutely knew about it, that much is clear from his journal entries, but he certainly didn't join their cause.

[Nondi Yvanek] But he didn't do anything to stop them, either. He knew what they were up to, and he didn't turn them in. He was using them as cover. Why else do you think he kept telling his friends and associates to ... what were his exact words? "Involve yourselves not in these matters. Our difficulties will resolve themselves."

[Wendlich] He was trying to keep his friends out of the assassination plot. He wanted Edward Davion dead. Please tell me there's no question about that!

[Ouh] Of course he wanted to remove Edward Davion from power. The man was destroying the Federated Suns, and no one else was willing or able to stop him. But neither was he about to trust in a conspiracy formed by *businessmen and politicians*! That would get him killed even faster than his cousin!

[Wendlich] So it was just by sheer coincidence that he took the pistol that he used out of the holster of a man confirmed to have been involved in the Conspiracy? Or that he surrendered himself directly to perhaps the most influential member of the Conspiracy?

[Yvanek] Just because he knew who they were doesn't mean he was one of them. His network of contacts ranged wide and far. He'd gotten that far and used them to make sure that things went down the right way. Otherwise we'd be ruled today by a council of merchants and politicians!

—Excerpt from *The Round Table*, Interstellar News Network, 3058.

in those attacks, which left the world all but uninhabitable for centuries (only within the last half century has Novaya Zemlya begun to rebound).

Faced once more with an incredibly aggressive enemy on its border and an interstellar war quickly growing out of control, Marie Davion ordered a massive naval buildup while the FPF fought a largely defensive campaign to keep the Confederation at bay. Expending most of her energies on the war effort, she succumbed to a series of strokes, dying in early 2402. Unfortunately, she never had the opportunity to name her nephew Simon as her successor.

THE TWIN TYRANTS

The death of Marie Davion signaled the beginning of perhaps the darkest era in the history of the Federated Suns. As Marie Davion's chosen successor, Edmund Davion faced no opposition in his rise to the presidency. On the surface, he appeared an ideal candidate: he was the eldest surviving Davion scion and had spent the last eight years preparing to take on this role.

What no one realized until it was too late, however, was that Edmund was a weak-willed man who suffered from depression. Further, he was a virtual puppet to his mother and brother. Between the three of them, the Federated Suns was subjected to fifteen years of manipulation, tantrums, and self-serving decisions that, in conjunction with the costly war spreading like wildfire throughout the Inner Sphere, sent the economy spiraling downward and encouraged a movement to topple the Davion family from power.

Marion Michaels-Davion was, for all intents and purposes, the true president for the first eight years of Edmund's term. For the most part, she focused her energies on further securing power for her family, allowing the FPF generals to fight the growing war without interference. She stripped the New Avalon First Families of what power they had left, transferring them into a new aristocracy, and even further diluted the High Council's influence within the Federated Suns.

Marion died in 2410, her departure leaving a huge vacuum that Edmund's twin brother Edward stepped up to fill. Edward may have been a skilled manipulator, but unlike his mother, he didn't possess the intelligence and self-control needed to run an interstellar empire. Without the stabilizing influence of their mother to rein them in, both twins descended into the same depravities that took over their father. Moreover, their actions further crippled the Federated Suns, destroying the economy as well as the peoples' respect for the Davion family.

Perhaps the only good to come of their rule was the adoption of the Ares Conventions, the result of a conference called by Capellan Chancellor Aleisha Liao in response to the Tintavel Massacre of 2412. Neither Edmund nor Edward was interested in anything Liao had to say and so they sent their cousin Simon to the conference, considering it a fool's errand. Simon signed the Ares Conventions on behalf of Edmund, though neither he nor his brother Edward ratified it (the Federated Suns would not officially adopt the Ares Conventions until Simon Davion came to power).

The End of the Tyrants

Edmund ruled for three more years before mysteriously dying, paving the way for his brother to take complete control of the Federated Suns. Edward immediately moved to eliminate all potential opposition—he had his brother's wife and her illegitimate child both killed and likewise attempted to remove Simon Davion from the equation. His attempts to eliminate Simon failed and, combined with his excesses, ultimately cost him the presidency and his life.

Just two years into Edward's term, matters had gotten so bad within the Federated Suns that members of the High Council were openly plotting against him. New Avalon was now a police state, and the government was grinding to a halt while Edward continued to secure his presidency by appointing sycophants and yes-men to key positions.



Those were not the only changes that the new president was pushing through, however. Edward began to perceive the FPF's generals, who were busy fighting the war that the twins had all but ignored, as greedy officers seeking only to supplant him. In a fit of rage and jealousy, he sacked much of the FPF's senior leadership, promoting in their place officers of dubious capability with the right family connections.

Finally, enough was enough. Returning home as a military hero, Major Simon Davion had the protection of celebrity on his side, preventing his cousin from having him killed before he could make a well-publicized address to the High Council.

That Council session became perhaps the most important in the entire history of the Federated Suns. As soon as his cousin appeared in the Council chamber, Simon grabbed a pistol from one of the presidential bodyguards and shot Edward Davion five times, killing him instantly. He then threw down his weapon and surrendered to the High Council, whose members surrounded him before any of Edward's bodyguards could kill him.

Simon stood as the defendant in a highly publicized trial. On one side, Edward's many supporters in the government and burgeoning aristocracy demanded Simon be executed for his crimes. On the other, the public, the military, and the majority of the High Council very enthusiastically supported his actions. In the end, Simon was acquitted of murder (though he was found guilty of the petty charge of justifiable homicide). Days later, he was confirmed as the Federated Suns' ninth, and final, president.

REVOLUTION

Simon Davion's rise to power marked the beginning of a new era of leadership within the Federated Suns. The self-serving and destructive reigns of Etien Davion and his offspring had been put to an end, but the government and military were both still crippled, inundated with minions appointed during the terms of the Twin Tyrants and their father. Moreover, the nation had grown so large, the burden of administration so great, that it was all but impossible to adequately govern from its capital on New Avalon.

The Federated Suns was also becoming increasingly involved in the Age of War, which saw few territorial gains or losses but brought the nation costs beyond what it was willing or able to spend, in both lives and money. The Draconis Combine had finally expanded to meet the similarly burgeoning Federated Suns, resulting in border disputes that escalated into raids and strikes. Neither power wanted to prosecute an all-out war with the other, though, especially as both faced greater threats from older enemies elsewhere. Within the Suns, that older enemy was the Capellan Confederation, which was splitting its attention alternately between the Terran Hegemony, Free Worlds League, the Federated Suns, and ultimately even the Taurian Concordat, hoping to right the injustices its rulers felt those nations had perpetrated.

The problems facing the Federated Suns at the outset of the 25th century were obviously significant. But, as Simon Davion and those that followed him ultimately proved, they were not insurmountable.

THE FIRST PRINCE

Like his cousins and uncle, Simon Davion came to power with lofty goals in mind. The governmental system outlined in the Crucis Pact

TIMELINE: EARLY YEARS AND THE AGE OF WAR

- 2318: Conflict with Chesterton Trade Federation over Muskegon worlds.
- 2320: Draconis Combine Formed.
- 2324: Marlette Association joins Federated Suns, bringing with it a long-standing conflict with the Tikonov Grand Union.
- 2332: Lucien Davion steps down as president and is succeeded by his brother Charles.
- 2340: Charles Davion dies and is succeeded by Reynard Davion.
- 2341: Lyran Commonwealth Formed.
- 2344: Reynard Davion launches a war against the Tikonov Union, recapturing several Marlette worlds.
- 2345: Acala Pact signed by the Capellan Hegemony, ending the war and recognizing the Federated Suns' gains.
- 2346: Almach Accord signed by Tikonov Grand Union, ratifying the Acala Pact.
- 2357: Reynard Davion invades the Sarna Supremacy, taking three worlds, including Chesterton, with little difficulty.
- 2363: The nations of the Capellan Zone retaliate against the Federated Suns.
- 2367: Franco Liao forms the Capellan Confederation. Federated Suns forces occupying the world of Capella are wiped out in a Liao-ordered orbital bombardment.
- 2369: Existence of Taurian Concordat discovered during the pursuit of a Capellan separatist group.

- 2371: Reynard Davion dies and is succeeded by his son Etien.
- 2378: In the midst of insanity, Etien Davion commits suicide following two assassination attempts and is succeeded by his brother Paul.
- 2383: Brief confrontation with the Terran Hegemony over trading rights settled by Marie Davion.
- 2389: Fifth Grand Survey.
- 2394: Paul Davion dies and is succeeded by Marie Davion.
- 2398: Start of the Age of War.
- 2399: The world of Novaya Zemlya struck with massive Capellan naval bombardment, rendering it largely uninhabitable for centuries.
- 2402: Marie Davion dies and is succeeded by her nephew Edmund Davion; beginning of the era of the Twin Tyrants.
- 2412: Aleisha Liao drafts Ares Conventions in response to the Tintavel Massacre; Simon Davion signs these Conventions on behalf of the Federated Suns.
- 2415: Edmund Davion dies and is succeeded by his twin brother Edward Davion.
- 2417: Outworlds Alliance formed.
(Nov.) Simon Davion kills his cousin, Edward Davion, on the floor of the High Council; he is named president three weeks later; end of the Twin Tyrants.
- 2418: (Mar.) Simon Davion reforms the Federated Suns into a nation of five Principalities, led by a single First Prince, a title he assumes. Capellan Chancellor Arden Baxter initiates a series of attacks against the Federated Suns in response to Simon Davion's refusal to concede territory.



HISTORY OF THE FEDERATED SUNS

was dead in everything but name, having been replaced over the years with a virtual monarchy. The High Council, which was supposed to represent the will of the people, had lost what powers it originally possessed when the nation grew so large that a massive centralized bureaucracy was required simply to run it—and even that proved inadequate to administer to the needs of the entire Federated Suns.

That Simon Davion's plans to revitalize his nation and its government were nothing short of a complete revolution of thinking. The elected presidency was removed from the equation and the Federation split into five major principalities (the Terran, Draconis, Crucis, Capellan, and Outer Marches), each further subdivided into duchies, margraves, counties, and baronies. A prince would have complete command of each march, with the leader of the Crucis March acting as the first-among-equals First Prince to deal with nationwide issues. These princes appointed leaders of subordinate regions into a new class of titled individuals, formalizing the neo-feudal system that had been growing in fits and bounds since the time of the First Families on New Avalon.

New Government, New Challenges

Simon Davion officially became the First Prince of the Federated Suns in March of 2418, facing greater challenges than any other Davion had faced before. At home, he still had to build support for his reforms—support among the very people he was stripping of power and the citizens who would now become the vassals of a new class of interstellar royalty. Some remote worlds that appreciated their virtual autonomy from New Avalon's central bureaucracy suddenly found themselves under the direct control of leaders they didn't know or trust, while others that were accustomed to leadership were stripped of power.

It was an uphill battle to be sure, one that the new prince fought throughout his reign, but also one that was uniquely suited to this particular Davion scion. Like his great-grandfather Lucien Davion before him, Simon traveled throughout the nation, building support for this plan while reassuring his citizens that they indeed had a leader that wasn't a power-mad psychotic. Though he was celebrated for ending Edward Davion's reign of terror, it was years before the common folk trusted this Davion and his policies.

Even while he battled to win support for his new government within the Federated Suns, Simon Davion found his nation the target of its neighbors, all attempting to take advantage of its weak and inexperienced new prince. The first was the Capellan Confederation, whose chancellor, Arden Baxter, mistakenly hoped to gain territorial concessions in exchange for his official recognition of Simon Davion as First Prince. Baxter sorely overestimated the Confederation's strength in the political arena—as well as his own importance. When Davion ignored his demands and implied threats, Baxter responded with additional military attacks. He couldn't keep that up for long, however; likewise taking a hard-line stance with the Free Worlds League, Baxter found himself caught between two enemies stronger than he. In 2425, Baxter was assassinated by one of his own citizens and replaced by a more moderate leader.

The Terran Hegemony proved a far more dangerous threat. The Hegemony and Suns had both agreed several decades earlier to jointly terraform and develop several otherwise marginally inhabitable Federated Suns worlds. Both nations benefited from this policy, the

Suns gaining better terraforming technology while both effectively added half of a prosperous world to their nations without invasion or lengthy diplomatic struggle.

Unfortunately, a dispute between Federated Suns colonists and Terran Hegemony terraforming technicians over oxygen production on the world of Cartago in 2411 ultimately grew entirely out of control. The Hegemony stepped in and took complete control over the world, ending the dispute but also forcing the Suns to respond in kind. The two powers struck back and forth at each other over the course of the next two decades, but Cartago remained under Hegemony control.

By 2431, Director-General Richard Cameron had had enough of the constant battles for the world. Looking to send a message to the Federated Suns, he directed his Hegemony Armed Forces (HAF) to assault and capture the Terran March world of Kentares. Quickly overwhelming the Suns' military forces, the HAF took control of Kentares after just six months of fighting. Worse still, the Terran March's prince, hoping or believing he could handle the Hegemony himself, did not seek aid from New Avalon, ensuring the Terrans would keep control of Kentares for centuries.

The Four Horsemen

Simon Davion faced challenges unlike those his predecessors had experienced, from both within and without the Federated Suns, but even combined none of those rivaled the potential threat posed by the Terran Hegemony after its development of the BattleMech. The first prototypes underwent testing in 2439, and after that the Hegemony secretly put them into mass production, unveiling them only in 2443. After that, the face of warfare changed forever.

The Hegemony had complete predominance on the battlefield for the next decade and a half, a fact that frightened every Great House leader. Of course, each immediately recognized the only real way to ensure their own security was to close the technology gap.

The Lyran Commonwealth was the first to acquire the BattleMech, having stolen plans and technical data in a daring raid on the Hegemony's Hesperus II 'Mech factories in 2455. First Prince Simon Davion jumped at what he saw as a prime opportunity as soon as he learned of the Lyran raid, dispatching a diplomatic entourage to Tharkad, the Commonwealth's capital world. The prince hoped that decades of civil, if not outright friendly, diplomatic relations along with two shared enemies would be enough to convince the Lyran Archon to share the secrets of the BattleMech with his nation. It took almost a year of negotiations, but in the end the prince's arguments that the only way to successfully oppose both the Hegemony and the Combine was to provide BattleMechs to the only nation that shared borders with both. That, along with a significant transfer of Suns' monies to the Commonwealth, netted Prince Davion and his scientists all the information they would need to construct their own BattleMechs.

The Suns immediately began producing BattleMechs as quickly and in as much quantity as possible. Still, the Hegemony had a huge advantage in numbers and training. Worse still, it wasn't long before the rest of the Inner Sphere gained access to this groundbreaking technology—the Combine stole the information in 2461, while the Free Worlds League and Capellan Confederation both gained the technology a year later. Nevertheless, acquisition of the BattleMech



RECOLLECTIONS AND RUMINATIONS

With any luck, history will record Operation Venture as nothing more than a mere footnote. That is, assuming we did everything correctly. Of course, we won't know *that* for many years yet.

Hell, the more I think about it, the more it hurts. Damn Kuritas nearly screwed everything up. That bomb was either meant for me or else they were seriously pissed off at the Lyran Minister of Education ... Heh, maybe they thought he was publishing some racist propaganda in his schoolbooks.

No, they knew I was there. They must have had someone in the talks. They knew we were negotiating with the Lyrans to gain the BattleMech and they didn't want to have to deal with three neighbors fielding the 'Mech. I suppose I can understand *why* they did it. I'd be as scared as hell, too. It's just the *way* they did it ... goddamned sloppy!

I won't say our plan was a thing of beauty, but it worked. Looking back, I'm actually surprised that Prince Davion authorized it. We went to Tharkad with absolutely *nothing* in hand other than the keys to our treasury, a wing, and a prayer. We got lucky, plain and simple. Blackmail can be a powerful motivator, but if I was in Prince Davion's place, I'd have wanted a better plan than "we're going to fly by the seat of our pants."

We got lucky. We found our [person] and used [that person] for all [that person]'s worth. And then some. [Agent codename Angel] tells me that [codename Hilltopper] is still producing an incredible amount of useful information for us. Mostly about the inner workings of the Lyran government, but we're also getting a fair amount of military and economic info as well. It's not the kind of stuff that wins wars, but it's enough to paint a picture of what's happening on that side of the Inner Sphere and it'll help us the next time we get into negotiations with the Steiners. The Ministry of Intelligence isn't getting much out of [Hilltopper], but the Foreign Ministry loves everything we get [from Hilltopper].

Besides, [Hilltopper] gave us the BattleMech. Well, more like convinced the Steiners to sell it to us. It wasn't cheap, but it was worth every pound. We got the jump on everyone else. And it got us closer to the Lyrans. *That* relationship is going to be very valuable to us, I think.

—Duke Delton Felsner, *Personal Journals*, 30 January 2457, declassified 19 April 3061.

[Note: The identities of Angel and Hilltopper remain classified; all references to their identities have been sanitized.]

was the crowning achievement of Simon Davion's long and illustrious reign as First Prince. He died in 2457, having led his nation for some four decades.

PRINCIPALITY MATURES

Simon Davion spent the last four decades of his life building support for his radical reforms. Throughout his Principality, and for years after his death, there were regular calls for rebellion against First Prince Simon's reforms and the new class of nobility he created. Time and continued prosperity did much to break opposition down, but throughout the rest of the century there remained a nearly constant voice of dissent against the Davion Principality—from within the nobility, as it turned out.

Still, the predominant feeling within the Federated Suns was that Simon Davion's reforms were ultimately good for the nation. Further, the people of the Federated Suns had spoken: regardless of the excesses of some of its members, the Davion family was the only one that could lead the nation. Simon's eldest son, James Davion, was ratified as First Prince by the High Council following his father's death.

During his eleven years as prince, he guided the Suns through Age of War border disputes with the Capellan Confederation, Draconis Combine, and Terran Hegemony, bloodier and more savage than before thanks to the proliferation of the BattleMech. At the same time, as the Inner Sphere continued to expand and new nations began to form in the Periphery (the Outworlds Alliance formed in 2417), the corresponding increases in interstellar trade brought an economic boom to the Federated Suns.

Yet Prince James made one significant political misstep, one that would soon come back to haunt his nation. He appointed Richard

Varnay, a popular political figure who was a distant relation to the infamous Sadist of Smolensk, Governor-General Emil Varnay, to the dual posts of Chancellor of New Avalon and Constable of the Crucis March. It wasn't long before Varnay's ambitions came to the fore. Unfortunately, it took a national tragedy to reveal the worst of them.

Battling Varnay

First Prince James Davion was cut down in his prime by an assassin, dying in a hail of gunfire that also killed his brother Roger Davion and several senior advisors, while wounding dozens more. The assassination sent ripples throughout the Federated Suns. Though there were those who opposed James Davion or thought him a poor leader, he was not as nationally reviled as Edward Davion. Worse still, the massacre left the nation without a clear successor.

Ellen Davion was the second of Simon Davion's three children. She survived the attack that killed her two brothers but sustained injuries that left her crippled. She had also remained mostly out of the public eye, preferring to take a back seat to her brothers. There were no other living Davion scions, however—the closest relatives branched off of the family before Robert Davion—and only one potential heir presumptive, the pregnant wife of Roger Davion, had survived the massacre. But there was one prominent citizen who felt that his position and experience necessitated he be elevated to the position of First Prince. Richard Varnay immediately made his bid to remove the Davion family from power and raise the Varnays to predominance within the Federated Suns.

Ellen Davion battled Richard Varnay simultaneously in the arenas of public opinion and political support. She was a virtual unknown, but she had the strength of the Davion name behind her. Varnay, on the other hand, was obviously a capable leader, but his naked ambitions



were clear to everyone. While the High Council was equivocating over what to do, Varnay demanded that the Council appoint him First Prince. That was his undoing.

Though the High Council was unsure of Ellen Davion's abilities, they were put off by Varnay's arrogance and ultimately chose to honor tradition by confirming the sister of James Davion. Their choice, prompted more by a fear of Varnay leading the Federated Suns into a civil war than by their confidence in Ellen Davion, proved inspired. She gained the grudging support of the High Council by promising to both lean heavily upon their counsel and to give up the Principality once her new nephew was ready to take on the reigns of leadership, but it was her personality that won her the hearts of her people.

She quickly rose to become the most popular leader of the Federated Suns since perhaps Lucien Davion, and she used the resulting political capital to further secure her family's position. She removed Varnay from his posts as Chancellor of New Avalon and Constable of the Crucis March, promoting him instead to Prince of the Capellan March, a position she hoped would keep him too busy and too far away to threaten her. She also pushed the Act of Succession through the High Council, legally and permanently entrusting the Principality of the Crucis March to the Davion family.

Governing from New Avalon, she served the rest of her thirty-five-year reign without significant incident. While the Age of War continued to rage on, neither the Draconis Combine nor the Terran Hegemony, themselves embroiled in internal difficulties and more pressing border issues, launched any major campaigns against the Suns. Only the Confederation remained a problem, but one that necessitated the majority of Varnay's attention. That allowed her to focus on healing the rifts that had developed within her nation and rebuilding bridges with her people—two goals she ably proved capable of, despite her disabilities.

As soon as her nephew was old enough, young William Davion began training to become First Prince under the tutelage of his aunt. Once she was confident of his abilities, Ellen sent William on a two-year-long tour of the Federated Suns—one she had never been able to even contemplate herself—that brought him directly into contact with the people he would soon be leading. When he returned, she voluntarily stepped down and handed the First Principality over to William Davion in a lavish ceremony ultimately broadcast throughout the Inner Sphere.

Destiny Approaches

The people of the Federated Suns rallied behind William Davion long before he took his whirlwind tour of the nation. They gave him their support and their devotion, and he repaid them in kind. Circumstances were not kind to the son of James Davion, however. The Capellan Confederation chose to launch yet another major campaign against the Suns, one that the Varnays could not withstand alone. Prince William directed his energies toward once more stopping the Capellan hordes.

Tragedy struck in 2508 on the world of Royalson. Edward Davion, the only son of Prince William, was a young lieutenant in command of a small BattleMech contingent that was overwhelmed by a Capellan raiding force. He and his MechWarriors were killed before reinforcements, under the command of David Varnay, arrived. Prince

William was devastated by his son's death, but for the good of his nation he put that aside while he continued to fight the renewed Capellan aggression. Three short years later, the tragedy of his son's death was compounded when Captain Sondra Black Davion, Edward's widow, was killed in action. That left Prince William's two daughters, Laura and Cassandra, and his four-year-old grandson, Alexander Davion, as his only potential heirs.

BATTLEFIELD CHIVALRY

When the Terran Hegemony first debuted their *Mackie*, generals and military historians across the Inner Sphere saw it for what it was—something that would fundamentally and significantly alter the way that wars were fought, just like the advent of gunpowder or the airplane. An arms race began anew while think tanks raced to develop new tactics to best employ the BattleMech. But even as that was happening, a new class of soldier was forming.

Suddenly thrust into the limelight and given responsibilities unlike any wielded by common soldiers before, the commanders of these new machines, the MechWarriors, suffered through stresses only before understood by generals and leaders of state. They had an incredible amount of firepower at their fingertips, the ability to unleash the destructive capabilities of an atomic weapon, the command of life and death over all within their vision.

Every MechWarrior dealt with these stresses in a different manner. Many had no problems, or at least didn't allow their problems to manifest themselves, while others became mad, or homicidal, or even suicidal. Some naturally turned to philosophy and religion, with perhaps a bit of history thrown in, to help them deal with the stresses. Capellan Major Kalvar Loric was one that took a more philosophical view of life as a MechWarrior.

Penning what soon became known as the Loric Creed, he crafted a new way of thinking for the elite pilots of the walking behemoths, one that had great appeal to many of these idealistic young men and women. Stylizing the MechWarrior as a new-age knight charged with defending the common people from the predations of others, he set down a code of conduct for this new order, one in which the MechWarrior became the epitome of the soldier class.

The Loric Creed spread like wildfire throughout the Capellan 'Mech corps, and it soon found its way into the hands of MechWarriors all across the Inner Sphere. Though condemned as Capellan political claptrap by many, its basic principles resonated within the MechWarrior class. By the end of the 26th century, its tenets had become the generally accepted code of conduct for MechWarriors everywhere, and especially flourished during the Succession Wars. It is still followed in general today, though over time the Creed has evolved somewhat within each of the Successor States to better match their own unique styles and battlefield psychologies.

—Lieutenant Colonel Kilian Reason, from the research paper *Battlefield Thinkers*, Federation War College, 3036.



Still a young and healthy forty-two years of age, Prince William believed he had plenty of years left in which to guide young Alexander into maturity. An outbreak of plague on New Avalon a year later brought those hopes to a sudden end, however. Prince William Davion died on 21 February 2512, leaving behind the toddler Alexander Davion as his chosen successor and signifying the start of what would be decades of darkness gripping the Federated Suns.

CIVIL WAR

The Federated Suns had experienced both incredible highs and disastrous lows in the two centuries between the rise of Lucien Davion as the nation's first president and the unfortunate death of Prince William Davion, but no previous calamity could match what would come. The death of William Davion left a power vacuum that many hoped to fill, not the least of whom was David Varnay. Moreover, it created a succession crisis that would nearly rip the nation apart.

This was a time of revolution throughout the Inner Sphere, through. The Age of War was giving way to an age of unprecedented peace and advancement. But before that could happen, and the Federated Suns could experience its greatest years, it would have to survive its worst.

COUNCIL OF REGENTS

Five-year-old Alexander, William Davion's only surviving heir, was confirmed by the High Council as First Prince of the Federated Suns two days after his grandfather's death, though according to the 2473 Act of Succession, the nation would be ruled by a regent until Alexander reached the age of majority.

On his deathbed, William made what would prove to be a fateful symbolic gesture. After naming Alexander as his heir, he handed his Prince's signet ring to his daughter Cassandra while he gave his seal to his other daughter Laura. The High Council took this to mean he wanted them both appointed regents, though after lengthy floor debates the Council chose to appoint a council of five regents. The two sisters each could choose one regent, while the Council selected the fifth.

Cassandra married David Varnay, grandson of Richard Varnay and heir to the Capellan March principality, in 2511. As much a plotter and eager for power as his grandfather, David undoubtedly saw the marriage as his way to enhance his own position. Cassandra was also wholly devoted to him, and after she was appointed regent, she named David to the Council of Regents, putting him well within striking distance of the Federated Suns' Principality.

Laura was the elder of the two sisters, a year younger than her late brother and two years older than Cassandra. Unmarried and keenly aware of her brother-in-law's nature, Laura was forced to find a regent who could counter Richard's naked self-serving ambition. She chose General Nikolai Rostov, one of the Federated Suns' most popular and respected military commanders.

The fifth and final member of the Council of Regents was Carmen Estevez Davion, Prince William's widow. Known as the Dowager Princess, the relatively youthful Carmen had been left an invalid by a series of strokes suffered in the wake of the deaths of her son, daughter-in-law, and husband. The High Council chose her hoping she would temper her daughters' ambitions, something time proved she was wholly incapable of.

Even before Prince William Davion's funeral, the struggle for power within the Council of Regents began. Cassandra and David Varnay insisted that, in order to preserve the ruling line, young Alexander be betrothed to their niece, Cynthia Varnay and further that Cynthia be named Heir Presumptive. Laura and her mother both opposed that move, giving Rostov the swing vote in the matter. For his part, he held his cards close, supporting the betrothal but opposing the other measure.

This crisis was just the first in a long series of clashes among the regents, made even more predictable after the Dowager Princess' retirement to her homeworld of Andalusia and the ceding of her vote to Laura. With Cassandra and David Varnay on one side, and Laura Davion with her mother's proxy vote on the other, General Rostov became the true power broker on the Council. Both sides courted him and tried to buy his support one way or the other, all the while working to forward their own interests.

Reign of Terror

As Prince of the Capellan March, David Varnay could call upon significant resources and a wide base of support throughout the first two years of the Regency, while Laura Davion and General Rostov had only their names to rely on. That balance of power, however, changed significantly over the course of a single year. In late 2514, Laura and Rostov voted together to name Laura Prince of the Draconis March, replacing the elderly and childless Vladimir Kerensky. Less than a year later, after Terran March Prince Charles Leighton and his family were killed, Cassandra and David Varnay nominated Rostov for that position, hoping to garner some favor with the general.

That move alienated Rostov from Laura Davion, who felt she could no longer trust him. After Rostov relocated to the Terran March capital of Robinson to focus his energies on rebuffing a new round of Terran incursions, the two sisters locked horns more and more, both constantly maneuvering to gain the upper hand—to the detriment of the nation they each hoped to lead.

The High Council, increasingly wary of the behind-the-scenes political warfare, tried once again to convince the Dowager Princess to put an end to her daughters' infighting. It was far too late for that, though. The six years since her husband's death were physically and emotionally trying for her, and she died in 2518.

Before the High Council could meet to select a new regent to replace Carmen Davion, the Varnays struck. Targeting moderates and outright opponents within the High Council with accusations of treason, Varnay agents uncovered a supposed plot to overthrow the Council of Regents—allegedly led by the late Dowager Princess' cousin, the High Council representative from Andalusia. That ignited a paranoid witch-hunt that targeted not only the High Council but also every branch Federated Suns government.

This became known as the Treason Trials of 2518–2520. Varnay agents purged the High Council of most of the moderates and supporters of Laura Davion, all the while avoiding their patrons' supporters. They also steered clear of those that had connections to General Rostov, for the Varnays still needed his support in the future on the Council of Regents.

At the end of the Treason Trials, the High Council was a shambles and all but powerless, its replacement delegates unwilling to stand up



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against the Varnays. The Council of Regents was still missing a member following Carmen Davion's death, but, rather than anger Cassandra or David Varnay, the High Council chose not to replace the Dowager Princess. On the other hand, the High Council did not oppose Laura when she continued to claim Carmen Davion's proxy even after her death. Through it all, Rostov remained the swing vote.

All this came at the height of a major Terran campaign against the Federated Suns, one that Rostov successfully fought, gaining even more prestige for himself throughout the nation. Laura bought Rostov's support by nominating him as First Marshal of the Federated Suns, the supreme commander of the nation's military forces. Moreover, she did it at just the right time—while David Varnay was attempting to win popularity within the military by leading a Suns' assault into the Capellan Confederation. Not as politically astute as her husband or sister and unable to consult with her husband, Cassandra voted against the measure, once more making Rostov an enemy of the Varnays.

But even as the most recent conflict with Terra ended, a new one exploded along the Suns-Combine border, engulfing both the Terran and Draconis Marches. With both Rostov and Laura concentrating on Combine assaults, the two Varnays struck once again to swing the balance of power back their way—this time spiriting young Prince Alexander away from New Avalon.

Hostage Prince

The two Varnays spun their 2523 kidnapping of Alexander as a grand tour of the nation, much like William took before he became First Prince. Of course, there were no stops in the journey between New Avalon and New Syrtis, and once they landed there, the young prince could not even leave the capital city. Less than a year later, the

17-year-old Alexander was married to Cynthia Varnay, the niece David and Cassandra had betrothed him to more than a decade earlier, now only a few months past her eighteenth birthday.

The marriage was not the sham that David Varnay intended it to be, however. Alexander and Cynthia truly fell in love with each other, and by August of 2524, Cynthia was pregnant. As soon as she announced her pregnancy to her uncle, Cynthia knew without a doubt that her husband's days were numbered. David Varnay could eliminate Alexander and raise the next First Prince of the Federated Suns as his own, wielding control over the nation in the meantime. Alexander and his wife were convinced they had to escape, but the problem was how.

Their break came later that year. Laura hastily negotiated a peace with the Draconis Combine, returning to New Avalon with a veritable armada and cowing the High Council. Supported by Rostov, she announced that the prince had been kidnapped by her sister and brother-in-law, and further branded the two as traitors. The High Council readily supported her pronouncements, declaring war on the Varnays and all their supporters.

In response, the two Varnays called New Avalon a world under occupation by an illegal government, setting up a puppet government of their own on New Syrtis. They answered the High Council's call to war with a declaration of their own, aimed at Laura Davion and those choosing to follow her orders.

This series of events signaled the beginning of what would be known as the Davion Civil War. But they also set up the circumstances that Alexander and Cynthia needed to escape their captors. David Varnay had to show that Alexander was not a hostage—at least if he hoped to garner any real popular support—and to do that he had to take him on a very public tour of the Capellan March.

FALSE ACCUSATIONS

The Varnay purges continue on unabated. They've taken José Estevez and his supporters out of the picture, but they're nowhere near finished. José [Estevez] was just their first target. They had to remove him from the equation before he could rally enough support to select a replacement [regent] for his cousin [Carmen Estevez Davion]. That was just politics. Dirty politics, to be sure, but politics nonetheless.

They're taking this too far, though. They're not just discrediting their opponents. They're charging them with treason and executing them. The evidence is obviously manufactured, but that's not stopping the trials from going forward. Or the weaklings in the Council from convicting them in hopes they won't be the next ones targeted.

But that's the problem. The Varnays aren't finished. They've been given *carte blanche* to take this as far as they want. I'm already hearing rumors that they're beginning to move against others, and this time it looks like they're trying to eliminate the loudest voices of opposition, in the process eroding Laura Davion's base of support.

If the initial round of persecution is any indication, their agents will start by fabricating some sort of evidence of treason or corruption. Though to be fair, for most of the councilors, it isn't too difficult to find actual evidence of some sort of corruption. From there comes the investigation, the surprise discovery of witnesses and additional evidence, confessions from a few well-placed conspirators, and then the perfunctory trials followed by a few executions.

To say the mood within the High Council is apprehensive is an understatement. Some councilors have left—fled—New Avalon, and I know more than a few who will soon be leaving on "extended tours" of the nation. Others are trying to round up enough support to really oppose the Varnays. The problem is, they are too few and too prominent. They will be targeted soon—if they haven't been already.

And yet there are some, like myself, that have somehow remained unaffected. Some have commented that the Varnays are deliberately avoiding persecuting anyone even remotely connected to [Nikolai] Rostov, though apparently that must be extended to include anyone hailing from the Terran March. There is no other way that anyone could ever consider me a Rostov supporter.

This is far from over. And I fear, before long, it will lead to war. There will be no other way to end it.

—Councilor Agatha DuVall-Halder, from a letter to her husband, reprinted in *Dark Days: The Roads to Civil War*, Victoria Star Press, 3058.



The tour began in February and was scheduled to take Alexander and David throughout the March for most of the rest of the year—well past Cynthia's due date. As soon as a living heir was verified, David Varnay would have Alexander killed. But what he didn't factor into the plan was his niece's loyalty to her husband.

Alexander and Cynthia made contact with anti-Varnay movements within the march and used them to develop an escape plan. As soon as the news that Cynthia had given birth to a healthy son, Vincent Davion, reached Alexander on Sekulmun, he slipped away in the ensuing planet-wide celebration, escaping into the wilds of the Capellan March. Cynthia and her child could not make their escape from New Syrtis, but Cynthia did not let on where her true loyalties lay.

Then Laura Davion launched her assault aimed at destroying the Varnays.

FLAMES OF WAR

The Davion Civil War erupted when First Marshal Prince Nikolai Rostov, supporting Laura Davion's proclamation, led a massive invasion force into the Capellan March. Initially striking a line of worlds from Kluane to Royalson and rimward, Rostov obviously intended to cut the Capellan March in half before directly taking on Varnay.

ROYAL SURPRISE

The events leading up to the Davion Civil War were anything but carefully planned and precisely executed, despite the best efforts of everyone involved. The Varnays in particular did everything they could to shape the future to benefit themselves alone. In the first years of the Regency, Cassandra Varnay certainly eclipsed her husband, David, in political and economic power, making her the more prestigious of the couple. David, on the other hand, was the schemer and manipulator, maneuvering himself into a higher position of power by the start of the war.

Together, the two attempted to turn Alexander into a spoiled, effete, and uninterested royal brat, a future tyrant that would give them the latitude to do what they wanted. They ensured he had no contact with the High Council or even received any news of the nation's political climate. Moreover, they virtually controlled access to the young prince, all but guaranteeing he would form no lasting friendships.

Despite all their efforts, Alexander became nothing of what they wanted. He was bright, inquisitive, and strong-willed. Moreover, thanks to at least one of his nurses, who intimated that David Varnay may have had something to do with the death of his father, he never trusted either David or his wife. He read incessantly, voraciously consuming volumes of history, military arts, and the collected writings of his Davion predecessors. And he silently bided his time until he could break out of the virtual prison erected about him and assume his birthright.

—From *Dark Days: The Roads to Civil War*, Victoria Star Press, 3058.

Rostov's lightning assault into the Capellan March took Varnay by surprise. Varnay's troops fell back in quick succession as Rostov continued to push hard. That is, until Rostov took personal command of the assault on Quittacas. As on every other world he struck, the ill-equipped and poorly trained Varnay militia was no match for his

INTERSTELLAR EVENTS

The Davion Civil War remained largely an internal affair, with the other nations of the Inner Sphere officially staying out of the fray as the Federated Suns became embroiled in their private disaster. The simple reason? Each of the Federated Suns' neighbors faced their own ongoing difficulties of one nature or another, from civil unrest to ongoing wars with other nations.

Under the leadership of the insane Calvin Liao, the Capellan Confederation became a police state ruled by an absolute tyrant, one who thankfully focused his energies away from the Federated Suns. When he wasn't stealing from the Confederation's people to fill his own coffers or murdering other members of the Liao family to further secure his position, he was pursuing the daughter of the Duke of Andurien, ultimately leading to a war with the Free Worlds League. Calvin was assassinated in 2530 and was succeeded by his sister, Mica Liao, who was the exact opposite of her brother. In fact, after fleeing the Capellan Confederation to escape her brother, she took up residence on New Avalon in secret, unfortunately placing her at the heart of the Davion Civil War. Living under an assumed name protected by a small group of powerful citizens, she remained safe until taking her position as Chancellor. She remembered the kindness showed by the people of the Federated Suns and refused to involve her nation in the remainder of the Davion Civil War. After the war, she and her daughter, who was born on New Avalon and married a New Avalonian businessman—the only Capellan Chancellor to be a dual citizen of the Capellan Confederation and the Federated Suns—strengthened ties with the Suns.

The Draconis Combine found itself in one of its most peaceful eras during this time, led by Coordinator Siriwan Kurita. Though the Combine and Suns fought one major border skirmish during this time, Siriwan Kurita actively promoted peace with her neighbors. The Combine's internal problems during this era remain largely undisclosed, though Siriwan Kurita surely experienced significant problems from at least some of her nobles and military leaders.

The Terran Hegemony likewise actively pursued an agenda of peace with its neighbors, though far more aggressively than the Draconis Combine. First under Director Deborah Cameron and later Joseph Cameron, the Hegemony played the part of peace broker where possible, spending great deals of money and effort on interstellar relations rather than focusing on its military power. That spawned an opposition movement that feared the gutting of the Hegemony military, a movement that demanded the attention of both Camerons and ultimately led to the assassination of Joseph Cameron.



regular army forces. It was pure luck on the part of the Varnayists, then, that found Rostov's command post overrun by their forces, and the First Marshal was killed in battle.

News of the general's death spread quickly, sending shock through his invasion force. That was just the opening that Varnay needed. The invasion stalled, allowing the Capellan March troops to rest and regroup. Further, morale within Rostov's invasion force plummeted, allowing Varnay to buy the loyalty of many of Rostov's units. Within short order, Varnay was able to repel what remained of the invasion force, but he and his wife still did not have the depth of forces they needed to push into the Crucis March and take New Avalon.

Laura Davion, on the other hand, still had the majority of the Federated Suns to call upon. Further, she no longer had to play the part of concerned regent for Rostov. Her maneuvers to gain power were well recognized on New Avalon and throughout the nation, though her de facto control of New Avalon was enough to buy her the loyalty of the troops she needed to prosecute the war.

General Alexander

Alexander Davion was presumed dead by the citizens of the Federated Suns. Both Varnay and Laura knew he was still alive, however, and were secretly looking for him in order to eliminate the young prince and remove the obstacle of an additional claimant to power. Realizing his fate if he were to be discovered by either side, Prince Alexander and his few loyal supporters laid low for a year and a half. After escaping from the Capellan March, they disappeared into the Crucis March, settling on the world of Nahoni.

There they remained, following the war as best as they could and constantly looking for ways to bring the fight to Laura and the Varnays. Shortly after Alexander's coming-of-age, Laura stationed the First New Avalon Dragoons on Nahoni. Just a light armor regiment, one whose loyalties lay with New Avalon and the Prince of the Crucis March and not Laura herself, it was moved to that world but given little in the way of supply. Laura and her strategists had hoped that the regiment would look like a tempting target, bait in a grand trap for Varnay's forces—bait that David Varnay willingly took.

What neither side counted on was the presence of Alexander. As soon as their prince made his presence known to them, the commander of the First Dragoons, Colonel John Gordon, readily pledged his regiment's loyalty. Less than two weeks later, Gordon and his prince led the regiment into battle against two divisions of Varnay militia—reinforced by two BattleMech regiments—that had been dispatched to destroy the Dragoons. Varnay's forces were green and unprepared to deal with the world's dense swamps, allowing the veteran Dragoons, though heavily outnumbered, to fight a devastating guerilla campaign, destroying most of their enemies' supplies and taking a huge cache of prisoners and equipment. Once their enemies knew exactly whom they were fighting, they gained more than an additional regiment of troops who pledged their loyalty to the prince.

Prince Alexander used this victory to win the freedom of his wife and son, exchanging them for the men and equipment his forces had captured. Here, again, Cassandra Varnay's inexperience cost her dearly; her husband away from New Syrtis commanding the overall campaign, Cassandra agreed to the trade, giving up the only two bargaining chips she and her husband still had with Alexander.

Cynthia and Vincent Davion arrived on Nahoni before David Varnay learned of the trade, and they were reunited with Alexander just two days before they were all thrust into battle. Laura Davion, still unaware of Alexander's presence on the world, sprung a counterattack that trapped the Prince and his troops between two superior forces. Hopelessly outnumbered, the Prince retreated from Nahoni with what little he could rescue from the battle.

Nahoni may have been a military defeat for Alexander, but that didn't matter in the grand scheme. He was alive, and now the people of the Federated Suns knew it. News of his exploits on the world only fueled the fires of support for him throughout the nation. He jumped from world to world in the Crucis March, further weakening Laura's base of support there while evading her every attempt to intercept and eliminate him.

By the middle of 2528, little more than a year after he first made his presence known on Nahoni, he had gained the loyalty of the Crucis March and claimed his hereditary legacy on New Avalon, with Gordon as his general and closest military advisor. Laura had retreated to the Draconis March to lick her wounds, while the Varnays were still trying to build an army that could defeat Alexander.

Rostov's Legacy

The First Prince claimed more than the support of the Crucis March in the wake of his reappearance. He won the support of Dmitri Rostov, son of the slain general and heir to his legacy.

A general in his father's initial invasion of the Capellan March, Dmitri led a command that was decimated by desertion following the elder Rostov's death. Without a viable fighting force, and trapped deep behind enemy lines, he and a small band of loyalists fought a planet-hopping guerrilla campaign. Battling from world to world, nominally in the name of Laura Davion, the younger Rostov quickly threw his support behind Alexander Davion once he learned of the prince's exploits on Nahoni.

Fighting now in Alexander's name, Dmitri Rostov built a large force around his loyal core and struck in the name of the prince. That the son of the great Nikolai Rostov had thrown his lot behind the young prince won Alexander just as much support among the military as did his tour of the Crucis March.

Dmitri Rostov had great intelligence and a keen strategic mind, but more than anything else he was a selfish pragmatist. He craved the power his father had wielded and would do anything to get it. Supporting Alexander Davion was just the best way to gain the power he wanted so.

The relationship between the two men was, in fact, based on mutual need. Rostov's support bought Alexander the loyalty of much of the military, as well as that of the Terran March—mostly. Laura Davion enjoyed a fair amount of support within the region thanks to her long-term association with the elder Rostov and the puppets she had gradually placed in the Terran March's government. Dmitri Rostov's reappearance and support of Alexander Davion split the region's loyalties, which to Dmitri was not good enough. If he and Alexander were to fight a campaign against both Laura Davion and the Varnays, Rostov argued, they had to have the unconditional support of the Terran March.

The years 2528 to 2530 signaled an interlude in the war. All three sides had fallen back to their respective homeworlds to regroup and



rebuild. Further, each faced opposition within their own marches that they had to take care of before they could turn their full attention back to the war.

Bringing the War to the Pretenders

It wasn't just Rostov that had to deal with civil problems in his own March. David Varnay faced a particularly strong opposition following the reemergence of Prince Alexander. While he used his militia and secret police forces to try to eliminate the most dangerous of opponents, Varnay preferred to use old-fashioned politics whenever possible. He regularly toured the Capellan March, letting both his troops and his people see him. That was his ultimate downfall. On his visit to the world of Ashley in 2530, just as the war was heating back up once again, a massive riot erupted, killing Varnay and ridding Alexander Davion of his most dangerous opponent.

With David Varnay dead, the burden of leadership within the Capellan March fell to Cassandra Varnay. Alexander Davion knew well his aunt's limitations and rightly considered his other aunt, Laura Davion, the bigger threat. While he concentrated his and Rostov's efforts on eliminating Laura, he tasked General Gordon with keeping Cassandra Varnay's forces tied up.

Gordon's operation was strategically brilliant. Much like the fight on Nahoni years earlier, Gordon led his limited forces in an interstellar guerrilla campaign, using terrain and unconventional maneuvers to defeat much stronger opponents. Try as they might, the Varnayists could not pin Gordon down, in the process spreading out to protect everything and losing the initiative they might have had.

That left Prince Davion and Rostov to concentrate on the Draconis March. Prince Alexander led his troops directly into Laura's realm, while Rostov dedicated only what forces he could spare to aid his prince. Still, on the strength of his name alone, Rostov was able to

convince many of the Federated Suns' Regular Army units fighting for Laura to turn against their nominal master. Despite his distraction and his continued play for domination within the Terran March, Rostov was still vital to Alexander Davion's war effort.

It took more than two years of bloody fighting across more than two dozen worlds before Davion and Rostov finally reached the Draconis March's capital world of Tancredi IV. The invasion force landed in November of 2533, and in less than two weeks had reached Laura Davion's field command post. Rather than suffer the ignominy of defeat and trial for treason, Laura Davion took her own life. General Hubert K'Trinka, Laura Davion's senior surviving military advisor, unconditionally surrendered to First Prince Alexander Davion on 27 November 2533. Davion and Rostov could now turn their attention to Cassandra Varnay.

Total War

Two years of constant battles within the Capellan March had taken their toll on General Gordon even as Cassandra Varnay's luck and fortunes rose. She managed to build a solid base of political support and turn around the defensive campaign her generals had been fighting. The Varnayists finally cornered General Gordon and most of his guerrilla force on the world of Jaipur and moved in for the kill.

When Prince Alexander learned of Gordon's predicament, he rushed to his friend's aid but was unable to reach him in time. Gordon surrendered his command to save what men he had left, but even that proved a futile gesture. Cassandra Varnay quickly prosecuted Gordon and his men for treason, publicly executing them.

The response from Alexander's forces was predictably brutal. Incidents of prisoner executions and laying waste to civilian targets became more and more commonplace, quickly capped by the mass destruction of cities and industries on the Varnay world of Smolensk.

CAPELLAN STRINGS

Chancellors Mica and Salicia Liao may have kept the Capellan Confederation officially out of the Davion Civil War, but they could not prevent every one of their nobles and generals from quietly flexing their own power to interfere. As the unrest within the Federated Suns heated up, there were those that thought that the Confederation should turn its focus from the Free Worlds League toward the Federated Suns. They believed they should prepare a massive invasion force, ready to strike once the Suns' military had weakened itself after several years of fighting. They knew they had the time to conclude their conflict over Andurien and still prepare for this assault, one that in their minds would result in the absolute destruction of the Federated Suns.

Of course, focused as he was on Andurien, Calvin Liao would have nothing of it, and neither would Mica and later Salicia Liao. Though they could not officially act against the Suns, they could—and did—act surreptitiously to destabilize the Federated Suns. They did so in concert with those hailing from a second school of thought that said they could reclaim large regions of the Federated Suns if only they chose to back one side or another.

That is where much of Cassandra Varnay's foreign assistance came from. Following the death of her husband, she negotiated with the leaders of this Capellan faction, who supplied her with significant military support in exchange for the agreement to cede much of the Capellan March to the Confederation. Both Capellan groups worked together to provide Cassandra a large mercenary force, many loyal first to the Confederation. Upon Cassandra's victory they would ensure that she upheld her part of the bargain and, if the opportunity presented itself, would act to secure as much of the Federated Suns as they could.

Both groups "helped" in other ways as well. Assassinating political leaders, inciting rebellion, and hijacking merchant ships were all tactics used to good effect by Capellan agents to sow more confusion and discord within the already-beleaguered Federated Suns. Yet in the end, it was too little. Without the direct support of the Chancellor, the Capellan groups simply did not have enough resources available to do more than extend the Davion Civil War by a couple of years. And as soon as word of Cassandra Varnay's dealings with the Confederation came to light, most of the support she and her family had within the Federated Suns quickly eroded away.



The Smolensk Massacre signaled the discarding of all but a few of the last vestiges of civilized warfare.

Prince Alexander continued to push hard against Cassandra's forces. But where his forces were ragged and tired after more than two years of constant warfare, Cassandra's were relatively fresh and fighting in their own territory. Rostov was far away in the Terran March and seemingly unwilling to commit to the final battle against Cassandra.

That is, until his prince needed him the most.

Rostov Victorious

The tables had turned on Prince Alexander. Cassandra Varnay had seized the initiative and was pushing hard to claim New Avalon, leading the assault herself. Two more years of unrelenting warfare resulted, with Alexander's army falling back ahead of Cassandra's inexorable advance, all while Rostov continued to cement his position within the Terran March, sending Davion only minimal military support.

The situation changed only when Cassandra's forces reached the world of El Dorado, one of the oldest and most prosperous worlds in the Federated Suns and just two short jumps from New Avalon. Prince Alexander was commanding his side of the battle from Belladonna, directly in Cassandra's line of advance. Rostov met him there, and together the two plotted the campaign that would lead to the destruction of Cassandra's army.

The plan was a classic envelopment. Rostov struck out from Smolensk, which his own army had secured, while Alexander led his forces in attack from Belladonna. They moved out beyond Cassandra's flanks striking instead at her lines of communication back to New Syrtis. Before she could take advantage of the open road to New Avalon, Davion and Rostov had severed her line of supply and were threatening to tear into the rear of her force.

Cut off and facing a superior enemy, Cassandra ordered a retreat. Davion and Rostov pursued, turning Cassandra's orderly retreat into a rout. Catching up with the bulk of her fleet in the Meglan system, Alexander's fleet smashed through hers and destroyed her army.

The battle for Meglan was the turning point in the war on the Varnays. In commemoration, as his army finished off the last bits of resistance within the Capellan March, Prince Alexander renamed the system Victoria. He returned to New Avalon to finally claim his rightful place as First Prince of the Federated Suns.

PRINCE ALEXANDER

The Davion Civil War was over, or at least it appeared so. Laura Davion was dead, her Draconis March mostly pacified after years of occupation. After her defeat at Meglan, Cassandra Varnay hadn't even attempted to rally what was left of her forces at New Syrtis, instead fleeing to the Capellan Confederation. There were, of course, pockets of resistance scattered throughout the nation, as well as many political and noble leaders—not the least of whom was Dmitri Rostov—who were not about to let the 30-year-old prince reform the system they had profited from for so long. At the same time, the Federated Suns was in a shambles. Its economy had been ruined by a full decade of war that had waged across more than a hundred worlds and killed millions.

Despite the daunting task and outright opposition he faced, Alexander Davion was determined to fix the problems he saw in his nation. Not content to reform just his Crucis March, he proposed sweeping changes in all five of the nation's marches. The problems that fueled the Davion Civil War needed to be fixed, and it was his duty to fix them.

Reforming the High Council was his first task. That body had suffered tremendously, through the Treason Trials and Laura Davion's maneuvers to turn it into a rubberstamp council. Many of the Council's seats had been left vacant through the years, and those that remained were not pleased with the idea of weakening their say on the Council by accepting more members into their ranks.

The prince was resolute, yet almost before he could pursue his reforms he was faced with one last enemy who was willing to fight for his own agenda on the fields of battle. The Davion Civil War had not yet concluded.

Putting Down Rostov

That Alexander Davion and Dmitri Rostov did not like each other was not a secret. The two needed each other, and that alone brought them into alliance during the campaigns against Laura and Cassandra. Yet both pursued their own agendas—Alexander was fighting for his birthright against two would-be dictators while Rostov was out only to increase his own power within the Terran March.

As Prince of the Terran March, Rostov stood resolutely against the reforms Alexander was considering. His arguments that Davion had no power to impose changes outside of his own Crucis March gained significant political support throughout the nation, but when he mobilized his Terran March's military forces to stand up against Davion, Rostov crossed the point of no return. Rostov ordered his troops to kidnap Prince Davion's wife. The attempt failed, and Cynthia Davion was killed.

That, of course, signaled the beginning of the final act of the Davion Civil War. As soon as he learned of Cynthia's death, Rostov knew he would have a fight on his hands. He was the victor of the campaign against the Varnays, and had the strength of his family name, but that was not enough to stand against the Davion name or the murder of Alexander's wife. His calls for support fell mostly on deaf ears outside of the Terran March.

Alexander Davion amassed an overwhelming army to battle Rostov and took the fight directly to him. He struck toward the Terran March capital of Robinson from New Avalon, while another task force from within the Draconis March sped to the same world. The two pincers met on Robinson in November of 2540—seven months after Cynthia Davion's death. In their wake, Alexander's forces left a path of destruction, and they quickly laid waste to what remained of Rostov's army on the world.

Davion himself climbed into the cockpit of his BattleMech to deliver the final blow to Rostov. The two rivals fought a duel that would end the Davion Civil War. Rostov was not only the better general, he was the more experienced MechWarrior. Yet Davion had luck and a righteous cause on his side, and he ultimately prevailed. Rostov was killed in battle on November 21st, putting a quick end to his army's resistance.

The devastating Davion Civil War was finally over.



Dividends of Peace

The war may have ended, but Prince Alexander's battles for reformation were far from over. The system of five principalities had directly contributed to the disaster of the war, allowing each of the three opposed sides to build a significant base of power. Likewise, the High Council's role in the war was undeniable; its initial decision of regents—and its later indecision when it came time to deal with the treasonous regents—gave Laura Davion and the Varnays the freedom of action that led directly to their violent bids for power.

Those two establishments were the first of the prince's targets, and they generated the most political opposition. After the conclusion of the war, there was only one prince left in place—Prince Nuno Gutierrez on the Outer March capital of Filtvelt, who had remained completely out of the war—but the march noble and bureaucratic structures were still strongly in place. Likewise, the leaders who had firmly established themselves within the High Council had no intention of giving up their positions.

TIMELINE:

REVOLUTION AND CIVIL WAR

- 2431: Terran Hegemony captures the world of Kentares IV after some two decades of border disputes, beginning eight years of military losses to the Hegemony.
- 2439: The first BattleMechs secretly enter service with the Terran Hegemony.
- 2457: The Federated Suns purchases BattleMech plans from the Lyran Commonwealth, which had captured them two years earlier. First Prince Simon Davion dies and is succeeded by his son James Davion.
- 2461: Prince James installs Richard Varnay as Chancellor of New Avalon and Constable of the Crucis March.
- 2467: James Davion assassinated; he is succeeded by his sister Ellen Davion after a political battle with Richard Varnay.
- 2472: Ellen Davion removes Richard Varnay as Chancellor of New Avalon and Constable of the Crucis March, naming him Prince of the Capellan March instead.
- 2473: Act of Succession passed, permanently granting the First Principality to the Davion family.
- 2502: Ellen Davion willingly retires as First Prince and is succeeded by her nephew William Davion.
- 2511: Omsol Accord signed by Federated Suns and Taurian Concordat, giving both joint control of the Malagrotta system and perpetually demilitarizing the system.
- 2512: William Davion dies, leaving the five-year-old Alexander Davion as his successor; the High Council appoints a Council of Regents to govern in Alexander's name until his majority. Alexander Davion betrothed to Cynthia Varnay, niece of David Varnay.
- 2514: Laura Davion named Prince of the Draconis March.
- 2515: General Nikolai Rostov named Prince of the Terran March.
- 2518-20: Treason Trials, perpetrated by David and Cassandra Varnay, gut the High Council and Federated Suns government.
- 2520: After five years of Terran March leadership, Nikolai Rostov stops the Terran Hegemony's incursions into the Federated Suns.
- 2523: A new conflict erupts along the Combine-Suns border. David and Cassandra Varnay kidnap Alexander Davion from New Avalon, holding him on New Syrtis.
- 2524: Alexander Davion marries Cynthia Varnay.
- 2525: Cynthia Varnay Davion gives birth to Vincent Davion; Alexander Davion escapes his captors during the resulting celebration and takes refuge on the world of Nahoni but is declared dead by the Varnays and Laura Davion.

- 2525: Laura Davion negotiates a peace with the Combine and declares the Varnays enemies of the state; the Varnays counter by declaring New Avalon an occupied world under the control of an illegal government; the Davion Civil War begins. General Nikolai Rostov killed on the world of Quittacas.
- 2527: (Jan 24) Alexander Davion comes of age and begins his campaign to retake the Federated Suns.
- (Apr) Alexander Davion, the "Victor of Nahoni," trades captured Varnay troops and equipment for his wife and son.
- 2528: Alexander Davion makes great progress within the Crucis March, forcing Laura Davion to retreat into the Draconis March.
- 2530: Magistracy of Canopus formed. After more than a year-and-a-half lull, the Davion Civil War re-erupts as Alexander Davion focuses on the Draconis March while dispatching General John Gordon to tie up Varnay forces in the Capellan March. David Varnay dies in a riot on the world of Ashley.
- 2533: (Nov) Alexander Davion lands on Tancredi IV, capital of the Draconis March, and defeats Laura Davion's forces. (Nov 27) Laura Davion commits suicide; her senior military advisor unconditionally surrenders the Draconis March. Varnay forces capture General Gordon on Jaipur; later, Cassandra Varnay has the general and his troops publicly executed.
- 2536: After two years of slow but steady advance, Varnay forces take a large swath of worlds in the Crucis March, concluding with El Dorado.
- 2537: Alexander Davion and Dmitri Rostov meet on Belladonna; the two launch a two-pronged assault on Cassandra Varnay's forces. Battle of Victoria breaks the back of the Varnay forces; Cassandra Varnay and her son, Roger, flee to the Capellan Confederation. Alexander Davion assumes the First Principality on New Avalon.
- 2540: Dmitri Rostov, Prince of the Terran March, mobilizes his forces in defiance of Alexander Davion; Rostov's forces attempt to kidnap Cynthia Davion, but accidentally kill her; Davion responds by declaring war on Rostov. (Nov) Battle of Robinson between Rostov and Davion; (Nov 21) Prince Davion challenges Rostov to a 'Mech duel, killing Rostov and putting an end to his rebellion.
- 2541: First Prince Alexander Davion begins sweeping reforms of the Federated Suns, including the abolition of the Terran and Outer Marches as well as the regional princes; the First Prince would now be the supreme power within the Federated Suns; Armed Forces of the Federated Suns formed.



What his opponents didn't consider, however, was the strength of the Davion name coupled with the nation's desire to put an end to the squabbling. Try as his opponents might to paint the prince as a too-young and inexperienced leader who was a failure as a military commander, the people as a whole threw their support behind their rightful First Prince—they wanted to move on from an era of turmoil and discontent, and Alexander Davion was the one they wanted to lead them.

Davion's first action was abolishing the five principalities; there would be but one prince in the Federated Suns, and it would be a Davion. The title remained First Prince, but Alexander subsumed the position of Marshal of the Armed Forces of the Federated Suns into that of First Prince, making him both the highest noble in the nation as well as its supreme military commander.

Furthermore, he eliminated the Terran and Outer Marches, incorporating those regions' systems into the three remaining marches. The marches were no longer independent; the First Prince had complete authority throughout the Federated Suns, and his actions would no longer be subject to anyone else's concurrence.

The nation's military did not avoid Alexander Davion's reforms. As with the government, the military had been structured into five major independent march commands. That structure was completely wiped out, replaced with a central command and support organization. Moreover, Alexander erased its old identity, renaming his nation's military the Armed Forces of the Federated Suns. It would take years to completely erase the old schools of thought, but the AFFS ultimately emerged as the most professional and skilled military in the Inner Sphere.

In the process of reforming the government, the Prince removed hundreds of senior nobles, bureaucrats, and generals, trying some for treason or sedition and leaving many others destitute. The message was simple: support an enemy of the state and pay the price. In their place, he promoted new lines of noble leaders and skilled administrators.

First Prince Alexander also turned his attention to the High Council. First the Varnays and then Laura Davion had done their damage to the body while eliminating each other's supporters. Alexander removed the worst of the councilors and took upon himself many of the Council's greater powers.

The Prince made significant changes to the nation's laws, specifically when it came to the rules of succession. Regents were removed from possibility of succeeding to the throne and further subject to evaluation—and potential removal—by a board of review.

Alexander Davion's reforms strengthened a nation that desperately needed it. The people were exhausted, the economy in a shambles, and the government ineffective. Davion formed a newer, stronger Federated Suns from the ashes, one that has survived nearly unchanged for more than five centuries.

THE STAR LEAGUE ERA

The end of the Davion Civil War roughly corresponded with the end of the Age of War. More than a century and a half of devastating interstellar war was drawing down as Alexander Davion ended Rostov's rebellion and reformed the Federated Suns. In its stead arose a new movement, one that would ultimately unite the entire Human Sphere under a single government and propel humanity itself into a golden age, an era of untold advancement and unabashed economic growth.

The Star League would stand for more than two centuries as the greatest feat humankind has ever accomplished. The Federated Suns played an integral role in its formation and its critical early years, in return receiving unrestricted access to the best technological advancements and the massive industrial base of both the Free Worlds League and Lyran Commonwealth.

While the Star League Age was undeniably the Federated Suns' brightest era, it had its dark side as well. Its inception ushered in an interstellar war in which the Inner Sphere subdued the Periphery, while throughout the next two centuries the Suns battled the Combine numerous times in an on-going covert war—not the least of which was the War of Davion Succession. Its end, of course, was the most tragic tale of the entire era.

INTERSTELLAR ALLIANCE

The face of interstellar relations was changing by the mid 2500s. The six nations of the Inner Sphere had been in a near-constant state of war since the dawn of the 25th century, which had taken its toll on their citizens and economies. They were tired, leading to a shift in attitudes.

Terran Hegemony Director Ian Cameron in particular recognized the changes and began to lay the groundwork for a lasting peace. The Terran Hegemony had long been not only the economic and technological leader, it had been the political leader as well, and Cameron took full advantage of that status. He took on the role of interstellar mediator, involving himself in the Third Andurien War and attempting to negotiate a peace between the Free Worlds League and the Capellan Confederation. It took five long years before the Treaty of Andurien was signed, ending the war.

More importantly, this truly began Cameron's quest to form an interstellar alliance that would bring the entire Human Sphere under the aegis of a single united government. Both the League and the Confederation bought into Cameron's vision—sweetened by his promises of tech advancements and economic aid. The Lyran Commonwealth signaled its intent to join Cameron's new Star League two years later, leaving only the Combine and the Federated Suns as the last remaining holdouts.

Before Alexander Davion could allow the Suns to join in Cameron's burgeoning interstellar alliance, however, his nation had to push past the last remaining vestiges of the Davion Civil War.





HISTORY OF THE FEDERATED SUNS

The Last Hurrah

The Battle of Victoria (nee Meglan) may have signaled the defeat of the Varnays, but it did not put a complete end to the Varnayist resistance. Cassandra Varnay and her son, Roger, had fled to the Capellan Confederation where they built a base of support for an eventual return to the Suns. For years, they funneled money and other covert aid to their remaining supporters around New Syrtis, who continued to oppose Prince Alexander's government in a variety of ways.

By 2565, however, the Varnays felt they were ready to reclaim what they saw as their heritage on New Syrtis. They had assembled a significant army of volunteers and mercenaries, supported by a squadron of Capellan WarShips—more than enough, they thought, to retake their former homeworld. As they started out from their secret Capellan base, their supporters within the Capellan March stepped up their terrorist attacks in an effort to distract Prince Alexander and destabilize the AFFS.

Roger Varnay made his way to Carmacks, where he met with many of his supporters within the Suns. From there, he planned on jumping from system to system, building up his army until he hit New Syrtis. What he didn't expect, however, was to meet the AFFS in the Kigamboni system. His fleet, boosted though it was by the Capellan WarShips, was no match for the Federated Suns' navy. The Battle of Kigamboni lasted for two days, during which the Capellan ships were completely wiped out, as were the majority of Varnay's own ships.

Varnay turned tail and ran, but this time the AFFS was ready for him. Cornering his remaining forces in the Wappingers system, the Federated Suns' military wiped out Roger Varnay's assembled foreign army and local supporters nearly to a man. Just as his mother had done years before, Roger Varnay fled the battle, leaving his men

to fend for themselves. He managed to evade pursuit and return to the Confederation, his last hurrah a complete failure. He and his mother lost their Capellan benefactors, while their support within the Federated Suns was wiped out on Wappingers. They would live out the rest of their lives in exile, constantly moving from world to world to avoid Prince Alexander's agents.

Joining the League

Alexander Davion knew of Director Ian Cameron's plans for an interstellar alliance, but he also knew well that if the Federated Suns accepted the Terran leader's invitation to join the Star League, it would be doing so from a position of weakness. After a quarter century of civil war and rebuilding, Davion was not about to sell his nation short. He also recognized the ultimate value of the Star League and knew that the long-term health of his Federated Suns would depend on League membership.

Director Cameron first proposed membership in the Star League to Prince Davion in the mid-2550s. Cameron continued to pursue Davion for more than a decade, continually offering more enticing benefits. With the Commonwealth, Confederation, and League already pledged to join, Prince Alexander felt significant pressure from his own government to accept Cameron's invitation, but Davion held out, believing that Cameron would ultimately make an offer that even he could not refuse.

As it turns out, that offer came on the heels of the Economic Crisis of 2566.

For years, even as the Suns' economy continued to strengthen and grow, there was a burgeoning unrest that ultimately brought trade within the nation to a standstill. Prince Alexander may have eliminated

PAYBACK

House Marik's years of interference in the Federated Suns' economy may have driven the Davions to accept the wisdom of joining the Star League, but it was not without consequences. Albert Marik's policies were something of an open secret; many people knew, or at least suspected, the Marik interference, but few could actually prove it. Alexander Davion spent decades looking for the evidence, but the chaos of the initial years and the Reunification War made the search even more difficult.

It wasn't until more than half a century later that House Davion's intelligence services picked up a trail of Marik contacts within the Federated Suns. It didn't take them long to get hard and fast evidence. Zane Davion took it to the Star League Council, demanding sanctions against the League. Instead, the Council issued a bland censure of a Marik leader who had been dead for five decades, believing that the "young and inexperienced" Zane Davion, then in his second decade of leadership, would not pursue the matter.

They were correct, after a fashion. First Prince Zane Davion did not, in fact, pursue the matter any further within the Star League Council. Instead, he took it to the courts. Armies of Davion lawyers brought suits against the Free Worlds League and the Marik family within the Star League and Federated Suns courts, demanding compensation for irreparable damage to the Suns' economy. Captain-General Tomas Marik, already facing economic troubles at home, did not take the suit within the Suns seriously, and spent little effort on the suits within the Star League courts.

The result? The lawsuits within the Star League courts did not get very far until the outcome from the Federated Suns' cases came to light. Those guilty verdicts forced the Star League justices to push the trials forward, upholding the Suns' rulings within that nation, and imposing further penalties against both the Free Worlds League and the Marik family.

The penalties were painful to a nation already in the throes of economic problems. The courts allowed the Federated Suns to seize trillions of Star League dollars worth of Free Worlds League assets and currency, as well as significant amounts of Marik family assets—though only those held within the Federated Suns and the Terran Hegemony.

Zane Davion had his pound of flesh, but he didn't pursue this tit-for-tat that would have led to decades, if not centuries, of difficulties between the Suns and the Free Worlds League. He took his victory, and the hard reputation it gave him in the Council, and walked away.

—Symil Upu, *Foundation of Lies*, New Earth Publishing Syndicate, 2977.



the structures that had turned the Federated Suns into an alliance of five independent nations, but there was still a bubbling undercurrent of regionalization.

To make matters worse, agents of the Free Worlds League had worked within the Suns for more than a decade, covertly encouraging attitudes of provincialism and isolating worlds from the trade routes that serviced them. Their years of efforts led directly to the 2566 crisis. Starting on the world of Muskegon and then cascading across the nation, trade within the Federated Suns ground to a halt. Every world wanted a bigger slice of the trade pie—regardless of what their fair share might be.

Ian Cameron once again made his offer, emphasizing the economic benefits of the interstellar alliance. Prince Alexander, however, remained concerned about his nation's status within the Star League. He would not allow the Suns to enter the League from a position of weakness. Cameron's counter-offer ensured the Suns would be an equal partner and further promised Davion the security he was looking for: in the event of a Suns-Combine war, the Star League would carry out preemptive strikes on Combine targets. Further, Cameron promised to back Davion when it came to the question of worlds claimed by both the Suns and the Capellan Confederation.

Davion and Cameron signed the New Avalon Accords on 27 October 2567, signaling the Federated Suns' membership in the Star League—though it would be nearly four more years before the Star League would finally come into existence. The leaders of the six Inner Sphere nations negotiated for almost two years after the Combine's eventual acceptance in 2569, Prince Davion fighting to ensure the Suns was not consumed by the League and forever fighting for his own nation's interests.

The Star League officially came into existence on 9 July 2571, when the six Inner Sphere leaders met on Terra and signed the Star League Accords.

THE REUNIFICATION WAR

Ian Cameron, Director-General of the Terran Hegemony and newly minted First Lord of the Star League, may have succeeded in his long-term goal of creating the Star League, but his greater goal of uniting all of humanity was still unfulfilled. The four nations of the Periphery had refused his every offer, infuriating Cameron.

Even as Star League ambassadors worked to convince the Periphery leaders to join the alliance, Cameron prepared for what appeared to be an inevitable war, creating the Star League Defense Force (SLDF) from troops pulled from the militaries of the six member-states. The AFFS was particularly hard-hit, reduced to what many ranking generals considered dangerously low levels.

Every expert believed it would take years before the SLDF would be ready for action. Ready or not, however, the Star League pushed on. The months and years counted down rapidly as the Periphery leaders continued to rebuff Cameron's offers of League membership. The Malagrotta Crisis, which erupted in February of 2573, was the knell that signaled the inevitable slide into war.

Since the beginning of the 26th century, the Federated Suns and the Taurian Concordat had jointly controlled the valuable Malagrotta system, where significant reserves of titanium had been discovered. The Omsol Accord of 2511, signed by both nations, declared the

A JUST WAR

In retrospect, war was the only tool available to the Star League Council.

Consider the political climate of the age. For the first time in history, the largest and most powerful nations had put aside their differences and entered into an historic alliance that united the great majority of Mankind under the banner of a single government. Not under the banner of a conquering army or threat of overwhelming destruction, but because it was the *right thing* to do. The Council Lords put aside centuries of hate and recriminations for the good of their people. And they offered the same opportunities to the nations of the Periphery.

Yet the nations of the Periphery not only chose to ignore the possibilities of the alliance, they militantly opposed the very concept. The reasons were myriad, as were their methods.

First they sabotaged interstellar trade between their nations and the Star League. Then they protested—violently—against any and every League embassy, office, and business they could find. And then the Malagrotta Crisis, a “peaceful accident” in which five Concordat warships somehow all managed to have navigational *and* communications difficulties that placed them in the invaluable Malagrotta system.

Clearly, the Periphery nations were looking for a fight.

—Dr. Susan Lee, *Fire-Birth of the Star League*, New Avalon Press, 3061.

A JUST WAR?

Despite centuries of claims to the contrary, the Reunification War was anything but a just war (as if any war could be just). It wasn't about bringing peace to the “barbaric” and “war-like” peoples of the Periphery. It wasn't about giving the Periphery nations the same opportunities as those of the Inner Sphere. It wasn't about preventing an inevitable war. And it wasn't about retaliation for attacks against the Star League.

This was a war about greed and power. Greed on the part of the Star League Council, who had no more worlds to conquer. Power, or the exercise thereof, over subdued populations who neither wanted nor needed their “enlightened” domination.

The formation of the Star League had taken centuries-old enemies and turned them overnight into allies. Where once they would have massed armies and done battle over some inconsequential world, now they had to settle their disagreements peacefully. They needed enemies they could fight and conquer. They needed to win. So they looked outward to the only remaining opponents, peaceful nations all, and turned them into their most hated of enemies.

They trumped up a war and then fought one. Regardless of the costs to all involved.

—Professor Murk Calderon-Szui, *Reunification: The Darkest Hours of Interstellar Peace*, Taurus University Press, 3030.



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system a neutral zone—there would be no military presence in the system as both nations mined its resources.

Matters remained peaceful for sixty-two years, until a Taurian naval flotilla of four WarShips and an auxiliary vessel broke the treaty in February of 2573. The FedSuns miners dispatched a distress call, summoning a ten-ship strong AFFS squadron to respond. Upon arriving at Fontana, the Federated Suns ships opened fire. The resulting battle lasted some three hours, ending after two Taurian frigates were destroyed, a corvette and the auxiliary ship were captured, and their single cruiser turned away. The militaries of both nations immediately jumped to high alert, with forces massing on both sides of the border.

When First Prince Davion learned of the Malagrotta Crisis, he brought the matter before the Star League Council. Cameron attempted to mediate the crisis, but Taurian Protector Caterina Calderon refused Cameron's efforts. This was the last straw. Not only did the nations of the Periphery refuse to accept membership in the Star League, they were now threatening the security of the new nation. A year of economic sanctions against the Periphery nations did little good, leading directly to the Pollux Proclamation—and war.

The Taurian Front

The Reunification War began with a Taurian battle plan code-named "Case Amber." Mitchell Calderon, the recently installed Protector of the Taurian Concordat, led what was the strongest and most advanced of the Periphery realms. He knew that his nation could not hope to stand against the full force of the Star League, however. Rather than wait for the inevitable, he chose to begin the war on his own terms, hoping that a powerful offense would give the Star League reason to reconsider.

Case Amber, which played upon the long-standing Suns-Concordat hostility, began in late 2576. Months of Taurian naval maneuvers lured the AFFS rimward fleet into the belief that the Concordat was somewhere massing a secret fleet for a deep strike into the Suns. In the last half of 2577, four AFFS WarShip squadrons launched a preemptive attack against a supposed Concordat staging area. Instead, they found themselves in a trap. The Concordat fleet—much larger and more organized than anticipated—delivered a resounding defeat to the Federated Suns navy. Three-dozen Suns WarShips were destroyed or captured—at a cost of but three Taurian ships.

The Star League was forced to respond before it was ready to do so. SLDF General Charles Wexworth was appointed commander of the Taurian Front, given four Star League corps and an additional AFFS auxiliary corps with which to pacify the Concordat. Star League analysts thought the operation would take but six months. In reality, it took twenty-one years.

The war against the Concordat was, perhaps, the worst of the four Reunification War campaigns. The Taurians possessed a powerful and technologically advanced armed forces, supplemented by the vehemence of its own people. Guerrilla campaigns were the norm as corps of Concordat citizen irregulars fought in complement with their regular army. Additionally, First Lord Cameron suspended the Ares Conventions, turning the Taurian Front into a total and unremitting war—a war that saw wide support throughout the Federated Suns. The AFFS auxiliary corps played an important role in pacifying world

after world (claiming them for the Suns), while massive numbers of federation-native recruits poured into the SLDF as replacements.

Atrocities became commonplace as the war raged on; many were attributed to the League forces, but with several blamed on Concordat troops as the battles grew ever more desperate and Taurian outrage spun out of control. The morass saw the replacement of the general commanding the Taurian front four times during the two-decade campaign. The League advance was slow and steady, branded as it was by atrocities and desertion. By 2588, the Concordat was reduced to but a handful of systems, with the final eight years spent pacifying half a dozen systems and assaulting the Hyades Cluster. Taurian Protector Marantha Calderon finally surrendered on 22 September 2596 rather than see the worlds of the Hyades Cluster razed. She committed suicide a day later.

Battle Over the Outworlds

The Outworlds campaign was very much a different kind of fight than the one that waged on the Taurian front. The SLDF did not begin the campaign against the Outworlds Alliance until six years into the war, due to the League's focus on the Concordat. By 2581, the SLDF had pacified enough of the Concordat to look toward the Outworlds Alliance (as well as the Rim Worlds Republic).

Unlike the Taurian campaign, however, the battle for the Outworlds Alliance was far more a political struggle. The Alliance was a young and predominantly agrarian nation that claimed little in the way of industrialization. In fact, its military could claim little more than a single BattleMech regiment, and the rest of its military could scarcely hope to stand up against a mass SLDF assault.

Like the rest of the Periphery leaders, Alliance President Grigori Avellar had little desire to negotiate with the Star League or Ian Cameron, but Avellar knew he had to do something to ensure the security of his nation and people. So he dispatched a secret delegation to New Avalon, where they negotiated with First Prince Alexander Davion (via the Prince's youngest son, Lawrence), who was experiencing his own problems with the Star League. Many of the economic benefits promised years earlier had yet to materialize, while First Lord Cameron had backed a Capellan resolution recognizing Capellan possession of Chesterton—a resolution that Davion only barely managed to block.

Furthermore, while the people of the Federated Suns saw the war against the Taurian Concordat as just (especially after the Case Amber battles and continued stories of Taurian war crimes), they did not feel such vitriol for the Outworlds Alliance. Davion was understandably receptive to Avellar's delegation, especially if it provided him the opportunity to punish Cameron. That it also provided the chance to rattle the Draconis Combine was an added benefit.

Davion readily agreed to the Alliance proposition. In exchange for the Alliance ceding protectorship of a dozen water-rich agricultural worlds to the Suns, Davion would provide covert assistance to the Alliance until he could bring enough political pressure to end the Outworlds campaign.

First Prince Alexander immediately demanded that the Star League make good the losses his AFFS suffered in the Taurian Case Amber attack years earlier. That forced the SLDF to reassign a significant naval contingent from the Alliance border to the Taurian front. Davion



also ordered the raising of the Pitcairn Legion—three regiments of experienced volunteer MechWarriors recruited from the most trusted of his household guards under the command of Colonel Elias Pitcairn—and dispatched it into the Outworlds Alliance.

For the next four years, the Pitcairn Legion fought hard for the Outworlds Alliance. At the same time, the Federated Suns took charge of the worlds promised it, while its troops refused to aid League and Combine troops or even allow them to land on the protected worlds. In response, the Combine embarked on a war of its own against the Alliance, disregarding the SLDF campaign for its own crusade of savagery.

Embarrassed by defeats suffered at the hands of the Pitcairn Legion and frustrated by the Combine's tantrum, the SLDF commander, General Amos Forlough, embarked on his own strategy of total devastation, burning cities and starving populations. He was eventually relieved in 2584 to take command of the Taurian front. His replacement fought a holding action, leading up to the Peace of Cerberus a year later.

For the Outworlds Alliance, the war ended about as favorably as it could, thanks to the efforts of the Federated Suns. The Alliance, under the Avellar family, retained local autonomy over their nation, but it was subject to a council of policy directors. Nevertheless, the war cost twelve million—mostly civilian—lives.

End of an Era

The campaigns against the Magistracy of Canopus and the Rim Worlds Republic ended in 2588 and 2596, respectively. With the Outworlds campaign done in 2585 and the Taurian campaign ending just weeks after the conclusion of the Rim Worlds fight, the Reunification War was finally over. It was the bloodiest conflict yet in the history of humanity, costing more lives in just two decades than were lost in the entire 150 years of the Age of War.

Eighty-nine years old at the end of the Reunification War, First Prince Alexander Davion had been the undisputed ruler of the Federated Suns for fifty-six years. He knew that he would not live

forever, and had prepared his heirs to take on the reins of power once he passed on. In particular, he concentrated his efforts on his eldest child, Vincent, and Vincent's son Ian. To them he bestowed more and more responsibility as the years progressed, relying upon Vincent to help him run the Federated Suns' government while assigning other members of the family various responsibilities for the nation's military, political, and diplomatic efforts.

Vincent was lost in 2596, along with his eldest brother Roger, when their JumpShip disappeared en route to a Star League conference on Terra. Prince Alexander took his sons' deaths hard, never fully recovering. Ian Davion stepped up and took on the responsibilities of his grandfather, ruling in his name for three years until an assassin's bullet ended his life prematurely. That left Ian's nineteen-year-old son Zane Davion, serving in the AFFS as a MechWarrior along the Concordat border, as Alexander's designated heir. Zane immediately made his way to New Avalon, arriving shortly before his great-grandfather's death.

The end of Alexander Davion's era came on 24 January 2600. The Federated Suns, and the Inner Sphere as a whole, mourned the loss of this remarkable leader.

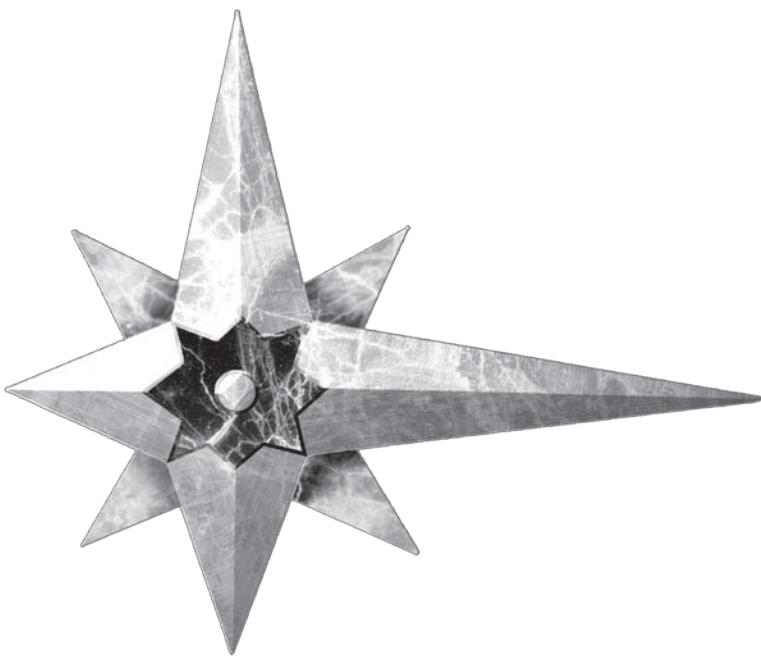
GOLDEN AGE

The 27th century was widely regarded as the Century of Peace. During this hundred years, humanity advanced tremendously. New technologies debuted almost daily. League scientists eliminated disease after disease while transforming barren worlds into virtual cornucopias. Life for everyone, even those in the Periphery, became better.

Zane Davion came of age just before Alexander Davion's death, becoming the youngest First Prince to take the oaths of office. Counting his academy years, he could barely claim five years of military service, of which less than one was on the frontlines. He was a lieutenant upon whose shoulders the weight of the entire Federated Suns suddenly fell. Luckily, the inexperienced First Prince had the support and loyalty of his entire family.

Prince Zane needed that support as he faced several crises in his first decades of leadership. In the wake of the Reunification War, the entire Human Sphere faced a chaotic economic depression. The Federated Suns' economy, still recovering from the Davion Civil War, suffered the worst of all the Inner Sphere nations. It wasn't long before the grumbings turned to outright rebellions on a number of Suns worlds, forcing Prince Zane to respond with force. The AFFS quickly and permanently put an end to rebellions on more than two-dozen worlds across the Federation during the Prince's first two decades of leadership.

Military action, however, was always the Prince's final choice. Thanks to early guidance from his advisors, Zane Davion charted a course for the Suns that would ultimately take the nation past its economic problems. Investing heavily in both education and technology, specifically research and development, Prince Zane created an infrastructure that would continue to drive advancement within the Inner Sphere for the next four centuries. The Suns may not have possessed the industrial backbone of the Free Worlds League or Lyran Commonwealth, but it became the driving force for technological innovation and progress within the Star League (at least outside of the Terran Hegemony).





HISTORY OF THE FEDERATED SUNS

Economic recovery for the Suns and the rest of the Star League was hastened by a number of new advancements. The first hyperpulse generator (HPG) came online in 2630, leading to decades of government contracts that not only helped stimulate economic development across the Sphere but also made interstellar communications speedier and far more reliable. Likewise, advancements in water purification and terraforming technologies made life on existing worlds better. During this century, the Star League colonized more than 1,000 new star systems, many of which fell within the Federated Suns' region of space.

This century of peace and advancement had a price, however. Council Edict 2650, passed by the Star League Council, formally set a limit on the size of the militaries that the nations and private families could maintain. The AFFS was forced to gut itself so that it could remain within the limits set by law.

By the time Zane Davion died in 2659, the Federated Suns had risen to become the powerhouse that Alexander Davion had foreseen. Zane's eldest child, Sarah Davion, inherited the First Principality and continued to carry out her father's policies. Sarah Davion ruled for twenty-three years until her death, when she handed power to her brother, Samuel. Samuel served as First Prince for sixteen years until his passing, while his son Roger reigned for eight more years. It was an age of peace and prosperity, one that did not try the mettle of the Federated Suns' people or the patience of their leader. Military operations were limited to international exercises and the occasional pirate eradication mission. Even the sudden surge of dueling between Draconis Combine MechWarriors and those of the Terran Hegemony did little to affect the Federated Suns.

RETURN OF THE CLAIMANTS

The Varnays resurfaced one last time in the 27th century, at the height of the Suns' economic problems. Demonstrations and civil disobedience were commonplace on many worlds, and outright rebellions, while rare, were not unheard of. New Syrtis was one of the worlds that was on the brink of rebellion in 2617 when Josip Varnay, grandson of Roger Varnay and self-proclaimed inheritor of the Varnay legacy, returned to his family's homeworld. It didn't take much to incite the demonstrators to outright rebellion. After all, the people were tired of increasing taxes, failing business, and the promises of Star League money pouring into the Federated Suns that had never materialized.

What Varnay didn't realize or understand was that the people of New Syrtis were not rebelling on his account. He was just the catalyst. So when the AFFS came in force to end the rebellion, he suddenly lost all support. His few true followers were all arrested or killed, and the Varnay name held no weight among the rest of the world's population. The Varnay insurgency died before it could really begin. Josip Varnay fled the world before he could be captured, but, in the process of this final attempt at regaining power on New Syrtis, he lost his family's last few supporters within the Confederation. Banished from Capellan space, he lived out the rest of his life on the run.

The economy boomed, and technology advanced beyond the vision of even the most wild-eyed prognosticators. The government could actually concentrate upon fulfilling the needs of its people, while their leaders fought diplomatic battles over trade deals. This was, truly, the golden age of the Federated Suns.

Unholy Union

Upon assuming the throne after his own father's death, First Prince Roger Davion dispatched his eldest child, Mary Davion, on a diplomatic mission to the Draconis Combine. There she met and fell in love with Soto Kurita, youngest son of Coordinator Urizen Kurita. Against the protests of their families, the two married in 2698, and Mary returned to Luthien to live with her husband.

The laws of Davion succession were very clear: primogeniture was the rule by which succession was determined, and that would place the New Avalon throne squarely in the hands of the Kuritas—especially with the birth of Mary Davion's first child, Vincent Kurita, in 2699. Thus Prince Roger signed the 2700 Act of Succession that forever excluded Mary Davion and her heirs from claiming the Principality, instead naming Mary's younger brother, Joseph, as heir. Mary herself signed and ratified that act in 2702 (though her husband did not, a fact that would soon come back to haunt the Federated Suns).

The Kurita family did not oppose the naming of Joseph Davion as heir or, following his father's death, his rise to First Prince. After Mary Davion died in 2715, however, the Kuritas struck. Joseph's son Richard was approaching his 20th birthday, when his father would name him Heir-Designate in a state ceremony. Before that happened, however, Coordinator Takiro Kurita, Soto Kurita's eldest sibling, dispatched a delegation to New Avalon demanding that Vincent Kurita be named heir instead. Prince Joseph refused outright, expelling the delegation. Two months later, Richard Davion turned 20 and Joseph publicly named him Heir-Designate.

The Kuritas didn't leave the matter be, however. Coming before the Star League Council with documents signed by Mary Davion naming her son, Vincent, as the rightful heir to the throne, Coordinator Takiro tried to convince the Council to overturn Prince Joseph's decision. (The documents, of course, were forgeries, though it would be years before that was proven.) In response, Prince Joseph produced the 2700 Act of Succession, signed by his sister, further arguing that this was a matter of internal law. First Lord Jonathan Cameron proved incapable of making a decision in the matter, though. At his prompting, the Star League Council appointed an investigative commission to determine which side had the most legitimate claim. The only decision he made was that, should Joseph Davion die before the commission's findings were made, succession would pass automatically to Richard Davion.

War of Davion Succession

Both sides waited while the Council's commission debated the issue. What should have been an open-and-shut case extended on for more than eight years before the inevitable happened: House Kurita secretly built up military forces on the Federated Suns border, finally striking in 2725. The world of Marduk was their first target, with New Avalon their ultimate goal. If Takiro Kurita could not take the Federated Suns by deception, he would attempt to do so by force.



Prince Joseph responded in kind. Reacting as soon as he heard of the Kuritan incursion, he ordered General Lorn Kessem, military commander of the Draconis March, to retaliate with a deep strike into the Combine. Unfortunately, the Kurita offensive had been planned well in advance while Kessem had only what he could assemble at a moment's notice. It was soon evident to both Kessem and his prince that they were outmatched in strategy and logistics.

With Cameron and the Star League Council still unwilling to involve themselves in the matter, Prince Joseph knew the Federated Suns had to deal with the Kurita problem itself. Even though the Combine forces continued on in spite of Kessem's deep strikes, he ordered the general to continue pushing. The prince himself led the counterattack within the Suns, leading what came to be known as the Army of the Crucis.

Joesph Davion's inexperience soon began to show itself as his forces continually fell back against the Kurita advance. In fact, it wasn't until Kessem struck Ludwig, an important Combine administrative world, that the Coordinator's push within the Federated Suns faltered. After a year of heavy fighting, the AFFS finally had its first big victory. Prince Joseph's army regained the initiative, slowly but surely pushing the Combine attackers back even as Kessem spun about and struck Kurita's force from the rear. The two Davion pincers converged on Royal, catching the main Combine assault force by surprise. First Prince Joseph Davion led the attack himself from his *Marauder*. He hoped to crush Kurita's force, sending their broken remains back to Luthien. Instead, he fell in battle, killed in his cockpit.

The death of their prince shook the AFFS, giving the Combine forces the opening they needed to turn the tables. The battle of Royal quickly turned into a rout for the AFFS and could have proven far more disastrous for the Federated Suns had the Star League not finally intervened. SLDF task forces simultaneously struck five embattled worlds, imposing a forcible ceasefire on both sides of the conflict. The Star League Council issued strong censures of both the Draconis Combine and the Federated Suns. However, Takiro Kurita was clearly the aggressor, and the Council ordered the Combine forces to withdraw to their pre-war borders.

The War of Davion Succession ended four years after the first shots were fired, with the Star League finally upholding the promises that Ian Cameron had made six decades earlier.

Preparing for the Inevitable

Richard Davion came to power following his father's death and the AFFS' poor showing during the war against Takiro Kurita's Combine. He had seen for himself the horrors of that conflict, which claimed the life of both his father and his brother Leonard, and he experienced firsthand the failings of the AFFS. He also lost what little faith he may have had in the Star League; the League had refused to uphold its promises to the Federated Suns, and had even refused to punish House Kurita for illegally building up its army.

Upon assuming the throne, Richard Davion swore to never again count on the Star League. He instituted broad-based reforms that would ultimately eliminate the Federated Suns' reliance upon the Star League. More importantly, he began to build up the military, just as the Combine had done so many years earlier. Council Edict 2650 only stipulated the size of each nation's military in number of personnel, not 'Mechs, tanks, fighters, or WarShips. He increased materiel purchases,

creating a huge surplus, even while increasing the number of reserves and militia—which did not fall under the active duty personnel caps. Compulsory public service requirements made this easy, eventually giving the nation a secret army that would ensure its defense.

Richard Davion never had the chance to complete the process he began, however. He died in 2745 in a 'Mech accident, leaving behind only one known illegitimate child. The Principality passed to John Davion, the son of Richard's slain brother, Leonard.

TRAGEDY

John Davion became First Prince of the Federated Suns as a dark cloud formed over the Star League. Determined to look after the interests of his nation, he continued to encourage less reliance on the Star League. Within the Council, he argued eloquently for continued advancement of League policies—at least when they did not conflict with his own. It was clear to him that the Star League was becoming less and less relevant, but so long as it benefited his nation he would support it.

Within the Council, Prince John was one of the strongest proponents of the Star League following the untimely death of First Lord Simon Cameron. He left only his eight-year-old son, Richard, as heir. If the Star League were to continue, a regent would need to be chosen to rule in Richard's name until he came of age. On John Davion's suggestion, the Council chose General Aleksandr Kerensky as regent.

In addition to his duties as regent, Kerensky was also Commanding General of the SLDF, forcing him to split his attention between his two important duties. John Davion proved to be Kerensky's greatest supporter on the Council, the two together keeping the Star League operating. Still, the Council had its own agenda, and even Davion and Kerensky could not prevent their every ill-conceived move. Moreover, Davion had his own agenda to think of; when the Council Lords moved to double the size limits on House militaries imposed in Council Edict 2650, Prince Davion supported the resolution.

Capellan Intrigue

Following the Davion War of Succession, the nations of the Star League turned more and more to military means to settle conflicts. They could not engage in outright warfare, however, lest the League Council choose to use the SLDF to end the conflict. Instead, an era of secret wars erupted. House troops disguised as pirates and raiders struck their enemies' worlds, making deep incursions and retaliatory strikes.

First Lord Simon Cameron was trying to put an end to this Hidden War when he died in 2751. Nine years later, the Hidden War continued on when a Capellan extremist group destroyed a BattleMech factory on the Federated Suns world of Demeter with a nuclear device. That touched off a hot conflict with the Capellan Confederation over the Chesterton region long held by the Federated Suns. Prince John built up his forces along the Capellan border, striking hard against Confederation garrisons. The Border War of 2760–2762 lasted less than two years, with the Suns claiming only the world of Redfield, before greater matters forced Davion and Chancellor Barbara Liao to put aside their differences and concentrate on the Star League.

Richard's Majority

On 9 February 2762, Richard Cameron turned 18 and assumed First Lordship of the Star League. Having spent his formative years



HISTORY OF THE FEDERATED SUNS

SECRET WARS

The Era of the Hidden Wars marked the beginning of the end of the Star League.

The First Hidden War (starting in 2681) had roots in the Council Edict 2650, which placed a ceiling on the size of the House militaries. Many former Combine MechWarriors, suddenly without a purpose in life, looked for a new outlet for their energies. Their code of *bushido* led them to a dueling culture, battling amongst themselves to determine who was the best until ultimately challenging SLDF MechWarriors. This touched off a long legacy of duels between *ronin* (masterless) Combine MechWarriors and those belonging to other nations, especially the Star League. This went on for half a century before finally tapering off.

The War of Davion Succession is commonly referred to as the Second Hidden War (2725–2729) in non-Federation sources. While not at all a secret war, the League never officially designated the conflict as a true war, categorizing it as an “internal dispute” until the League engaged in a “police action” to put an end to the war. During this war, it became clear that Coordinator Takiro Kurita had ignored Council Edict 2650, maintaining a large “reserve” armed force that he could activate on a moment’s notice—which he did while massing a huge invasion force along the Combine-Suns border. It was also during this war that leadership problems within the AFFS came to light, prompting the Davion princes that followed to turn about policies of the past and spend significant amounts of money giving their military both the weapons they needed and better training.

The Third Hidden War (2741–2751) involved the entire Inner Sphere. Looking for other-than-political methods to deal with their neighbors, the House Lords used their own military forces disguised as pirates and raiders to strike at their enemies. The first skirmishes occurred along Periphery borders, but by the mid-2740s “rogue” WarShips were escorting these pirates, battling with enemy pirate forces while the SLDF did what they could to put an end to the increasingly deadly war.

While the House Lords smiled knowingly in the Star League Council, refusing to accuse any of their enemies of prosecuting a war lest their own complicity become known, Simon Cameron took his fight to the public. Hoping to turn the tide of public support towards peace, he embarked on a tour of the Star League, starting with the Lyran Commonwealth. It was there, of course, that he died, cementing the fate of the Star League.

—Lundin Vycks, *Peace of the Camerons*, Winston Publishing, 2977.

witnessing the bickering and backstabbing within the League Council, and further poisoned by Stephan Amaris’ whisperings in his ear, he wanted to punish the House Lords. He signed Executive Order 156, which made illegal all House and private militaries. In response, the Council spoke as one for the first time in decades,

proclaiming Richard’s order illegal, a determination supported by General Kerensky.

Faced with such united opposition, Cameron was forced to rescind his order. His desire to punish the Council only increased. Refusing to rely upon the Council, he ruled by decree instead, imposing hefty taxes upon the nations of the Periphery. Already incensed by anti-Periphery feelings within the League nations, some members of the Periphery felt rebellion was their only choice.

Led by New Vandenberg, seventeen Taurian Concordat worlds seceded from the Star League, though not from the Concordat itself. Kerensky had to respond, but while negotiating for a peaceful solution, a tragic mistake turned a standoff into an outright war. The entire Periphery—save Amaris’ Rim Worlds Republic—erupted into rebellion, forcing Kerensky to move the bulk of the SLDF into the Periphery. The beginning of the end had dawned.

Amaris Coup

Soon after Simon Cameron’s untimely death, Stephan Amaris began to ingratiate himself with the pre-pubescent First-Lord-to-be. Years of Amaris’ influence had turned Richard Cameron completely against the House Lords, who did themselves no good with their own self-serving policies. When the Periphery revolt flared, Amaris and Cameron signed a secret agreement where Rim Worlds troops would supplement SLDF garrison forces in the event of full-scale mobilization against the Periphery.

When Cameron finally sought the Council’s help, he had lost all credibility. Cameron asked for League member-states to provide military forces to garrison Terran Hegemony worlds, but his requests fell on deaf ears. By 2766, Kerensky required the great majority of the SLDF to fight the Periphery campaign. Cameron authorized all but a handful of Hegemony garrison units to join in the fight, replacing them with troops promised by his friend, Stephan Amaris.

Amaris launched his coup on 27 December 2766. Murdering Richard Cameron in his own audience chamber and later killing Cameron’s entire family, Amaris took the Star League throne even as his Rim Worlds Republican divisions assumed complete control of the Terran Hegemony.

Kerensky’s War

General Kerensky immediately halted the costly Periphery campaign and turned the entirety of the SLDF against Amaris’ Rim Worlds Republic. Horrified by the actions of their leader, the great majority of Republic citizens and forces greeted Kerensky with open arms, leaving only a handful of fortresses to stand against the might of the SLDF.

Kerensky spent the next year and a half rebuilding and training the SLDF, marshalling supplies, and preparing battle plans. He also contacted each of the House Leaders, requesting military and logistical assistance for the upcoming war. Prince John, like each of the other House Lords, was forced to turn down the general’s requests, focusing instead upon the security of the Federated Suns.

The campaign to liberate the Terran Hegemony and Terra itself from Amaris’ brutal occupation began in July of 2772. Though he had not provided Kerensky any military support, Prince John allowed the SLDF to use Federated Suns space to conduct military operations against Amaris. Further, he had not interfered when countless Suns’ natives heeded Kerensky’s call to arms.



Five years later, the campaign to retake the Terran Hegemony was complete, leaving only Terra in Stephan Amaris' hands. The campaign had been bloody, and revealed unspeakable atrocities on the part of Amaris troops, only convincing the SLDF to push harder and faster in an attempt to bring a final end to the Amaris occupation.

The Terran campaign took another two and a half years. Amaris troops fought to the last man while the SLDF gave no quarter. Caught in between, the people of Terra suffered the worst of anyone in the Hegemony. Kerensky pushed through the last remaining Republican troops to capture Amaris on 30 September 2779. The war, finally, was over.

PEACE AND EXODUS

The Star League Council met for the first time in almost fifteen years on 10 October 2780 at Kerensky's behest. The Terran Hegemony had been liberated, Terra reclaimed, and Stephan the Usurper executed for his crimes. Donations and volunteers were pouring in from throughout the Human Sphere to aid in the reconstruction effort.

The Cameron line was, for all intents and purposes, dead, leaving the Star League without a leader. Public support for Kerensky's appointment as the new First Lord was tremendous, except among the House Lords. Personalities clashed, and none could agree to a nominee as each vied with the others to claim the title of First Lord. The Council could only agree on two decisions: they stripped General Kerensky of the title "Protector of the Realm" and appointed Jerome Blake as the new Star League Minister of Communications—two decisions that, in hindsight, would prove costly for the entire Sphere.

The Council met for months, attempting to choose a new successor to Richard Cameron but unable to set aside their own differences. Prince John Davion had the most legitimate claim to the First Lordship,

but, without Kerensky's support, even the fact that Richard Cameron had appointed him regent for his young daughter Amanda prior to Amaris' coup held little weight.

The House Lords made one last unanimous decision in August of 2781. Realizing they would never be able to select a new First Lord, they instead agreed that there was no more point to the Star League. It had, after all, been of little consequence for more than half a century prior to Amaris' coup. They permanently disbanded the Council, signaling the end of the greatest era in humanity's history.

Kerensky's Exodus

The Star League may have been disbanded, but the SLDF remained, with Kerensky at its head and occupying the shell that was the Terran Hegemony. Each of the five House Lords began an active campaign to recruit the valuable SLDF veterans into their own militaries. They called upon the loyalties of individual soldiers and MechWarriors and pilots to return to their own home nations, while at the same time coaxing senior officers to pledge entire units to a House military in return for increased promotions or other rewards.

Believing that the Inner Sphere was about to be gobbled up in a fire of unrelenting warfare the likes of which had never been seen, Kerensky embarked on a quest to remove his SLDF from the equation. He gathered together the great majority of the SLDF, who had pledged their complete loyalty to the General, and simply left the Inner Sphere. He took with him on this Exodus eighty percent of the Star League's military forces as well as their families. He meant to forge a new civilization on his own, away from the "evil" of the Inner Sphere. Of course, that would not be made known for nearly three hundred years.

PRINCE JOHN THE REGENT

In the days following the Liberation of Terra, the Star League was in chaos. The question on everyone's minds: who would be First Lord?

Each of the House Lords made their own bid for the position, but only one had a shred of a claim. That was First Prince John Davion.

Richard Cameron may have been under the spell of Amaris, but, as leader of the distant Rim Worlds Republic, Amaris could not spend his time solely on Terra. Richard Cameron eventually combined his own inclinations and desires with the parts of his personality that were warped by Amaris' meddlings. He married his childhood sweetheart, Elsie, a year after coming of age, and in February of 2766 Elsie gave birth to Amanda Cameron. Richard kept his family secluded from the public eye, but introduced them to the House Lords for the first time during the final Star League Council meeting that same year.

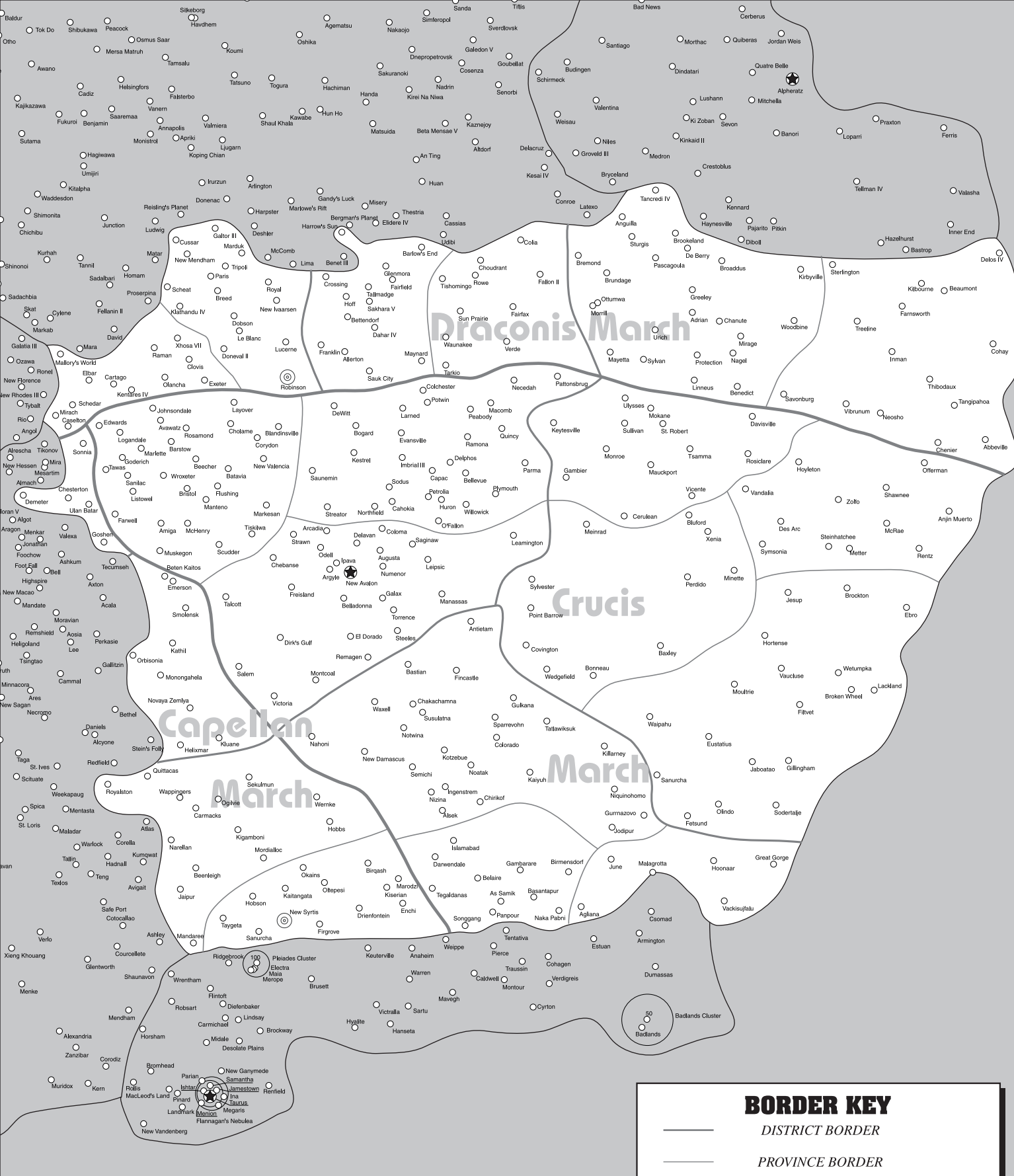
First Lord Cameron was disappointed by the Council's refusal to provide troops to garrison the Terran Hegemony, yet for some reason he did not fly into the same rage at the Council as he had in years previous. Perhaps it was the weariness he was feeling from the lengthy conflict in the Periphery. Or perhaps it was the sudden maturity of fatherhood. Or, as some have postulated, it could have been that Richard was sensing that something just wasn't right.

Whatever the reason, he spent the nights following the Council meeting discussing a wide variety of topics, from politics to family to hobbies, with each of the House Lords in turn. He made an effort to know each of them for the first time in his life. Most of the Lords thought he was just trying a different political tactic. John Davion, however, didn't believe that. The two spent many nights in Cameron's private study talking about everything but interstellar relations, oftentimes with Amanda Cameron playing at their feet. As Davion tradition has it, John was the wise father figure to the young and inexperienced Richard.

Those nights must have made an impression on Richard. Prior to the close of the Council Meeting, he called John Davion aside and told him that, should anything happen to him, he wanted Davion to become regent for his daughter. Unfortunately, Cameron never made that an official proclamation, though ironically he did tell Coordinator Minoru Kurita of his wishes.

Prince John brought Cameron's wishes to the Council in 2780, but of course the Council Lords ignored his claims, imparting more credibility to the rantings of Minoru Kurita.

—Redis Schmitt, *Those Who Would Be Lord*, ComStar Archives, 3015.



PLANET KEY

-  NATIONAL CAPITAL
-  DISTRICT CAPITAL
-  PROVINCE CAPITAL

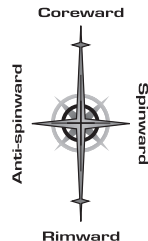
FEDERATED SUNS after Age of War (2571)

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LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





TIMELINE: STAR LEAGUE ERA

- 2556: (Jun 3) Treaty of Geneva signed, pledging Terran Hegemony, Free Worlds League, and Capellan Confederation to the Star League. Free Worlds League begins more than a decade of meddling in Federated Suns economic affairs.
- 2558: (May 25) Tharkad Accords signed, pledging the Lyran Commonwealth to the Star League.
- 2565: Roger Varnay returns to the Federated Suns and attempts to incite rebellion within the Capellan March; Alexander Davion's forces quickly destroy Varnay's forces and put down the rebellion; Varnay again escapes to the Confederation.
- 2566: Economic crisis erupts within the Suns, fueled by Free Worlds League meddling.
- 2567: (Oct 27) Alexander Davion signs New Avalon Accords, pledging the Federated Suns to the Star League.
- 2569: (Aug 15) Treaty of Vega signed, pledging the Draconis Combine to the Star League.
- 2571: (Jul 9) Star League Accords signed, officially forming the Star League.
- 2572: First Lord Ian Cameron invites the four Periphery nations to join the Star League; all four refuse, angering Cameron.
- 2573: (Mar) Malagrotta Crisis.
- 2575: (Jan 2) First Lord Ian Cameron makes his Pollux Proclamation.
- 2577: (Feb) Case Amber attack—Federated Suns navy dealt major defeat by the Taurian Concordat; unofficially beginning of the Reunification War and beginning the Taurian campaign. (Jun) Beginning of Magistracy campaign.
- 2578: Star League officially declares war on the Periphery, intending to forcibly integrate those nations into the Star League.
- 2581: Beginning of Rim Worlds campaign. (Jun) Beginning of Outworlds campaign; Alexander Davion agrees to aid the Outworlds Alliance, forming the Pitcairn Legion, which fights for the Alliance throughout the campaign.
- 2585: End of Outworlds campaign.
- 2588: End of Magistracy campaign.
- 2596: Prince Alexander's sons Vincent and Roger Davion declared dead after their JumpShip disappears. (Sep) End of Rim Worlds campaign. (Sep 22) End of Taurian campaign; end of Reunification War.
- 2597: The four Periphery nations become Territorial States of the Star League.
- 2599: Prince Alexander's grandson Ian Davion assassinated.
- 2600: (Jan 24) Alexander Davion dies and is succeeded by his great-grandson Zane Davion.
- 2604: Years of unrest, grumblings, and occasional minor rebellions due to economic problems begin.
- 2617: Last of the Varnay uprisings; AFFS forces destroy Josip Varnay's rebellion; Josip Varnay flees but the Confederation expels the Varnay family.
- 2630: (Jan 1) First hyperpulse generator (HPG) comes online.
- 2650: Council Edict 2650 issued, limiting the size of House and private armies.
- 2659: Zane Davion dies and is succeeded by his daughter Sarah Davion.
- 2681: Sarah Davion dies and is succeeded by her brother Samuel. First Hidden War (between DCMS and SLDF).
- 2696: Samuel Davion dies and is succeeded by his son Roger.
- 2698: Mary Davion marries Soto Kurita, son of Coordinator Urizen Kurita.
- 2699: Mary Davion gives birth to Vincent Kurita.
- 2700: Roger Davion signs Act of Succession removing Mary Davion and her offspring from the Davion line of succession; Mary ratifies this in 2702.
- 2703: Roger Davion dies and is succeeded by his son Joseph.
- 2715: Mary Davion dies; Coordinator Takiro Kurita demands Vincent Kurita be named Joseph Davion's Heir-Designate; when Davion refuses, Kurita takes the matter to the Star League Council, which refers it to a special commission.
- 2725: War of Davion Succession begins with a Kurita assault on Marduk (this is also considered the Second Hidden War); Prince Joseph responds by ordering a deep assault into the Draconis Combine.
- 2729: After years of falling back against the Combine, the AFFS turns the tables on the DCMS; AFFS forces converge on the world of Royal, where Prince Joseph Davion takes to the field and is killed; he is succeeded by his son Richard; the SLDF puts an end to the Davion War of Succession, affirming Richard Davion as First Prince; Richard Davion begins secretly strengthening the AFFS.
- 2741: Third Hidden War begins, with House military forces disguised as pirates attacking their enemies.
- 2745: Richard Davion dies and is succeeded by his nephew John Davion.
- 2751: First Lord Simon Cameron dies; at Prince John's suggestion, General Aleksandr Kerensky is named regent until Richard Cameron comes of age.
- 2752: Star League Council passes an amendment to Council Edict 2650, doubling allowable size of House militaries.
- 2753: Council passes an edict raising taxes in the Periphery, inciting a growing revolt within the Periphery.
- 2760: Border War of 2760-62 between Federated Suns and Capellan Confederation.
- 2762: (Apr) First Lord Richard Cameron signs Executive Order 156 making illegal all House armies; he is immediately forced to rescind that order by the Star League Council.
- 2763: Richard Cameron imposes Taxation Edict of 2763, further increasing taxes in the Periphery.
- 2765: Seventeen Taurian worlds secede from the Star League, signaling the beginning of the Periphery Revolution.
- 2766: (Dec 27) Amaris assassinates Richard Cameron and his entire family and takes control of the Terran Hegemony; the Amaris Civil War begins.
- 2767: General Kerensky ends SLDF action in the Periphery and strikes at the Rim Worlds Republic, capturing that nation by August.
- 2772: (July) Kerensky's campaign to retake the Terran Hegemony begins; Prince John Davion allows SLDF troops to use Federated Suns' space during this campaign.
- 2777: (Jan) SLDF begins assault on Terra.
- 2779: (Sept 30) Liberation of Terra; end of Amaris Civil War.
- 2780: (Oct 10) Star League Council reconvenes on Terra; Council strips Kerensky of title "Protector of the Realm" and names Jerome Blake Minister of Communications.
- 2781: (Aug 12) Star League dissolved.
- 2783: (Oct) Federated Suns claims Towne.
- 2784: (Nov 5) General Kerensky's Exodus.



HISTORY OF THE FEDERATED SUNS

FIRST AND SECOND SUCCESSION WARS

The dream was over. The Star League had fallen in a fit of violence that would only be surpassed by the wars that would soon come. Humanity's golden age had come to a sudden end, soon to be replaced by more than two centuries of darkness unlike anything experienced before. Hell had burst, and the demons were loose.

The Succession Wars had been brewing for many years. The only tenuous strings holding the Star League together were the Cameron family and the self-interest of the Council Lords. Once Amaris removed the Camerons from the equation, it was only a matter of time before all the flames of conflicts that had been smoldering exploded into calamitous bonfires.

The first two Succession Wars were without a doubt the worst conflicts in the history of humanity. All precepts of civility and nobility in war were thrown out, and the Ares Conventions were completely disregarded in the opening shots. Civilian populations, heretofore untouchable, were specifically targeted for destruction by nuclear, biological, and chemical weapons. No longer was it the goal of the aggressors to destroy their enemies' militaries—they sought to completely and utterly destroy their abilities and will to make war. The resulting economic and technological slide only further plunged the Inner Sphere into depression.

FIGHTING OVER THE SCRAPS

With General Kerensky and the great majority of the SLDF now out of the picture, the Lords of the five Great Houses dropped all pretense of civility. The entire Terran Hegemony, along with those few SLDF units that chose to remain behind were up for grabs, invaluable resources to the House Lords who sought to claim their "rightful" heritages as leaders of a renewed Star League.

First Prince John Davion, attempting to act like a First Lord, largely refused to allow the AFFS to loot the Hegemony (an activity the other Successor States engaged in with enthusiasm). With few exceptions, the Federated Suns had to covertly buy or steal what it wanted, using diplomacy to convince helpless worlds to ask for the Davions' protection. The world of Towner was one such exception.

An important industrial and trade hub within the Terran Hegemony and gateway to Terra itself, Towner held great potential for the Federated Suns. Unfortunately, the AFFS was not ready for the battles it faced. Even though Princes Richard and John Davion had secretly been strengthening the AFFS for decades, they had focused more on numerical than organizational strength. When both the Capellan Confederation and the Draconis Combine struck Towner, the AFFS garrison was unable to deal with the attackers. The Combine soon claimed the world for itself, dealing the AFFS its first blow of the Succession Wars era.

Dark Storm Rising

The free-for-all within the Terran Hegemony was fast coming to a head as the Successor States began to raid the worlds to which each had laid claim. The remaining SLDF forces had chosen their sides, and the militaries of the Inner Sphere were gearing up for war.

First Prince John Davion, realizing his nation was unprepared for the coming war, had to act. He dealt with the situation by nationalizing

industry, turning nearly all of the Federated Suns' production capacity towards military needs, and then he gathered his senior generals together. Davion needed to deliver a message to his opponents. He instructed his military leaders to plan an invasion of the realm they believed would most likely be planning their own invasion of the Federated Suns.

They chose wrong. They began building up forces within the Capellan March, denuding the Combine border in the process. Prince John himself made his way to the Capellan border, ready to take command of the invasion that he hoped would be his greatest success.

What the generals missed was the tremendous amount of traffic within the Combine's Galedon Military District. Initially massed to oppose General Kerensky, the troop concentration remained more than two years later, having moved to the Combine-Suns border. Under the command of Warlord Jinjiro Kurita, they waited quietly for their attack orders.

THE FIRST SUCCESSION WAR

The First Succession War is largely recognized to have begun with Coordinator Minoru Kurita's declaration in December of 2786 that he was the new First Lord of the Star League. Each of the remaining four House Lords in succession made their own claims to that posting. The storm finally erupted in February when the Free Worlds League and the Draconis Combine both struck the Lyran Commonwealth.

Prince John was still waiting for final troop dispositions along the Capellan border in May of 2787 when he received word of the Combine's assault. On 1 May, Jinjiro Kurita launched a massive precision attack on an unprecedented scale up and down the border, in many cases overwhelming defenders before they could organize a counterattack or before even a distress message could be dispatched. Three days later, Kurita followed up with a determined strike into the Clovis Combat Region, intending to crush all resistance within that region and continue with a push toward New Avalon.

Clovis itself was the key to Kurita's strike into the region. Combine forces fought hard for weeks as Clovis' defenders stubbornly held out against their superior numbers even as the AFFS commander attempted to call in reinforcements to prevent the loss of this important world. Clovis eventually fell, and with it the AFFS defense of the entire region. The door to the Federated Suns' vulnerable interior was open.

Strategic Withdrawal

It took some three weeks before First Prince Davion, from his position in the Capellan March, learned of the true nature of the Combine assault and issued new orders. The picture was bleak. Seeing no alternative, Davion ordered a full-scale retreat from the border. Though he was giving up territory, he hoped to form a new defensive line that would blunt Kurita's obvious push toward New Avalon.

The fall of Clovis shocked the AFFS, but nothing like the blow it received following their prince's retreat orders. The effects of that order were devastating. Some units refused Davion's orders, choosing instead to fight to the very end. Others just picked up and fled in panic, losing valuable men and equipment in the rout and further energizing the Combine advance.

Jinjiro Kurita took full advantage of the disarray among the AFFS. The retreat left huge gaps in the Federated Suns' defensive frontier.



He struck hard at worlds left without defenders, bypassing those with significant garrisons remaining. This strategy of planet-hopping brought Kurita closer and closer to New Avalon.

Prince John mounted a counterattack as soon as he could, though it wasn't until the following year. Leading many of the forces he'd assembled in the Capellan March, Davion struck at Kurita's flank. Reclaiming a handful of worlds, Davion's push stopped cold at Cartago. Faced there with a superior enemy, the Prince had the fight of his life, and he barely escaped the world.

The Federated Suns spent the next two years on the defensive. By that time, the Combine invaders had advanced as far as Kestrel, just two jumps away from New Avalon. Prince John had to do something. His military was desperate, his people despondent. He needed to mount another major counterattack, this one employing a massive naval fleet whose sole purpose was to destroy as many of Kurita's forces as it could.

Admiral Kenneth Jones, commander of Davion's fleet, had at his disposal more than a hundred WarShips and auxiliary vessels. He struck several systems at a time, destroying or capturing every Kurita vessel they encountered, attacking what ground forces they could find and re-supplying embattled AFFS forces. Jones hit eleven contested systems from Imbrial to New Valencia and one jump coreward before signaling his fleet to rendezvous in the Cholame system. Behind the front lines and reportedly bypassed by Kurita's forces, the system seemed a perfect waypoint to regroup before withdrawing back across the front lines.

The DMI once again failed the rest of the AFFS. The Combine's invasion armada had chosen Cholame as its own redoubt. As soon as Admiral Jones' ships entered the system, the largest naval campaign the two nations had ever fought erupted, lasting for a full six weeks. Less than a quarter of Jones' fleet escaped the system. The only comfort the AFFS could claim from this tragedy was the destruction of nearly a hundred Combine WarShips.

The Noose Tightens

As the 2790s progressed, the Federated Suns continued to experience setback after setback. Jinjiro Kurita maintained his apparently inexorable advance on New Avalon throughout the first half of the decade, ultimately landing on worlds less than a jump away from the Federated Suns capital. No matter what he or his generals tried, Prince John Davion could not halt the Kurita drive.

Worse still, the Prince had largely denuded the Capellan border of defenses in his attempts to halt Kurita. That was a temptation too juicy for Chancellor Barbara Liao to pass up. Even while fighting a war against the Free Worlds League, she dispatched troops into the Suns' Terran Corridor, snatching up the nation's final linking worlds to Terra.

The end of the Federated Suns seemed very near to many throughout the Inner Sphere. The new Capellan Chancellor, Sandol Quinn, continued to push his own forces on the road to New Avalon, stopping along the way to claim as many traditional Capellan worlds as they could. This continued through the last half of the decade before the Federated Suns was finally able to turn matters about on both borders—and then only following the worst tragedy that has ever struck humanity.

BATTLING STEINER

The AFFS' many military failures during the First Succession War have been widely criticized, but none so much as its two forays into the Lyran Commonwealth. Why would the beleaguered Armed Forces of the Federated Suns, falling back as it was on two fronts, choose to strike through the embattled Terran Corridor at the Lyran Commonwealth—perhaps its only "friend" in the Inner Sphere?

Desperation is the answer, of course. But the real question is how the Federated Suns found itself in such desperate straits so early in the war.

The Second Battle of Hesperus came in April of 2788 on the heels of a disastrous Combine assault upon the world just four months prior. Already the Suns had been at war with the Combine for an exceptionally traumatic year, its military thoroughly incapable of halting the Dragon's drive at its heart. The AFFS needed a victory over Kurita's military, but their every attempt in direct battle had failed. But perhaps they could deliver a blow to the Combine in a different way.

That was how the idea for the assault on Hesperus was born. Federated Suns agents within the Commonwealth provided plans to the underground Hesperus factories, as well as reports of significant damage done by the Combine in December of 2787. The operational planning happened while the ad hoc special operations BattleMech unit was on its way to the world. The unit would strike fast, rushing through mountain passes to enter the warehouses and loot them of their valuable 'Mechs and vehicles. Not only would the AFFS claim much-needed materiel, but it also would have accomplished something that Kurita's best and brightest had been unable to do.

The plan, of course, failed. What military intelligence had not uncovered was that its agents on Hesperus had been turned. The attack ended almost before it began. They landed in the late evening of 31 March and before dawn of the next day met the Lyran defenders. The unit was cut down in a week of running battles, the few survivors limping away.

A year later, the situation within the Federated Suns was even more hopeless. Prince John Davion's counterattack against the Dragon had come to a stunning and nearly devastating halt. He was desperate, and he would do anything to give his military just one victory. So he authorized yet another strike at the Commonwealth, this time targeting the worlds of New Earth, Thorin, and Rocky. Industrialized worlds all, their addition to the Federation would have brought urgently needed materiel to the nation.

This action, of course, was doomed to failure from the moment of conception, though before it was done at least one world—Rocky—would be rendered uninhabitable by the clashing nations.



HISTORY OF THE FEDERATED SUNS

KENTARES

The year 2796 proved to be most calamitous, one three decades earlier when Stephan Amaris fatefully overthrew the Star League in a murderous cavalcade. Coordinator Minoru Kurita was on the brink of victory, but despite his son's protests, the DCMS was not yet ready to claim New Avalon. In their march across the stars, they had bypassed many worlds and failed to completely pacify others. Worse still for the Combine forces, their supply lines had failed to keep up with them. Shipments had to originate from within the Combine proper, traveling a lengthy and sometimes dangerous route to reach the frontlines.

So the Kurita advance halted. The Coordinator wanted to wrap up those loose ends before the final drive on New Avalon. Kurita's troops concentrated on putting down pockets of resistance even as their logistics sections worked to construct forward supply dumps to support the eventual attack.

New Rhodes III was one of the worlds chosen by logistics planners for a Combine supply dump. After work there began, however, elements of the 17th Avalon Hussars still on-world struck out, destroying the significant stores of supplies already on the planet—supplies that Jinjiro Kurita's forces desperately needed—before being themselves destroyed in an heroic last stand. Their action prompted the people of New Rhodes to rise up against their oppressors, making further work there impossible. It also gave the AFFS their first victory in years. With the New Rhodes III supply chain cut, the DCMS efforts on the nearby world of Kentares IV faltered.

The Unthinkable

When Coordinator Minoru Kurita arrived on Kentares IV with the Sixth Sword of Light, he was hoping to put a quick end to the Seventh Crucis Lancers' defense of the world. To this point he had remained out of the war, trusting in his son to take care of matters within the Federated Suns. Perhaps he wanted to experience the war firsthand, or perhaps he simply wanted to give his son's forces a rest and decided to tackle Kentares himself.

Minoru Kurita arrived on Kentares to no fanfare, leading his elite BattleMech regiment into battle against the Seventh Crucis Lancers, which had been fighting a defensive campaign there for years. Initially, the Lancers bit deeply into Kurita's Sword of Light, inflicting heavy casualties. Within short order, however, the fresh Sword of Light turned the tables on the Lancers and put them back on the defensive. Then fate intervened.

Outside of the Carmelite Mountains town of New Snowfield, the Coordinator exited his *BattleMaster*, unaware of the Lancers infantry squad that had been watching over the town. From his hidden vantage point, but completely unaware of his target's identity, the squad leader fired a single shot from his laser rifle and took down what he assumed was a Kurita colonel.

Jinjiro Kurita rushed to Kentares as soon as he heard his father had been killed, though not before the Seventh Crucis Lancers were able to escape with a hastily organized rescue mission. Once there, he issued his infamous three-word order: "Kill them all." Thus began the five-month systematic execution of some ninety percent of Kentares IV's population. Fifty-two million innocent men, women, and children were slaughtered at the insane Jinjiro's direction.

The Inner Sphere was stunned. To the people of the Federated Suns, it was a clarion call. The hopelessness of a decade of military failure was replaced by rage—the Combine had to be punished for this crime.

The Kentares Massacre had exactly the opposite effect upon the Combine's troops. Morale plummeted as shame over this travesty replaced the enthusiasm of prosecuting a winning war. The Combine advance, already paused, never resumed. For the last half of 2796 and most of 2797, the shock of the massacre reverberated through both nations. For the Combine, horror and revulsion largely prevented further action, while in the Suns anger had united the entire nation's population to mobilize for war.

First Prince John Davion was making final preparations for the resumption of the war when an assassin ended his life and the life of his only child, Joshua Davion.

TURN ABOUT

Paul Davion, the 19-year-old son of Joshua Davion, took charge of the Federated Suns at a critical turning point. Though his schooling was far from complete, he understood his precarious position.

As soon as word of the Kentares Massacre spread across the Federated Suns, isolated AFFS units acting on their own struck out at nearby Combine-occupied worlds, fighting recklessly and giving no quarter. These unsanctioned attacks may have been uncoordinated, but more often than not they ended in tactical victories for an AFFS sorely in need of wins.

FATE, KARMA, OR LUCK?

The people of the Inner Sphere had long been dreading the eventual death of Coordinator Minoru Kurita. He may have been power-hungry tyrant, but his son was insane. Minoru had moderated his son's rage over the years, preventing him from unleashing his full fury on the Federated Suns. That, of course, ended with his death at the age of 91.

When Sergeant Latha Pischel of the Seventh Crucis Lancers killed Coordinator Minoru Kurita, he had no idea who he was targeting. Kurita was wearing none of the apparel of office—or at least none that the AFFS sergeant could distinguish. His dress and the markings on his *BattleMaster* all indicated he was merely a regimental commander. And so Sergeant Pischel didn't think twice about using his laser rifle to cut down the leader of the Kurita forces on the world.

Many people throughout the years, desperate for a scapegoat, have tried to blame Pischel for the horrors that Jinjiro Kurita visited upon the Federated Suns. The truth? Of course the sergeant wasn't the cause. He did his duty to the best of his abilities (though after learning of the Kentares Massacre he committed suicide rather than live with the grief he felt). Jinjiro Kurita was solely at fault. Had his father not been killed on Kentares, he would have committed some other heinous crime sooner or later following his father's death.

Sergeant Pischel may have been the instrument of fate, simply unlucky or part of a karmic backlash against the Federated Suns. No matter, the Draconis Combine paid for the sins of Jinjiro. And the Federated Suns grew to become the most powerful nation in the Inner Sphere.

—Lucyeno Toromi, Ph.D., *Making Sense of the Horror*, Ozawa



Among the new Prince's first proclamations was his approval of these attacks. He needed every victory his military could give him until he could rebuild the nearly shattered AFFS. He first focused his military on ending the threat to New Avalon, which would buy him the time he needed to complete his plan.

It took nearly a year of hard fighting, but the disheveled AFFS managed to push the Dragon off worlds like Delavan and Odell and back to Streator, more than a jump away from New Avalon, ending the immediate threats to their capital. The counter-offensive did not end, though it cooled off significantly for several years while the youthful Prince strengthened his nation and its military.

Reversing the Damage

By the end of 2798, both the Combine and the Capellan deep assaults had stalled. The Confederation, hoping to claim similar successes as had the Combine, pushed all the way to Victoria and Salem in the Crucis March. Their drive ended shortly after the Kentares Massacre, though they continued to slowly push their way through the worlds of the former Chesterton Trade Federation.

Prince Paul Davion took full advantage of the lull in fighting. He claimed the title Duke of New Avalon, which had been symbolically bestowed upon the First Lord of the Star League, and used the combined powers as First Prince and duke to further centralize control of the Federated Suns. He struck hard at regionalization within the government and the military, removing those that stood in his way and granting noble titles and landholds to those that supported him or who deserved them.

The three years between 2798 and 2801 were known as the Reformation, by the end of which the young First Prince had solidified his own control over the Federated Suns. He also made great strides toward rebuilding the AFFS. And he created the Ministry of Information Intelligence and Operations, his response to the continued failures of the AFFS' intelligence branch throughout the war.

The Prince took to the field himself and led the counterattack against the Dragon in 2801. By the end of the year, he had reclaimed the ravaged world of Kentares IV and was pushing hard against Jinjiro Kurita's still-dispirited military, slowly but surely regaining ground against them. A change had come over the AFFS. Still fueled by anger over the Kentares Massacre, the factionalization had been replaced by clear lines of command and an overriding loyalty to the Davion Prince.

Along the Capellan frontier, the Confederation had been pushed out of the Crucis March already, but the nation continued its attempts to retake the traditional Chesterton worlds that the Suns had claimed more than four centuries earlier. Davion spared precious few units to prosecute the war against the Confederation, instead concentrating upon the greater threat. AFFS garrison forces were enough to keep the Confederation largely at bay until their prince could turn his attention back to matters on that frontier.

After seven long years, Prince Paul had driven Kurita's forces back to the border of the Crucis and Draconis Marches. With every victory against the Dragon, the AFFS grew stronger and more confident, further propelling it forward against the demoralized DCMS.

Stopping to rest briefly, he received a remarkable and very public proposal from Chancellor Ilsa Liao in 2808. She would agree to give up all claims to the Star League's First Lordship and would further support Davion in his own bid for power. In return, she "only" wanted the Prince to

cede claim to the Chesterton worlds—most of which had already been captured by the Confederation—back to their "traditional" masters.

First Prince Paul Davion had no intention of giving up worlds that had been a part of the Federated Suns for longer than the Confederation had even existed. His response was certainly more than enough to deliver that message to Liao. Dispatching the Third and Fifth Crucis Lancers to retake worlds Liao had managed to capture a decade earlier, he re-energized his Capellan March defenders as they continued to struggle against the Chancellor's armies of conquest.

He bided his time along the other front, giving his troops a much-needed rest and taking the time to build up enough supplies to support a renewed offensive. That began again ten months later, inspiring much anxiety in Kurita's military. Rested and re-supplied, the AFFS struck hard, oftentimes facing little organized opposition. It wasn't uncommon for Combine units to break at the sight of Federated Suns DropShips—a complete turnaround from the situation a decade earlier.

Perhaps emboldened by his victories on the Draconis frontier, Prince Davion focused more of his attention on the Capellan problem. He pulled garrisons from the interior of the nation to reinforce units battling for the Chesterton worlds. His greatest victory came on Chesterton itself in 2812, however; receiving word of a planned Capellan assault upon the world, he positioned forces there in ambush. They struck after allowing the Capellans to land, routing the assault force in just a few days' time. More than a third of the Liao force was eradicated, and the rest retreated from the world in tumult, deeply wounding Liao's military for years to come. Ilsa Liao continued her fight for the Chesterton worlds, but the AFFS had bested her, and the Capellan campaign ultimately fizzled.

Six more years of heavy fighting saw the Federated Suns reclaim nearly every world it had lost to the Dragon in this war. The Draconis March was reclaimed, Kurita's military pushed back across the pre-war border. There, the Prince halted his drive. He knew he had won his gains as much through the determination of his people as the languor of the Dragon. The fight against the Dragon had been long and costly, and his nation needed another rest.

Ceasefire and Truce

Between 2818 and 2821, fighting on both fronts tapered significantly. In the Draconis March, AFFS troops warily watched the border while mopping up the few pockets of Combine resistance still active in the region. The great majority of dwindling resources went toward reconstruction, repairing the terrible destruction Kurita's forces had visited upon the people of the Federated Suns.

Prince Davion focused most of his military forces within the Capellan March during these years, continuing their slow advance against the Confederation. This attention ultimately brought Chancellor Ilsa Liao to the negotiation table with a far more humble proposition than before. After the Free Worlds League and the Lyran Commonwealth concluded their years of warfare with a truce in May of 2821, the Chancellor proposed a similar ceasefire. The truce came into effect in September, ending the war with the Capellan Confederation.

Jinjiro Kurita never came to the negotiation table with either Prince Paul Davion or Archon Richard Steiner. However, even the Dragon had become exhausted. The First Succession War was over in all but name, giving each of the Successor States much-needed time to breathe.

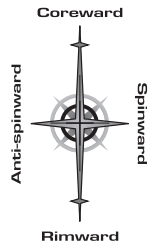
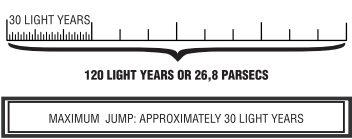


PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

FEDERATED SUNS
after
First Succession War (2822)
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LEGEND





SECOND SUCCESSION WAR

Now that the war was finally over, Prince Paul could concentrate fully on completing the reforms he'd begun nearly twenty-four years earlier. He placed members of his family into key positions within the government and military, giving him even greater control of his nation. Publicly, he presented himself as the leader that would ensure peace for the next thousand years. Among his closest advisors, he acknowledged that this time of peace was only a lull and would end sooner rather than later.

He concentrated his nation on two goals: rebuilding the damage done by the war and rebuilding the AFFS so that it would be ready for the next war. Fleets of Red Cross Wagon Trains, so named because of the huge red crosses painted on the sides of the JumpShips and DropShips participating in the program, were dispatched to the hardest-hit worlds.

Even as his nation was focused on reparations, Prince Paul dispatched negotiators to Sian to seek repatriation of thousands of Suns prisoners of war still held by the Confederation. Chancellor Ilsa

Liao, still reeling from Davion's refusal to grant her the Chesterton worlds, was not about to make this an easy or inexpensive proposition. She dragged out negotiations even as she put all of the POWs on trial for warcrimes. Her demands, in Davion's estimation, were out of line, but after she publicly executed twenty senior officers, including a marshal and two full generals, on Christmas Day of 2822, the prince gave in to her demands. He shipped many thousands of Capellan POWs, along with a ransom of thousands of tons of valuables, in two JumpShips, securing the release of the prisoners. Though expensive, the prince's action further ensured the loyalty of his military and bought him a morale boost that his troops would soon need.

War Looms

Coordinator Jinjiro Kurita's mental health deteriorated significantly after the end of the war. By the end of 2824, he was only barely coherent. In a fit, he ordered the formation of the "Chain Gangs"—three regiments of criminals and misfits given rudimentary training and equipped with barely functional BattleMechs—and dispatched

TIMELINE: FIRST SUCCESSION WAR

- 2785: (Feb) Combine and Confederation forces raid the world of Towne.
(Sep) The Combine mounts a major assault upon Towne, taking the world and setting up the Towne Debacle.
- 2786: (Mar) Prince John Davion makes the fateful decision to concentrate the AFFS for an attack upon the Confederation.
(Dec) Coordinator Minoru Kurita proclaims himself First Lord of the Star League; every other House Lord makes the same proclamation in short order, directly leading to the beginning of the First Succession War.
- 2787: (1 May) Draconis Combine begins a massive assault upon the Federated Suns' Draconis March.
(Oct) Capellan forces, already at war with the Free Worlds League, strike into the Suns' Terran Corridor, capturing several worlds.
- 2788: (Feb) First Prince John Davion leads a counterattack against the DCMS advance.
(Apr) An AFFS special operations force attacks Hesperus II, initiating the Second Battle of Hesperus.
(Jun) Prince John's counterattack takes him to Cartago, where the AFFS advance is stopped by the DCMS; Prince John barely escapes the world with his life; the AFFS adopts a strategy of slow retreat against the Combine.
- 2789: (Sept) AFFS units infiltrate the Commonwealth's Terran Corridor and attempt to capture much-needed supplies and resources; the LCAF puts a quick end to the incursion.
- 2790: (Jan) At the head of a massive fleet, Admiral Kenneth Jones launches a naval counterattack against the DCMS.
(Mar 9) Beginning of the Battle for Cholame.
(Apr 17) End of the Battle for Cholame; Admiral Jones' fleet loses more than 75 percent of its forces but destroys a similar number of Combine WarShips.
- 2796: The DCMS advances to within a single jump of New Avalon.
(Jan) Battle of New Rhodes III; the AFFS is energized by this victory and the DCMS loses significant supply stores; Kentares IV is chosen as location for a new DCMS supply dump.

- (Apr) The Confederation again attacks the Suns' Terran Corridor, ultimately taking the rest of the worlds there and cutting the nation off from Terra.
- (Jun) Coordinator Minoru Kurita leads the 6th Sword of Light to pacify Kentares IV.
- (Aug 9) Coordinator Minoru killed on Kentares IV.
- (Aug 28) Prince John Davion orders a total retreat from Kentares IV.
- (Sept 11) Jinjiro Kurita orders the Kentares Massacre; 52 million civilians are murdered over the next five months.
- 2797: (Feb 15) Jinjiro Kurita leaves Kentares IV and returns to the Draconis Combine.
(Oct) AFFS units begin a long series of unsanctioned attacks against Combine occupiers in retaliation for the Kentares Massacre.
(Dec 9) First Prince John Davion and his son are assassinated; his grandson, Paul Davion, succeeds him.
- 2798: Prince Paul begins the Reformation, a process that will take three years and further strengthen the Federated Suns, its military, and the power of the First Prince; the AFFS pushes the DCMS back to at least two jumps from New Avalon.
- 2801: (Mar) Prince Paul Davion launches a massive counterattack aimed at reclaiming Kentares IV and the rest of the Draconis March.
- 2808: The AFFS reclaims the last portions of the Crucis March from Combine invaders.
(Apr) Chancellor Ilsa Liao proposes to recognize Paul Davion as First Lord in exchange for the Chesterton worlds; Prince Paul responds by dispatching forces into the embattled Capellan March to retake key Chesterton worlds.
- 2812: (May) Battle for Chesterton begins, resulting in a crippling loss for the Confederation; the victory further fuels the AFFS in the region.
- 2818: The AFFS pushes the Combine back to its pre-war borders in the Draconis March.
- 2821: (Sept 24) Ceasefire between the Federated Suns and Capellan Confederation negotiated.
End of the First Succession War.



HISTORY OF THE FEDERATED SUNS

them on missions of destruction against the Federated Suns and Lyran Commonwealth. He hoped the Chain Gangs would significantly damage the infrastructure of those two nations. Instead, the great majority surrendered or ran at the first sign of opposition.

In the next years, the Combine found itself threatened by the mysterious appearance of the Minnesota Tribe and tangled with the Lyran Commonwealth. That gave Prince Paul the freedom to concentrate on Ilsa Liao and her Capellan Confederation. He built up forces on the world of Orbisonia in expectation of striking deep into the Confederation when the Chancellor herself led an assault on the world. Suns' forces struck the Capellans hard, sealing the Chancellor's fate; Ilsa Liao died as she tried to lead what little remained of her forces in retreat.

The Second Succession War didn't begin with a declaration of war or a particular attack. In fact, it was a gradual progression from ceasefire to raids to all-out war. For the Federated Suns, one could consider the action on Orbisonia the start of the war, though most historians place the official commencement of hostilities in the latter months of 2830.

Before war overtook the Inner Sphere again, the Federated Suns responded to Ilsa Liao's ill-fated action on Orbisonia. First Prince Paul Davion moved his field headquarters to the Capellan March capital of New Syrtis in mid-2829, investing an officer named Damien Hasek as duke of the world and giving him responsibility for the entire march. He built up his forces for the eventual strike that would take him deep into the Confederation. The assault began in early 2830, bringing both New Avalon and Sian back into direct conflict.

Suns at War

Even as the Capellan assault kicked off, Prince Paul's intelligence services warned him of impending Combine aggression. This allowed the AFFS to move additional defensive forces into place on the targeted locations along the border.

The Combine proved a miserable failure thanks to the intelligence coup, coaxing the Dragon into a defensive posture that allowed Prince Paul to strike out at the nation he truly wanted to cripple: the Capellan Confederation. The Capellan border erupted as Suns line regiments hit world after world. Davion first targeted the Chesterton region, reclaiming those worlds taken during the First Succession War. That allowed the Prince to judge the Confederation's capabilities, as well as those of its new Chancellor, Laurelli Liao. It also gave Hasek the time to complete his prince's first assignment: doubling the forces available in the Capellan March.

By 2832 the time was right for the next phase of the Prince's plan. As the fighting continued all along the border, Davion set his sights on the industrial world of Tikonov. If he could take that world, he could cripple Liao. Unfortunately, Tikonov would prove a far more difficult objective than predicted; three separate invasion forces in as many years failed to secure the world for the Prince, who was ultimately forced to give up on that particular dream (it would finally be his great-great-grandson, Hanse Davion, who would claim the world some two hundred years later).

Progress on the Capellan front was mixed, Tikonov notwithstanding. The AFFS remained focused on the Chesterton region, working rimward to build a greater buffer zone. The shock dealt to the Confederation at the end of the First Succession War and again at the

outset of this war was wearing off; the Liaos had lost many veteran MechWarriors to the Federation, but the renewed fighting was turning new recruits into hardened vets.

With progress slowing on the Capellan front, Paul Davion turned back toward the Combine. For the past several years, Jinjiro Kurita's madness had rapidly progressed, hurting the Dragon's ability to prosecute the war. The DCMS made a handful of successful deep raids into the Draconis March against important industrial worlds, but realized no material gains. Jinjiro was finally replaced in 2837, though with his ineffectual brother who was killed by his own palace guards a year later. That ushered in Yoguchi Kurita, who spent the next two years planning a two-front war with the Federation and Commonwealth.

When the Dragon struck in 2840, Paul Davion was ready for them, transferring the bulk of his reserves from the Capellan front to the Draconis front. The prince pushed his military in two directions, one responding to the Dragon's feint in the spinward reaches around Bryceland, while the other one targeted the "Liao-Kurita Seam"—the border between the Confederation and Combine in what used to be the Federated Suns' Terran Corridor. The AFFS fought hard for two years, taking world after world in both regions, before succumbing to the unexpected. First Prince Paul Davion died in July of 2842, dealing a blow to the Federation's war drive.

THE PEACE PRINCE

From the moment he assumed the Principality, it was obvious that Michael Davion was going to be a very different leader than his father. He was interested far less in matters of war and accumulation of power than he was in peace and the accumulation of wealth—wealth of knowledge and national prosperity. He acted to preserve the technology and bits of pre-Succession Wars culture that were rapidly becoming extinct, but he also forwarded a strategy of goodwill with the nation's bitter enemies. He united many of the civilians behind him in his policies, but at the same time alienated the very military that he needed to maintain the security of his nation.

Peter Davion, brother to Paul and uncle to Prince Michael, took command of the AFFS as "Prime Marshal" after Michael's rise to power, continuing the campaign that his brother had begun. His nephew gave his efforts little attention, however, concentrating instead on bringing about peace. At first the new prince offered to initiate ceasefires on some of the most hotly contested worlds, ultimately offering to cede whole worlds to the other nations in exchange for peace—and their support of his claims as First Lord.

Despite the secrecy surrounding these proposals, word of them leaked. The pacifistic prince soon found himself with a military wholeheartedly opposed to his rule as well as a civilian populace that no longer trusted him. Morale within the nation plummeted, and for the first time in the history of the Federated Suns the loyalty of the nation's military was at question. Prince Michael faced three separate attempts upon his life during his first years of rule, as well as a junta ready to place the prince's uncle on the throne.

It was Prime Marshal Peter Davion that ended the threats against his nephew's life and Principality. Publicly pledging his unflagging loyalty to Michael Davion, he promised to defend both his prince and his nation with his life. That quieted most of the discord within the nobility and military, which Peter continued to lead to victory after victory.



THE HASEK LEGACY

From the time Prince Alexander abolished the Five Princes to the investiture of the Hasek family as ducal leaders of New Syrtis, the Capellan March had been ruled by a series of nobles, few of whom remained in that position for more than two or three generations. During the First Succession War, four march lords were killed in battle, while two more received such grievous injuries that they were unable to continue in their positions. Even during the Star League era, the Capellan March experienced a considerable turnover of noble leaders, though that was due primarily to personality conflicts and political infighting.

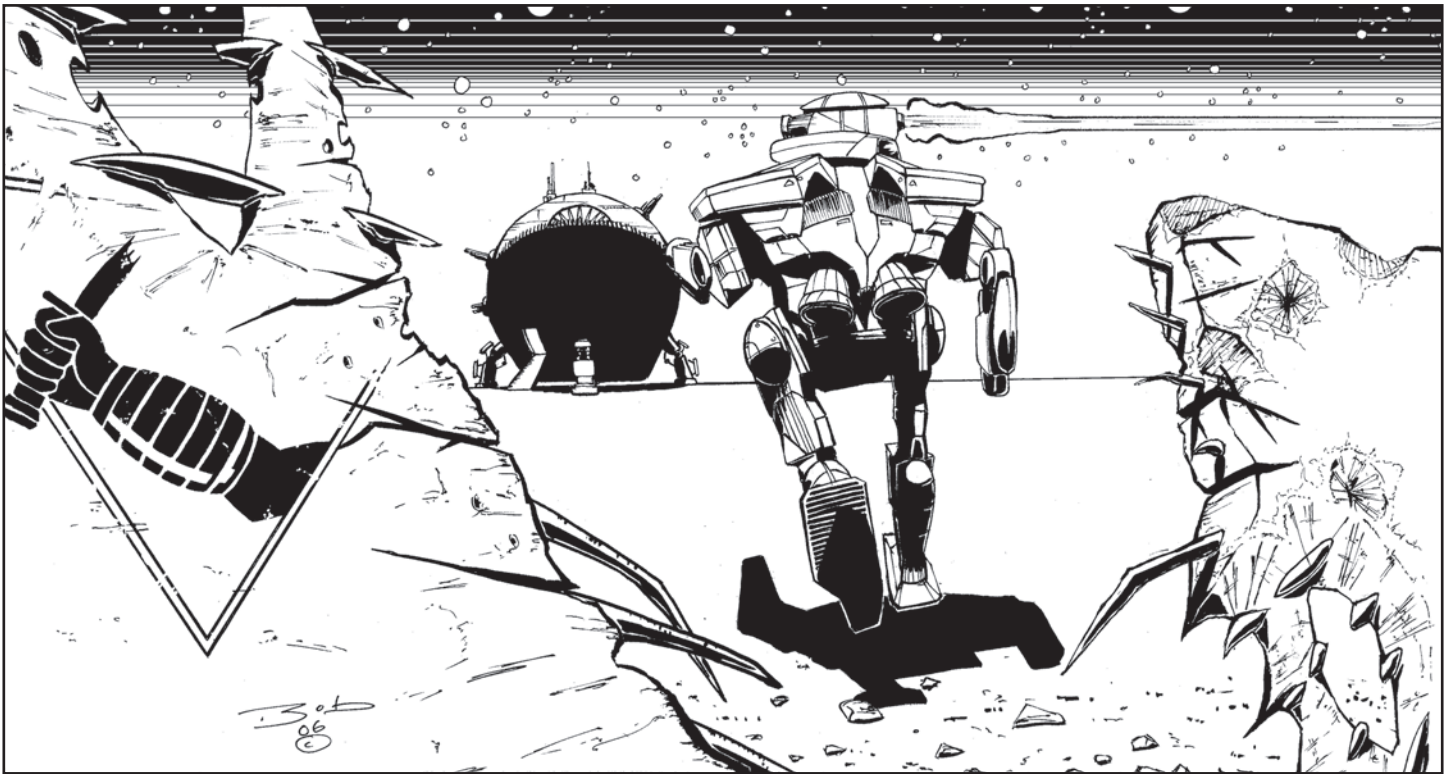
When First Prince Paul Davion made Colonel Damien Hasek the Duke of New Syrtis, he did so because he needed a devoted officer who also held the loyalty of the region's people to help him prepare for the upcoming invasion of the Capellan Confederation. What was a purely political decision, however, proved to be a truly inspired pick.

Colonel Hasek had proved his loyalty and skill in the Battle for Demeter in 2828. While Damien commanded the Fourth Syrtis Fusiliers BattleMech regiment, a Capellan heavy raiding force struck the world and decimated his regiment. He and his MechWarriors held out for weeks, delivering numerous tactical defeats to the Capellan raiders before finally driving them from the world. Hasek became a hero of the Capellan March thanks to that action, a position he used to great effect when tasked by Prince Paul with doubling the size of the region's standing military forces.

Duke Damien, and later his son Orlando, served ably, supporting Davion's assaults into the Confederation with Orlando Hasek assuming command after Prince Paul turned to focus on the Draconis front. Their scions continued a tradition of aggressive military operations coupled with a policy of strong civil support, providing the people of their march—especially natives of those worlds recently absorbed into the Federation—assistance in dealing with famine, disease, and war-related damage.

Duke Michael Hasek-Davion was, in the end, an aberration in an otherwise exceedingly loyal family. Though his father, Duke George, had worked to fortify his family's political standing within the Federation and further secure the loyalty of key Capellan March officers and nobles, he never once acted against the interests of the nation. Duke Michael's treason, on the other hand, nearly handed his nation over to the hated Liaos—though it was decades before the actual details of his crimes came to light.

—Eyna Qonz, *Noble Families of the Federated Suns*, El Dorado Publishing, 3054.





HISTORY OF THE FEDERATED SUNS

What Could Have Been

The question of Prince Michael's priorities took its toll on the prince's military, which slowed its progress on both fronts. Still, the AFFS continued to conquer world after world from both the Capellan Confederation and the Draconis Combine. Peter Davion focused on the Draconis front, including the one-time Suns' agricultural world of Tishomingo. Rich in foodstuffs and water, it was also home to a rabidly pro-Kuritan transplanted population, a strong secret police that kept the rest of the populace in line, and a strong Kurita garrison, recently reinforced with the Fourth Sword of Light.

That prompted Prime Marshal Davion to commit a sizeable assault force of twenty complete regiments to the seizure of the world, including four BattleMech regiments. Davion quickly overwhelmed the Combine defenders, scattering the Sword of Light and pushing the rest of the Kurita regiments into retreat. The fight over, Davion moved on with the bulk of his forces, leaving behind a minor garrison.

In short order, the AFFS troops faced a powerful underground opposition. What no one realized for months was that Coordinator Yoguchi Kurita himself was orchestrating the response. He had led the Sword of Light to the world and, trapped there, had taken charge of the underground rebellion, hoping to draw his own military—which believed he was dead—back to Tishomingo.

Prime Marshal Davion learned of the Coordinator's plight on Tishomingo and returned, but not with enough strength to capture Kurita or hold the world from the Combine's rescue mission. The DCMS saved their Coordinator (though upon his return to Luthien he was assassinated by the famed Lyran agent "Snow Fire"), but Paul Davion took the world.

The new Coordinator, Miyogi Kurita, was determined to take revenge upon the Lyran Commonwealth for his brother's death. As

a result, he directed his military to take a defensive posture on the Suns-Combine border, a state that Prince Michael was happy to accept. Prime Marshal Peter Davion turned his aggressive campaign into one of consolidation, using the time to give his soldiers a much-needed rest.

Miyogi's Marathon and Dainmar's Disgrace

Miyogi Kurita had hoped to strike a blow to the Lyran Commonwealth by taking the key world of Hesperus II, but rather than claiming that rare gem he lost ten regiments and most of what remained of his WarShip fleet. That prompted him to push forward a new strategy, one aimed at both the Commonwealth and the Federated Suns.

Kurita's Marathon strategy was a two-front war that kicked off in 2854. In the Federated Suns, it began with an invasion of the devastated Kentares IV, which the AFFS had turned into a forward logistics base. Intending to strike quickly and steal what supplies they could, Kurita's forces instead drew a significant counterattack from Prime Marshal Davion. Kurita responded by adding more units to the fray, turning the battle into a drawn-out campaign that would last years.

Unfortunately, Davion didn't suspect that the Kentares attack was just the beginning of a much larger operation. Soon thereafter, the DCMS truly began its Marathon assault upon the Federated Suns, starting with the world of Rochester and followed shortly by Robinson, the capital of the Draconis March.

Coordinator Miyogi Kurita led the invasion of Robinson himself, commanding four elite Sword of Light BattleMech regiments and ten conventional regiments. Though he faced a nearly equal AFFS force, he had skill and the fanatical—almost suicidal—support of his

THE RAPE OF ROBINSON

We're receiving reports from agents and patriots on Robinson. Matters there are far worse than we could have imagined. As expected, the DCMS has imposed martial law. They've shipped in half a dozen infantry regiments to keep order, in addition to the units they still have on-world. Damage to the world is difficult to assess at this point, though we know the DCMS invaders used at least seventeen atomic weapons to destroy our bases on the world, plus an unknown number of chemical and biological agent strikes during active combat operations on the world.

Before our withdrawal, we had estimates of anywhere between 450,000 and 2.2 million casualties, power and utilities disrupted to 40 percent of the planet's population, and systematic attacks upon key non-military targets to prevent local defenders from using roads, railways, and aerospace ports. We also heard reports of Combine tampering with water and food supplies, poisoning Robinson's people with a variety of chemical agents and diseases.

The truth is only now beginning to come out. Reports from our trusted agents on the world, combined with intercepted DCMS communiqués, shows the costs to be far worse: at least 8 million dead, 12 million more wounded, and nearly 70 million displaced. Of those, less than two million were killed and twice that wounded in battle. The rest were victims of the DCMS' chemical and biological attacks.

Worse still is their methodical pillaging of the world. Agricultural stores have been raided and shipped off-world. Industrial output has likewise been stolen, so much so that, in many cases, there aren't enough spare parts available to repair the world's power and communications grids. Combine soldiers are stealing everything they can, evicting citizens from their homes and taking possession of the buildings. Unless something happens soon, a worldwide famine will strike. Likewise there are indications that multiple disease outbreaks—some initiated by Combine biological attacks—will ravage Robinson's population unless critical medications are made available ...

... the ISF has arrived in force and is being very—in their own words—"proactive" in uncovering the resistance cells on the world. The resistance, consisting of active and retired AFFS personnel, militia members, and a significant civilian force, is largely unorganized but has claimed a number of successful attacks upon military and political targets. I can only hope they are able to hold out long enough for us to send a relief force to end the Kurita's typically brutal occupation.

—Duke Arkaby Davion (Minister of Foreign Relations 2841-2873), *Personal Journals*, 19 Jan 2859.



samurai on his side. With Draconis March strategic reinforcements out of position to deal with the Kentares attack, Peter Davion was unable to respond in time to save the world. After suffering heavy casualties, the defenders retreated from the world, ceding what many considered the soul of the Draconis March to the hated Kuritas in 2858.

The loss of Robinson deeply wounded the Armed Forces of the Federated Suns, especially units hailing from the Draconis March. While the world had been assaulted and taken during the First Succession War and only cleansed of the final Combine insurgents less than two decades earlier, this attack was nonetheless devastating. Morale plummeted among units in the region. The AFFS was able to hold Kurita gains to just a few worlds but was unable to mount a significant counterattack to retake Robinson. Ultimately, fighting on the front drew to a stalemate.

Prince Michael and his uncle needed to refocus their military, as well as their citizens. Turning about once again, Peter Davion returned to the Capellan frontier in 2860. Even though this had been a secondary front for most of that time, the Federated Suns had made incredible gains at the Confederation's expense for the past three decades. The Confederation had likewise lost numerous worlds to the Free Worlds League. Nevertheless, its military had gained significant experience and, in many cases, its borders had shrunk to the point that reinforcements could respond quickly to any front. In short, the fight for Capellan worlds was becoming harder and harder.

In fact, Prime Marshal Paul Davion narrowly escaped death and capture on the world of Cammal when faced with the Capellan fanaticism. What saved him wasn't skill or the quick action of his compatriots. Instead, Chancellor Dainmar Liao, the ineffectual son of Laurelli Liao, ordered a general retreat from the world. That began a short but decisive campaign against the Confederation in 2861, led by Prince Michael's daughter, Colonel Melissa Davion, and ordered by the prince himself. After a short series of feints and spoiling attacks on the part of Capellan March troops—including a daring raid targeting the world of Sian on the part of the Seventh Crucis Lancers—Colonel Davion struck out at the world of St. Ives, a Capellan commonality capital and current home of Chancellor Dainmar Liao.

The Davion Assault Guards, with the Davion scion at its head, entered the system secretly and made landfall before the planet's garrison

could respond. Colonel Davion then split her force in two, one directly taking on St. Ives' massing defenders and the other driving deep into Tian-ten, the world's capital, to assault the Chancellor's palace. Though unable to capture the building or the bunker deep beneath it in which Dainmar was cowering, they surrounded it and so intimidated the pathetic Capellan Chancellor that he immediately sued for peace with the Federated Suns. Signed in January of 2862, the treaty not only ended the war on the Capellan front, it permanently recognized Suns' ownership of the worlds claimed from the Confederation in this war.

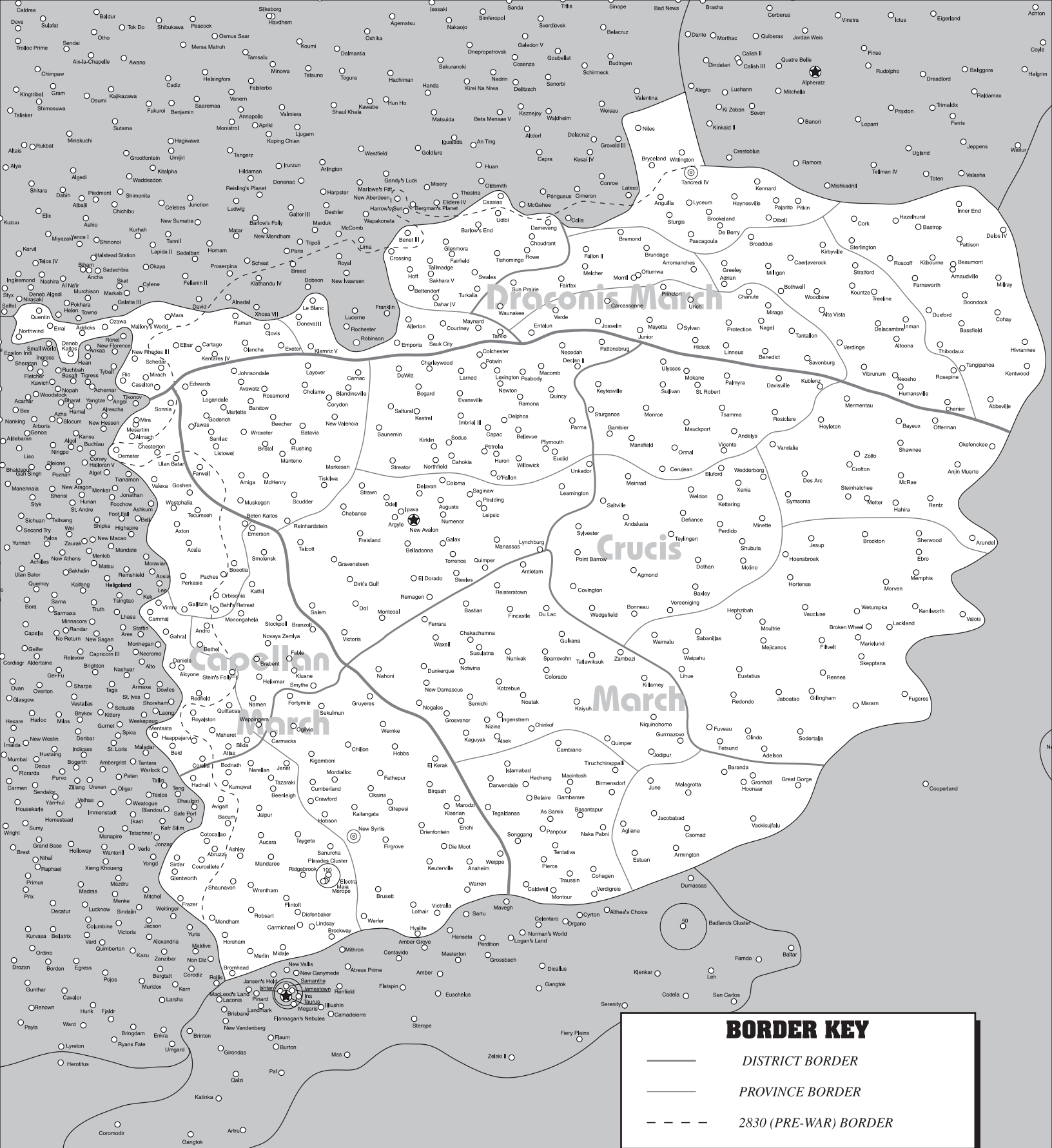
The End

With the Capellan border now secure by a towering victory over the Liaos, the Prince and his Prime Marshal could once more look toward the Draconis front. Yet three decades of unrelenting warfare had taken its toll on both sides. Davion's military could only mount a weak offensive in the Robinson region, not nearly enough to drive off the Dragon's defenders. But likewise neither could the Dragon respond with force.

The Second Succession War pattered to an end in 2864. In fact, the last two years consisted of little more than raids and threatening troop movements on the part of nearly every Successor State, exhausted as they were by three decades of relentless warfare that continued to target industrial, technology, and civilian population centers. The long and dark spiral down started by the First Succession War continued unabated.

As 2864 dawned, a desire for true and lasting peace came over many of the Inner Sphere's political and economic leaders. Prince Michael, having never given up on his quest for peace, forwarded his own proposals to the other Successor States. At the same time emissaries from the Lyran Commonwealth and the Free Worlds League made their way around the Inner Sphere. Archon Elizabeth Steiner ultimately called representatives from each of the Successor Lords to New Earth in November of 2864 in hopes of signing an official, lasting treaty. These talks ended both quickly and poorly, however, with each of the representatives demanding concessions none of the others were willing to grant.

Nonetheless, the war was over and peace reigned—for the time being.



BORDER KEY

- DISTRICT BORDER
- PROVINCE BORDER
- 2830 (PRE-WAR) BORDER

PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

FEDERATED SUNS

after

Second Succession War (2864)

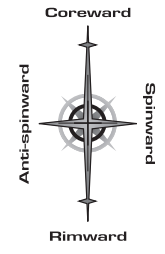
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LEGEND



120 LIGHT YEARS OR 26.8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





THIRD SUCCESSION WAR

Mere words cannot express the horror, devastation, pain, death, and loss visited upon humanity by almost eight decades of near-constant warfare. Nothing and no one was spared the ravages of the first two Succession Wars. The militaries of the Great Houses, of course, were hit particularly hard. Once-massive armies were cut down to mere shadows of their former greatness, while the gleaming ships of the line and fearsome dreadnoughts of the Star League-era navies became extinct. Eighty years of fighting had very neatly reduced the great armies to barely coherent masses fighting over the scraps of a fallen mighty empire.

If that had been the worst of it, history would have categorized the First and Second Succession Wars as little more than mere footnotes in the annals of armed conflict. But it wasn't. Entire cities were wiped away by nuclear fire and orbital bombardment in an attempt to cow an enemy's people into despair or surrender. Universities and advanced factories were destroyed, crippling an enemy's ability to make more war materiel, but also ultimately plunging humanity into a dark age—almost literally bombing them back into the Stone Age.

Soon, the loss of "battle tech" was complemented by the loss of more common—and vitally necessary—technologies, such as water purifiers, atmo processors, limb and organ replacement techniques, and even high-speed computers. Once-common baubles suddenly became priceless artifacts of "lostech"—all in the course of less than a century.

This, of course, did not prevent the Successor Lords from once again resorting to war to in order to satisfy their selfish desires to rule over all of humanity. They did, however, ultimately come to realize that irreparable damage had been done, and if they were to

prevent their own nations' continued slide into darkness, they would have to change how they prosecuted their wars. That realization, when combined with their increasing inability to field large armed forces, led to a significant paradigm shift that shaped the Third Succession War.

WAR UNLEASHED

Interstellar peace reigned for a mere two years before the outbreak of the Third Succession War in 2866. During that time, each of the Successor States licked their wounds and rebuilt what they could of their shattered militaries. For the Draconis Combine, this was also a time of internal revolution as Coordinator Miyogi Kurita secretly battled his own sister for control of the nation, using the Dragon's Internal Security Force—the ISF, or secret police—as a proxy. Though the DCMS largely remained out of this fight, the behind-the-scenes troubles impacted every sector of Combine society.

The AFFS High Command learned of Miyogi's "Shadow War" through agents placed within the Kurita hierarchy and immediately made plans to take advantage of the Dragon's weakness. Both General Carl Davion and Colonel Melissa Davion, Prince Michael's two eldest children (the former also Heir-Designate), lobbied their father hard to launch an immediate invasion. Still an idealistic peace-loving ruler, if now more mature, the prince refused to break the peace.

His decision angered many senior officers within the AFFS, including his two children. Once again Prime Marshal Peter Davion was the moderating influence, calming the discontent within the nation's military. The elder Davion kept the peace by focusing the AFFS on training and making plans for the war that was inevitably coming.

TIMELINE: SECOND SUCCESSION WAR

2822: (Oct) Federated Suns ambassadors arrive on Sian to negotiate for the return of AFFS POWs.
(Dec 25) Chancellor Ilsa Liao executes 20 of the AFFS POWs.
2823: (Jan 30) Prince Paul accedes to Liao's demands, freeing the POWs.
2824: (Dec) Coordinator Jinjiro Kurita dispatches the "Chain Gang" missions.
2828: (Jun) Chancellor Ilsa Liao leads an attack on Orbisonia; the attack is repulsed with heavy Capellan casualties; Ilsa Liao is killed in the battle.
2829: (Jul 7) Prince Paul moves his field HQ to New Syrtis and names Damien Hasek Duke of New Syrtis.
2830: (Feb) Prince Paul Davion's Capellan campaign begins; Draconis Combine attacks both the Federated Suns and Lyran Commonwealth.
(Nov) Kurita General Motochika orders razing of Dahar IV; by now, the Second Succession War has erupted across the Inner Sphere.
2832: First Battle of Tikonov.
2833: Second Battle of Tikonov.
2834: Third Battle of Tikonov.
2840: (Jul) DCMS forces begin a new offensive against the Federated Suns; Prince Paul is ready for that offensive and orders the AFFS to counterattack near Bryceland and the Liao-Kurita Seam.

2842: (Jul 4) Paul Davion dies and is succeeded by his son, Michael.
2843: Prince Michael Davion begins a decade of peace proposals to the Combine and Confederation; this results in a loss of confidence in him; he appoints his uncle, Peter Davion, as Prime Marshal of the AFFS.
2846: (May) Prime Marshal Peter Davion is approached by a cabal of officers who want to overthrow his nephew; he publicly pledges his loyalty to Prince Michael.
2849: (Mar) Prime Marshal Peter Davion captures Tishomingo, nearly killing Coordinator Yoguchi Kurita; Kurita organizes a resistance movement on the world; Kurita later escapes.
2850: Upon returning to Luthien, Yoguchi Kurita is killed by Lyran agent "Snow Fire."
2854: (Apr) DCMS forces attack Kentares IV.
(Jun) Beginning of Miyogi's Marathon.
2858: (Aug) DCMS captures Robinson.
2860: (Jan) Prime Marshal Peter Davion refocuses on the Capellan front.
2861: (Jul) Colonel Melissa Davion strikes St. Ives, forcing Dainmar Liao to sue for peace.
2862: (Jan) Dainmar Liao signs peace treaty with the Federated Suns.
2864: End of the Second Succession War.
(Nov 9) New Earth Peace Talks commence but break down seven weeks later.



Pendragon

That war dawned in March of 2866 when the Combine invaded the Lyran Commonwealth's Isle of Skye. The AFFS senior leadership once again petitioned their Prince for permission to strike out at the Dragon, this time with Peter Davion's support. Recognizing the inevitable, First Prince Michael could no longer refuse. Operation PENDRAGON jumped off almost immediately, seeing much of the Draconis Front erupt into battle, particularly around the Robinson area.

At the same time, Field Marshal Jerome Hasek was keeping watch over the Capellan frontier. Shortly after the beginning of the Third Succession War, Chancellor Dainmar Liao stepped down as Capellan leader in favor of his far more capable son Otto. Realizing that it was only a matter of time before the new chancellor repaired the damage his father had done to his military, Field Marshal Hasek, on his own authority, attacked the Confederation. Hoping to deal as much damage as possible before his Prince could order him to stand down, he hired a significant mercenary army to complement the Capellan March's own forces and struck out. He made some moderate gains before stalling on Verlo where, after the mysterious disappearance of the Clinton's Cutthroats mercenary unit, the Capellan defenders crushed Hasek's attackers, ending the field marshal's career. Hasek's generals continued his campaign, though, steadily pushing their way towards Sian over the years.

Back on the other front, the AFFS was making slow progress. But by the beginning of the 2870s, intelligence reports were beginning to show a problem within the DCMS along the entire front. Supply problems became evident after the surprise capture of Colia in 2872 by an AFFS force that was otherwise trapped and outnumbered. POW interrogations illuminated a larger systemic problem within the DCMS; Combine generals were bickering with each other, bureaucrats were mucking matters up, and correct supplies were not being delivered.

Then Prince Michael died in 2873, leaving the Federated Suns in the hands of General-cum-Prince Carl Davion. Peter Davion stepped down from his position at the head of the AFFS upon the more-than-capable Prince Carl's accession to the throne. Yet instead of directing the war effort from New Avalon, the new prince took command of the Fourth Davion Guards and headed to the Draconis front.

Their prince's personal presence, combined with the severe problems the DCMS was facing, emboldened the AFFS, which struck hard during the next several years, claiming world after world and striking out at important systems like David, New Ivaarsen, and Towne. Davion himself took charge of the David assault in 2876.

Facing an entrenched and motivated enemy force, the prince pushed his Guards into a frontal assault on Fort Tighe, a veritable fortress and the Combine command center. Under heavy fire, Prince Carl led the attack, breaching the fort's wall before he succumbed to the massed fire. Frenzied by their prince's sacrifice, the Guards took the fort and ultimately claimed David for the fallen Davion.

MILITARY REFORMATIONS

General Melissa Davion, from her own position on the Draconis Front, made her way to David to claim her brother's body and ravaged *Marauder* before returning to New Avalon to assume the mantle of leadership. Where Carl Davion wanted only to lead men—and by extension, his nation—in victory, Melissa Davion wanted a nation that could be victorious in war. She had studied in depth the problems

CLINTON'S CUTTHROATS

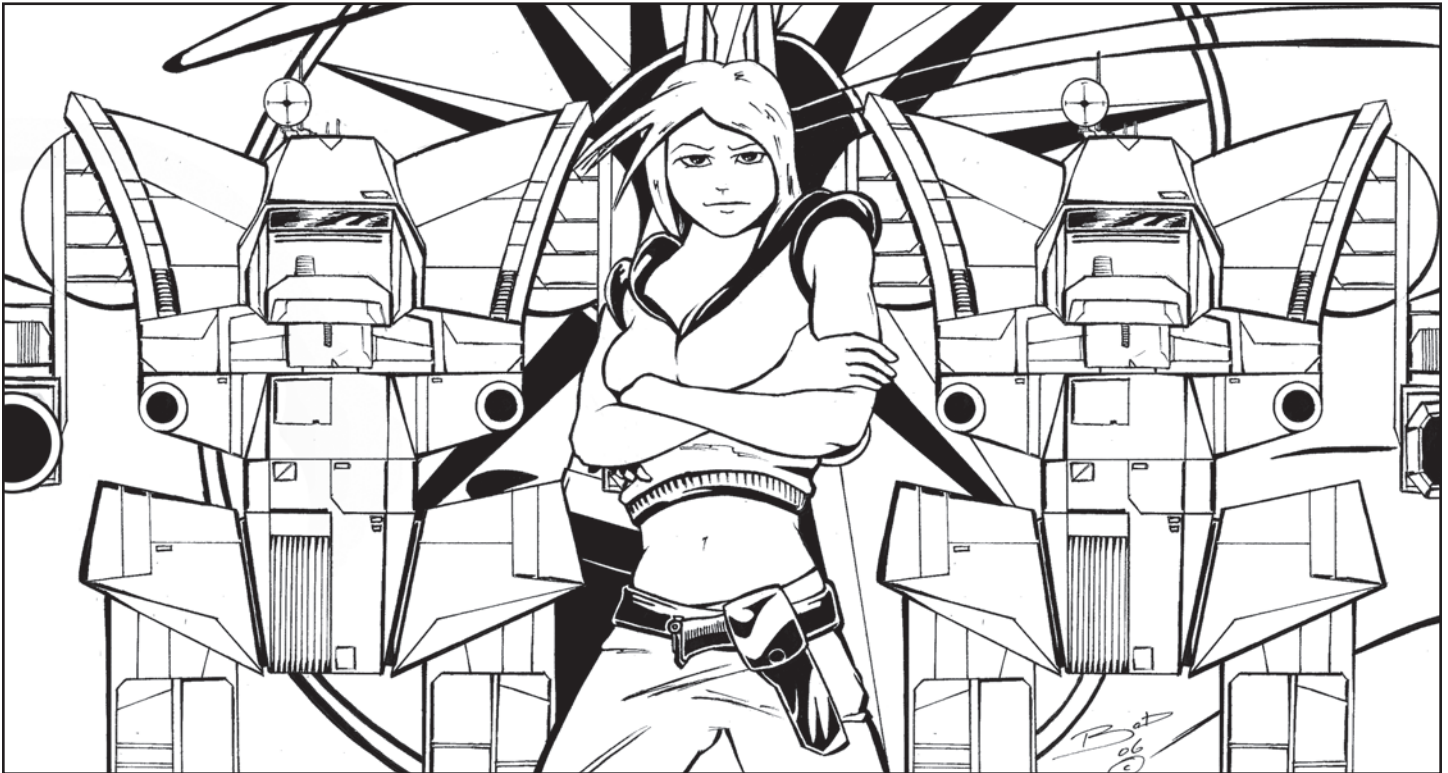
Dainmar Liao, the Capellan Chancellor that had soiled himself during Melissa Davion's attack on St. Ives, stained the Celestial Throne for the last time in 2866 when he wimped out and gave up the chancellorship to his son, Otto. The AFFS High Command very naturally wanted to take advantage of the Confederation's disorganization before its new leader—who, by all accounts, was nowhere near as incompetent as his father—could make any real changes.

The problem? FedSuns Prince Michael Davion was, against the typical Davion mold, a pacifist. It was everything the FedSuns generals could do to convince him an attack against the Combine was necessary. Luckily, they had Field Marshal Jerome Hasek, the third child of Duke Orlando Hasek, who perpetually had something to prove. As commander of the Sirdar PDZ, he built up a pretty impressive mercenary force before letting them loose on the Confederation—technically embarking upon a "reconnaissance in force."

One of those units was Clinton's Cutthroats, a veteran regiment with a good battle history. The perfect unit to serve as the backbone of an assault force designed to take the industrial world of Verlo, or so Hasek thought. The attack had serious problems from the get-go, but after a year of hard fighting the FedSunners thought they had turned things around. That's when a mysterious JumpShip arrived in-system and sent a small courier ship to the world. Hasek's troops thought it was just a ComStar ship and let it pass. But when it landed, a man and a woman, each dressed in unremarkable jumpsuits, emerged and asked to speak to Colonel Hondo Clinton.

They conferred in private for a total of nearly three days, during which time the Cutthroats withdrew from battle and, more frustratingly, Clinton ignored each of Hasek's demands to know what was going on. On the third day, seven more DropShips arrived on-planet—each unmarked and in pristine condition. When the DropShips landed, Hasek tried to prevent the Cutthroats from leaving. Of course, the mercs were his only 'Mech force and had little trouble putting an end to that challenge.

Clinton's Cutthroats left the world with these mysterious transports, and poof!—they were never seen again. For centuries there were rumors they were scouts for Kerensky, but we now know that wasn't true. Could be they were part of the illustrious Minnesota Tribe. Or just ghosts. Maybe even the ancestors to the Green Ghosts we've been hearing about



THE FIRST MODERN PRINCE

She was a MechWarrior and general, just like her brother, but unlike Carl Davion, Melissa Davion understood the opposite natures of battlefield command and national leadership. Further, she saw that the very nature of warfare had changed since the collapse of the Star League. The strategies and tactics that once led armies to victory no longer applied. The armies of the Inner Sphere weren't the massive organizations they used to be, with unlimited manpower and infinitely deep pockets. The first two Succession Wars had destroyed economies and devastated the militaries. In fact, the only real resource the Successor Lords had in reserve was the national will to conquer, or at least punish, their enemies.

Melissa Davion wasn't the only leader to recognize these facts, but she was the first one to reorganize her military to take advantage of them. She had led men and women in battle, had experienced firsthand the limitations of the current doctrine, and was determined to transform the Armed Forces of the Federated Suns into the "Model Army" that would not only survive the future wars but would unquestionably lead the way.

By convincing influential officers to buy into her reformations, she made the process far easier. After all, she spoke their language, and many of them had run into the same problems she had in the past. And those that felt tradition was more important soon found themselves cashiered from service or in different lines of work.

She very effectively changed the culture. She created the "regimental combat teams," cut the fat from the military bureaucracy, and convinced her battlefield commanders to think in terms they hadn't considered before. "Combined arms" became the watchword under her leadership. Campaign objectives were measured in destruction visited upon military targets, not civilian targets.

These reforms didn't take overnight, and, upon her brother's accession to the throne, there was a great deal of regression. The die had been cast, however, and the Armed Forces of the Federated Suns ultimately took its place as the most skilled and professional military in the Inner Sphere.

Melissa Davion's reign may have been popularly associated with this paradigm shift, but her legacy extends to far greater heights. She introduced the first elements of modern warfare to the Inner Sphere, fundamentals that Hanse Davion would take to heart a century and a half later to win the greatest victory for the Federated Suns in its long and storied history.

—Josephus Tam, *The Davion Warrior-Princes*, New Avalon Press, 3033.



HISTORY OF THE FEDERATED SUNS

that had been plaguing the AFFS and came to the conclusion that the classic paradigms of battle were now largely ineffective. So began the creation of First Prince Melissa Davion's "Model Army."

She initiated these reforms even as the AFFS continued to fight on both fronts, involving her senior generals, and even many junior officers, in the process. She stripped away useless and redundant levels of bureaucracy, eliminated offices and departments that served little purpose, and consolidated programs to create a more united Armed Forces of the Federated Suns.

She further attacked inter-service rivalry by turning her military into a genuine combined-arms force. Combining a BattleMech regiment with an array of armor and infantry regiments, plus additional fighter and artillery support, she created her own version of the regimental combat teams (RCTs) that had served the Star League Defense Force so well. This would build a bond of trust between her MechWarriors and her conventional forces who, as in every other Successor State military, rarely worked together and almost never had the opportunity to train together.

Melissa Davion's reforms took nearly a decade and a half to complete, but the benefits were immediate. Newly formed RCTs were nearly unstoppable forces on the battlefield, while the AFFS' bureaucracy moved supplies and information at a far greater rate than before.

Robinson Returned

Operation PENDRAGON had begun slowly, but it picked up speed and ferocity through the 2880s, thanks particularly to the Combine's continued logistic and bureaucratic problems. Now, at the dawn of the last decade of the century, First Prince Melissa Davion was ready to test the full capabilities of her Model Army. She built up a powerful force in the Draconis March and set them to work on a narrow front centered on Robinson. To that world she entrusted Marshal Joseph Davion II, her youngest brother.

Youthful and just as brash as Melissa and her elder brother had been, Marshal Joseph Davion was just the man to lead the reclamation of the Draconis March's capital world. Rather than pursue a cautious campaign, he led the Second Avalon Hussars RCT directly into the Dragon's teeth, dropping into the midst of the Third Sword of Light in July of 2891. The elite Kurita regiment may have had an edge in raw skill, but they were outnumbered, critically short on supplies, and faced with an enemy that had a seemingly preternatural ability to coordinate their operations.

The Sword of Light held out for a full month before retreating from the capital of the Draconis March, its tail between its legs. The difficult occupation had been lifted, and with it the dark cloud that had been hovering over the besieged region. And Marshal Joseph Davion II was the hero of the story.

Marshal Davion's victory sent a surge through the entire AFFS. Prince Melissa, however, was unable to take full advantage of her brother's accomplishments. She died in November of 2892 after a brief battle with sickness. Her brother, a true hero of the realm, stepped up to take her place. Unfortunately, while he was a commanding presence on the battlefield, he would prove a less-than-competent First Prince.

RISE OF THE BROTHERHOODS

As First Prince, Joseph Davion II took more after his elder brother Carl than his sister. Happiest in the cockpit of his *Battlemaster*, he had little taste for the bureaucracy of the office. He was a skilled orator, however, and excelled at convincing others of his own rightness. His oratorical skills, however, were offset by his bluntness in diplomacy; he did not take kindly to criticism and refused to delegate any of the powers of the Principality.

Initially, he seemed just what the Federated Suns needed at the height of the war. As his sister had before him, he concentrated on the conduct of the war, going one step further to visit his troops in the field, boosting their morale with his appearance and the inevitable rousing speeches and "campfire chats." But he went even further than that, taking to the field in command of a campaign at least once a year, ostensibly to keep his "Mech legs under him."

The people saw this as proof positive of his devotion to the nation, but after a few years of annual campaigns that would last months on end it became clear that he was neglecting his duties as prince; he never appointed anyone on New Avalon to carry out the more mundane tasks of the Principality when he took to the field, and as a result important decisions could not be made.

Just as bad, he was fostering an unhealthy attitude within his armed forces. The prince was a MechWarrior and so preferred their company to all others. Under his reign, the MechWarrior gained far greater predominance than ever before, giving rise to feelings of resentment from the other services that threatened to undo the reforms of Melissa Davion.

Moreover, many MechWarriors began to organize themselves into "brotherhoods." Some of these brotherhoods were merely social organizations, but others became far worse, ultimately becoming little better than gangs.

Armistice

Despite the problems "at home" that Prince Joseph was oblivious to, the war on both fronts continued unabated. The Haseks continued to make progress against the Confederation, but with every world captured the price in men and materiel rapidly increased. Then came the completely unexpected in 2903: Chancellor Otto Liao dispatched a delegation to New Avalon proposing an armistice between the Confederation and the Federation. Faced with House Marik's undivided attention, the Chancellor claimed he needed to be able to focus his entire military upon the Free Worlds border.

From his position on the Combine Front, the Prince dismissed the proposition outright, even though operations there were grinding to a halt. That is, until his High Command spoke as one to convince him this was the right choice for the Federated Suns. That it would help the economy and morale of the Capellan March didn't move him, but what did was the realization that armistice would allow him to focus the entire AFFS upon the Kuritas. Grudgingly, he accepted.

He left the ceasefire negotiations to others, an inspired move in retrospect. Envoys from both sides crafted a treaty that not only ended aggression on the Suns-Capellan border, if at least temporarily, but also formalized certain war-fighting conventions. No longer would JumpShips or JumpShip manufacturers be valid military targets; they were technologies that were too valuable for anyone to



lose. Within short order, each of the Successor States would come to absolutely adopt this convention, if only unofficially. The armistice went into effect in April of 2905 and would last an unheard-of twenty-five years before war would again touch that front.

This peace on the Capellan border gave the AFFS a much-needed rest, but even that wasn't enough to energize the Combine Front. Joseph's soldiers were tired, equipment destroyed, and his economy failing. He continued to push for many more years, but even he had to eventually recognize the principle of diminishing returns. In 2913 the Combine turned to meet a major Lyran drive, giving him time to pause. Early in the next year he issued orders that ended most military operations on the Draconis Front, and he began rotating combat units to the rear areas for rest and repair.

That gave him the time to fix many of the problems that had been plaguing the Suns. He first had to deal with the MechWarrior brotherhoods, which had grown from nuisance to outright problem. Enlisting the Soldiery of the New Avalon Catholic Church to aid him, Prince Joseph took on the brotherhoods himself. Most cowered at the sight of their prince staring them down, but a few fought—and quickly died.

A year of housecleaning eliminated the worst of the brotherhoods. That the Prince took the brotherhoods on himself also took care of the worst of the morale problems (though his pro-MechWarrior attitudes remained throughout his rule). That gave him time to concentrate on other problems of the state, and allowed the AFFS to repair itself and build up the stores of materiel it would need to fight another extended campaign.

Back to Battle

That campaign came in 2918. Capitalizing on the Dragon's preoccupation with the Lyran Commonwealth, Prince Joseph's generals made a wide push along the border, taking outright a handful of worlds and beleaguering Combine defenders on many more. Deep raids struck at key Combine supply centers, further tying up the Dragon. Ultimately, Kurita responded in kind, leading to more than a decade of heavy fighting on the renewed front.

During that time, Joseph's son, Peter Davion, came of age and, like his father before him, soon became known as a skilled battlefield commander. While his father concentrated on the Draconis Front, Peter looked toward the Confederation. A quarter century of peace on that border, as well as a new chancellor with a new defensive strategy, opened up certain opportunities that Peter Davion determined to take advantage of. It took two years of planning and reasoning with his father before the young Davion was given leave to launch his Operation ROLAND'S HORN.

Jumping off in 2930, now-Field Marshal Peter Davion concentrated on the Terran Corridor and Tikonov region, pushing on two axes of advance. He quickly reclaimed the Federated Suns' route to Terra and likewise threatened to cut Tikonov itself off from the rest of the Confederation.

At the same time, Prince Joseph led the assault upon the Combine world of Xhosa VII, an important DCMS supply and command center. Davion's attack came as a complete surprise. The prince was severely wounded in a lucky Combine aerial counterattack, but that didn't prevent the AFFS from completing the task they had come to accomplish.

Prince Joseph survived his injuries, but just barely. Realizing that he would no longer be able to withstand the pressures of leadership, he abdicated the throne in favor of his son Peter, surviving in critical care for another four years before passing on.

TWO SIDES

THE EVIL DAVIONS TASTE DEFEAT AGAIN! Our enlightened CELESTIAL WISDOM continues to lead the invincible CAPELLAN CONFEDERATION ARMED FORCES in an inspired campaign that has delivered defeat after defeat to the whelps of the Davion prince. Since their cowardly attack on Xieng Khouang, where they slaughtered hundreds of thousands of peace-loving CAPELLAN CITIZENS and wiped out the world's defenders with immoral weapons of mass destruction, our expert MECHWARRIORS and soldiers have punished the cowardly Davion tin men on every world we have met them. Yet while those craven dogs left behind no survivors, we show MERCY to the CAPELLAN CITIZENS of OCCUPIED TERRITORIES suffering under the thumb of the DAVION OPPRESSORS.

We DEFEATED the DAVION DOGS on Spica in 2979, sending them home with their tails between their legs. The ENTIRE INNER SPHERE have DENOUNCED the DAVION OVERLORDS after they saw the DAVIONS' REPREHENSIBLE RAPE of the world and their subsequent ABSOLUTE DEFEAT. We continued to DESTROY the best the evil sunburst had to offer YEAR AFTER YEAR, from Rio to Hadnall. And once again this year on TIKONOV, where we ROUTED the DAVION PRINCE in his six irrational attacks before he finally admitted ABSOLUTE DEFEAT. Though he claims victory in the MASSACRE of millions of OUR CITIZENS, their holy sacrifice is absolute proof of the DAVIONS' DECADENCE and DEPRAVITY.

—Capellan Propaganda Leaflet, 2987.

Ridiculous and heinous document of complete fiction. That's the only way to describe these ludicrous press releases that keep finding their way across the border. This latest one is just as preposterous as every other that's crossed my desk. I can't comment on Xieng Khouang. All I know is that the Capellans lost a battalion of home guard in a battle now seventeen years old. And Rio? I stood in this room seven years ago as we showed gun camera footage of the 645th Aero Regiment. They claimed twenty-seven kills on Capellan *Thrushes* and sent their "invincible" pilots into retreat. Their defeat forced Chancellor Tormax Liao to sack a few dozen senior aviators and spend years trying to rebuild his aero forces.

Tikonov was rough ... We were unable to secure the world, but in a year of combat operations we inflicted more than three times the military casualties on them than they did on us. And we captured more than three million tons of military hardware, supplies, and consumables. Seems to me that's a victory.

—Duchess Breti Carnoque, from a New Avalon press conference, 19 December 2987.





The Purge

Joseph Davion II may have dealt with the warrior brotherhoods his policies had given rise to, but he did not put an end to the problems with the MechWarrior class. He had bestowed noble titles and landholds on many prominent MechWarriors. That warrior aristocracy watched Davion crush the brotherhoods and resolved to prevent the Davion Prince from doing the same to them.

The problem of the MechWarrior aristocracy was steadily increasing when Peter Davion assumed the First Principality. Resolving to be a far more hands-on leader than his father, he threw himself into governing the nation, leaving the fighting primarily to his generals. When it came to the ennobled MechWarriors, however, he had to tread carefully, lest they incite a new civil war within the nation. Still, he couldn't allow their insubordination and outright empire building to continue unabated.

Prince Peter's strategy was to elevate the aerospace pilot class, much like his father had inadvertently done with the MechWarriors. He gave credit for victories where credit was due, but he also made sure to focus on the contributions of the fighter and DropShip pilots, without whose efforts most operations would have been doomed to failure. Soon, the "Knights of the Void" were the darlings of the media and, subsequently, the general public. This also coincided with an increase in aerospace-based operations all along the Capellan front, beginning with Peter's Operation ROLAND'S HORN and culminating in the "Great Lee Turkey Shoot" in 2952.

Chancellor Ingrid Liao, concerned with her military's depleted ranks and mounting equipment shortfalls, hoped to make good some of those losses with a deep raid into the Federated Suns. Lee was not only a regional supply center, it was also home to a critical maintenance facility where damaged AFFS fighters and increasingly rare LAMs (Land-Air 'Mechs) were overhauled and repaired. Ingrid hoped to claim those for her own nation. Instead, Liao claimed only failure for the Confederation.

Federation intelligence learned of Liao's plans for Lee with plenty of time to reinforce the world. Attacking Lee with some six regiments of aerospace fighters, in addition to a strong ground force to take and plunder the facilities on the world, Liao's forces were not enough to overcome the defenses the AFFS had arrayed there. AFFS pilots, flying primarily light and extremely maneuverable fighters, made short work of their Capellan opponents, immediately assuming aerospace superiority and never relinquishing it. The Great Lee Turkey Shoot not only cost the Confederation mightily, it cemented in the hearts of the Suns' people a powerful admiration of their new heroes—the pilots of the aerospace service.

In response, the noble MechWarriors organized themselves into what became known as the "Warriors Cabal," larger and more powerful than any of its predecessor MechWarrior brotherhoods. Further, they nominally commanded the loyalty of many thousands of MechWarriors. What they didn't have, however, was the strength of widespread public support.

Following the action on Lee, Peter Davion began to actively strike out at the Cabalists. He cashiered its members from the AFFS, stripped them of their titles and lands and, in the case of the most insubordinate, Dispossessed and imprisoned them. They fought back as best as they could, but the prince did not relent, personally leading

the charge against them. In 2961 that took him to the world of Breed, where he faced down three Cabalist officers. This was one fight he was not able to walk away from; the Cabalists killed the prince, assuming that would end their problems.

Instead, it united the Federated Suns and its military against them. Major Andrew Davion, Peter's 29-year-old son, stepped up and took them on directly. Five Cabal-loyal regiments refused to pledge their loyalty to their new prince who, upon learning of their defiance, led the entire Davion Brigade of Guards against them in a swift and furious campaign. The Warriors Cabal was dead, leaving the rest of the nation and its military more than willing to prove their devotion to First Prince Andrew.

Still, it took time to remove the last taints of Joseph Davion's legacy, especially amid renewed fighting on both fronts. The Liaos and Kuritas learned of the Warriors Cabal, and though they acted too late to take full advantage of the rebellion, they nonetheless pressed their attacks. Once-decisive AFFS campaigns turned to defensive operations. The borders eventually transformed from furious battlefields to give-and-take warfare.

NEXT GENERATION

Andrew Davion died in 2999 after almost forty years as the Federated Suns' First Prince. In that time, he finally ended the problem of the MechWarrior elite and initiated reforms that he hoped would prevent similar issues from again afflicting his nation. In the process, however, the winning campaigns his father and grandfather initiated had ground to a near-standstill.

Then again, that was the problem throughout the Inner Sphere. The Third Succession War had been raging for almost a hundred and forty years. Times of armistice and "quiet fronts" notwithstanding, that many years of warfare had long since taken its toll on the economies of the Successor States. Operations that once involved dozens of regiments now were lucky to have dozens of *companies* available. Nations were bankrupt, but that was hardly an issue as the technological slide had continued—industrial output had shrunk so much that there wasn't much available to buy. Nations had to carefully husband their valuable resources—BattleMechs and other war materiel being prime among them.

As the 30th century came to a close, the people of the Federated Suns had something they could regard with pride—since the beginning of the war, they had reclaimed nearly every world lost to the Capellan Confederation and the Draconis Combine and had gone on to claim quite an additional chunk of the former.

Better still, they had Andrew Davion's children to guide them through the rest of the war and well into the next century.

The Hound

Ian Davion, affectionately known as "the Hound," assumed the Principality before officially coming of age, much as his great-great-grandfather Paul Davion had done some two hundred years earlier. The nation was at war, and both political expediency and military necessity demanded this breach of protocol—one that amounted to just a few months. That Prince Andrew had, on his deathbed, handed his personal seal and signet ring to Ian and further instructed his senior aides that Ian would assume the Principality on his death ended any debate before it could begin.



Young, hotheaded, and inexperienced in the arts of grand strategy and statecraft, Prince Ian focused on the war. In this he was much like his great-grandfather Joseph Davion II, though unlike that predecessor he willingly delegated most of his bureaucratic responsibilities to trusted aides.

When considering where to concentrate his attention—and his nation's limited resources—Prince Ian turned back to the hated enemy in House Kurita. That border had been largely stagnant for many years, and Ian resolved to rectify that. He attacked on two axes of advance. At the same time he ordered a handful of spoiling attacks and deep raids on the other border, including a daring objective raid on the Free Worlds League world of Kalidasa that garnered much-needed war materiel.

Overwhelming the Dragon's border garrisons, by 3002 Prince Ian had made some real progress. He had two salients into the Combine, and just as importantly had delivered a humiliating defeat on Harrow's Sun, where he'd routed one of Kurita's elite Sword of Light regiments. And when Coordinator Hohiro Kurita was assassinated in 3004 by a Rasalhague separatist (a problem that had long plagued the Combine and would come back to curse them after the Fourth Succession War), he pushed even harder, taking advantage of the Dragon's confusion and weakness.

Takashi Kurita, the new Coordinator, eventually pushed back three years later. What followed was six years of bitter fighting on the border, with the AFFS losing many of the worlds it had just secured to Kurita's fanaticism. Then tragedy struck.

Hasek's Machinations

As Prince Ian focused upon the Draconis Combine, a new domestic threat to the Principality arose. Since their elevation as the noble leaders of the Capellan March, Damien Hasek and his family had been among the most devoted and loyal clans in the entire nation—until the rise of George and Michael Hasek.

Duke George Hasek came to power in 2981 and immediately set out to consolidate his own base of power within the Capellan March. He lavished rewards upon select officers and units, ensuring their loyalty to he and his family alone.

Duke George's political maneuvering the security of the Capellan March, which Prince Andrew not only needed but took advantage of several times. Michael Hasek, the Duke's son, had other plans, however. Rising quickly through the government ranks in the Capellan March, he became Minister of the Capellan March shortly before Ian Davion's accession to power. From that position he secretly began working against the Davions, further consolidating his family's hold within the Capellan March by covertly funneling supplies and government funds to his staunchest supporters. At the same time he subtly undermined those that remained loyal to the Davion prince, leading to some notable military failures within the Capellan March.

HASEK-DAVION'S TREASON

Those on the inside of the Federated Suns government and military hierarchy have long suspected and talked behind closed doors of Duke Michael Hasek-Davion's treasonous crimes, but until recently the details have remained secret. Even years after the duke's mysterious death on Sian, the Davion government remained notably tight-lipped. That is, until an informant—known only as "Dark Enigma"—came forward to the Federation News Services with proof of the duke's decades of treachery.

Thanks to Dark Enigma, we know without a shade of a doubt that he began to meddle with supply and funding allotments, withholding support to nobles and military commanders that hadn't pledged their absolute loyalty to him. That led directly to AFFS defeats—and tens of thousands of lost casualties and POWs—throughout the opening years of this century. Of particular note was the routing of the Seventh Crucis Lancers, which had literally run out of ammunition and spare parts, on the now-uninhabited Lincoln in 3001. Or the surrender of the mercenary Dry River Devils to an illegal revolutionary government on Tsamma two years later, when reinforcements failed to arrive in time to prevent complete failure of the mission. And who can forget the Wolf's Dragoons? They left House Davion's employ in 3010 when continual supply failures and contradictory orders prompted them to accept a contract with House Liao.

That, of course, was just the beginning. Behind the backs of his father and both Ian and Hanse Davion, Michael's public relations staff initiated a campaign meant to swing public support against the Davions, while at the same time propping himself up. In retrospect, his marriage to Marie Davion was certainly a part of this ploy. Taking the Hasek-Davion name only helped advance his standing throughout the nation.

In the end, though, those were insignificant next to his dealings with House Liao. In 3020, Duke Michael Hasek-Davion met secretly with Chancellor Maximilian Liao on Sian, where the two hatched a scheme that would put the duke on the New Avalon throne. At least, that's what Hasek-Davion believed. For the next nine years, the duke fed critical intelligence to Sian, aided in the plot to replace Prince Hanse Davion with a double, and then undercut the Federated Suns during the Fourth Succession War. Luckily, by then New Avalon had discovered the duke's crimes and used him to feed false intelligence to the Liaos.

His crimes ultimately cost him his life. He was executed on Sian after Maximilian Liao realized that Hanse Davion had been using his brother-in-law to pass false intelligence.

—Transcript from "Secrets of the Suns," Federation News Services, originally broadcast 19 May 3040.



He walked a fine line. In 3003 he married Marie Davion, Andrew Davion's illegitimate daughter and half-sister to Prince Ian, taking the moniker Hasek-Davion in the process. Publicly, he supported his brother-in-law, ensuring his prince received the logistical support he needed to keep fighting in the Draconis March. Years later, he would even begin secret talks with Capellan Chancellor Maximilian Liao, who he hoped would aid him in overthrowing the Davions.

Eventually, the fruits of Hasek-Davion's machinations became known, though not specifically the source. Prince Ian assigned his brother, Hanse Davion, as field marshal in command of the AFFS within the Capellan March, both to prosecute a punitive campaign against the Liaos as well as to uncover the problems plaguing the region. Arriving on New Syrtis in 3012, Field Marshal Hanse began rooting through Hasek-Davion's web of intrigue even as he prepared for the campaign. Before Hanse could uncover the truth, he was faced with a Liao spoiling attack, to which he responded with a front-wide counterattack. He stopped the Capellans cold, but fate prevented him from returning directly to New Syrtis.

The Fox

Prince Ian Davion had long been personally directing action against the Dragon within the Draconis March, leading the AFFS in operation after operation. In 3013, he was planning a multi-regimental strike upon the Combine world of Halstead Station, where the DCMS was constructing a new logistics depot. While preparing for that operation, the Combine struck Mallory's World with the Second Sword of Light and the 24th Dieron Regulars. In response, the prince led two regiments to the world. He had initial successes, but eventually was forced into a fighting withdrawal. Holding a rearguard action while his Fourth Davion Guards retreated, he was cut down just as reinforcement arrived. Prince Ian Davion died there on 21 October 3013.

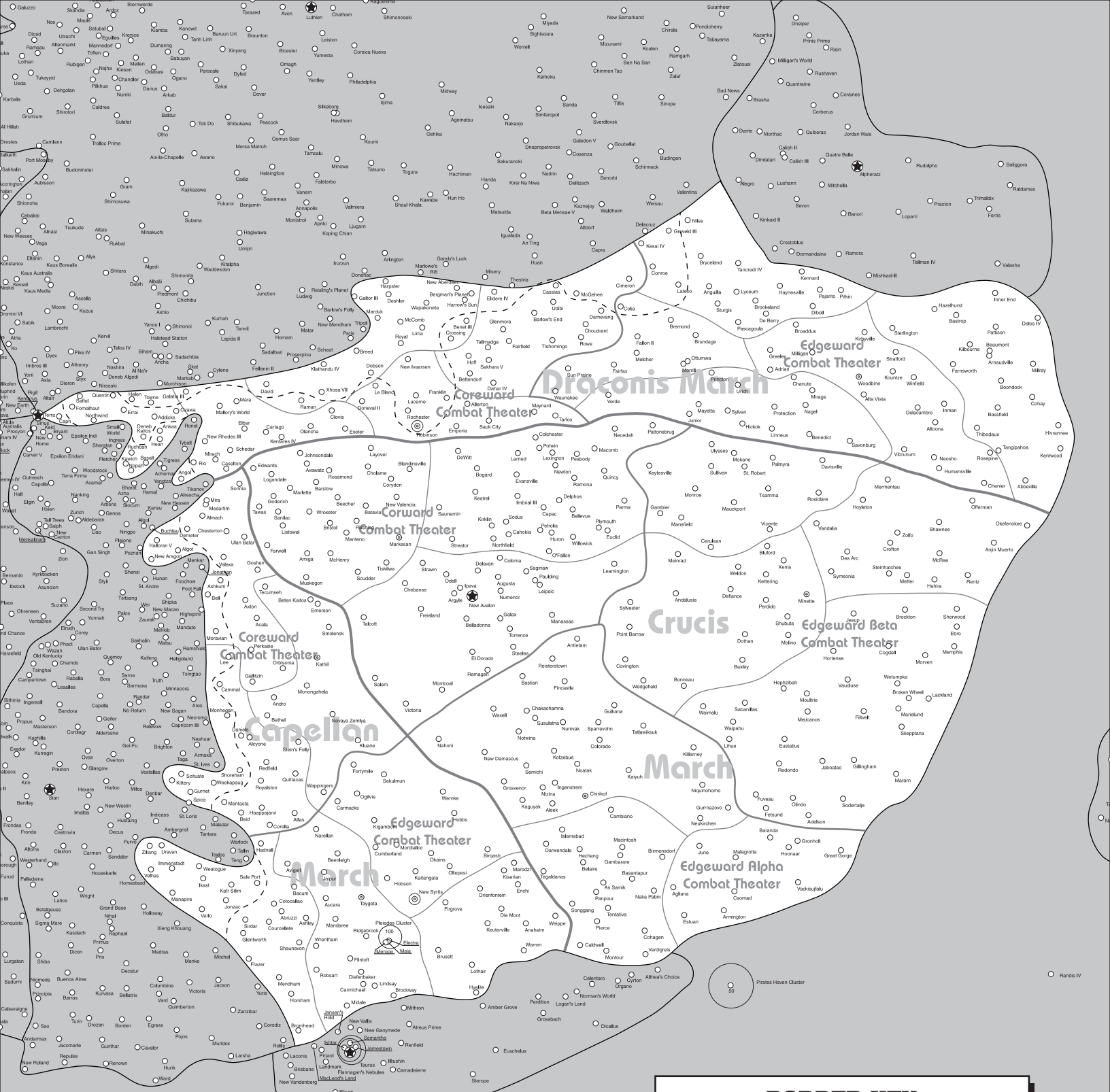
Hanse Davion learned of his brother's death while fighting his own campaign on the Capellan front. He immediately returned to New Avalon, narrowly avoiding an assassination attempt along the way, and became the twenty-first Prince of the Federated Suns. Among his first acts as prince, "the Fox" planned and led the attack on Halstead

Station, where a Star League-era university had just been unearthed. Though the simple objective raid turned into a month-long running battle, Prince Hanse successfully carried off the bulk of the prize—the university's library collection of priceless manuscripts, textbooks, and encyclopediae. From this seed, he built the New Avalon Institute of Science two years later, helping it become the Inner Sphere's premier bastion of higher learning and lostech recovery.

Victorious, Hanse returned to New Avalon to take care of the entire Federated Suns, entrusting the warfighting to his generals. More than willing to wage war upon his enemies, Prince Hanse nevertheless recognized that his nation needed peace if it was to see economic and technological recovery. So when Archon Katrina Steiner made her Peace Proposal in 3020, he not only listened, he responded favorably. The two leaders began two years of intensive—and very secret—negotiations that ultimately led to the signing of the Federated-Commonwealth Alliance treaty. Both the Suns and the Lyran Commonwealth had long been allies, grudging at times, but this treaty went far beyond a mere political alliance; key intelligence was shared between the two nations, and more importantly Prince Hanse was betrothed to the Archon's daughter, Melissa Steiner.

News of the alliance between Houses Davion and Steiner sent a ripple through the Inner Sphere; the leaders of the other three Great Houses quickly negotiated their own peace treaty in response, though the Concord of Kapteyn would never reach the same level as the F-C Alliance. At the same time, both Takashi Kurita and Maximilian Liao launched renewed attacks into the Federation. Kurita's attempts were easily rebuffed, especially with intelligence originating from the Commonwealth. For his part, Liao turned to methods other than direct attack; in 3022 he dispatched the mercenary McCarron's Armored Cavalry on a two-year-long series of deep strikes aimed at inflicting as much damage to civilian targets as possible. Three years later, he unsuccessfully tried to replace Hanse Davion with a double.

In the end, their efforts were far too little and far too late. The war had been winding down for years. The militaries of the Successor States were exhausted, and their economies in ruin. It was time for another pause. The Third Succession War came to an unofficial close in late 3025, concluding not through diplomacy but through fatigue.



BORDER KEY

- DISTRICT BORDER
- PROVINCE BORDER
- 2866 (PRE-WAR) BORDER

PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

FEDERATED SUNS
after
Third Succession War (3025)
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LEGEND

30 LIGHT YEARS
120 LIGHT YEARS OR 26.8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





A NEW ERA

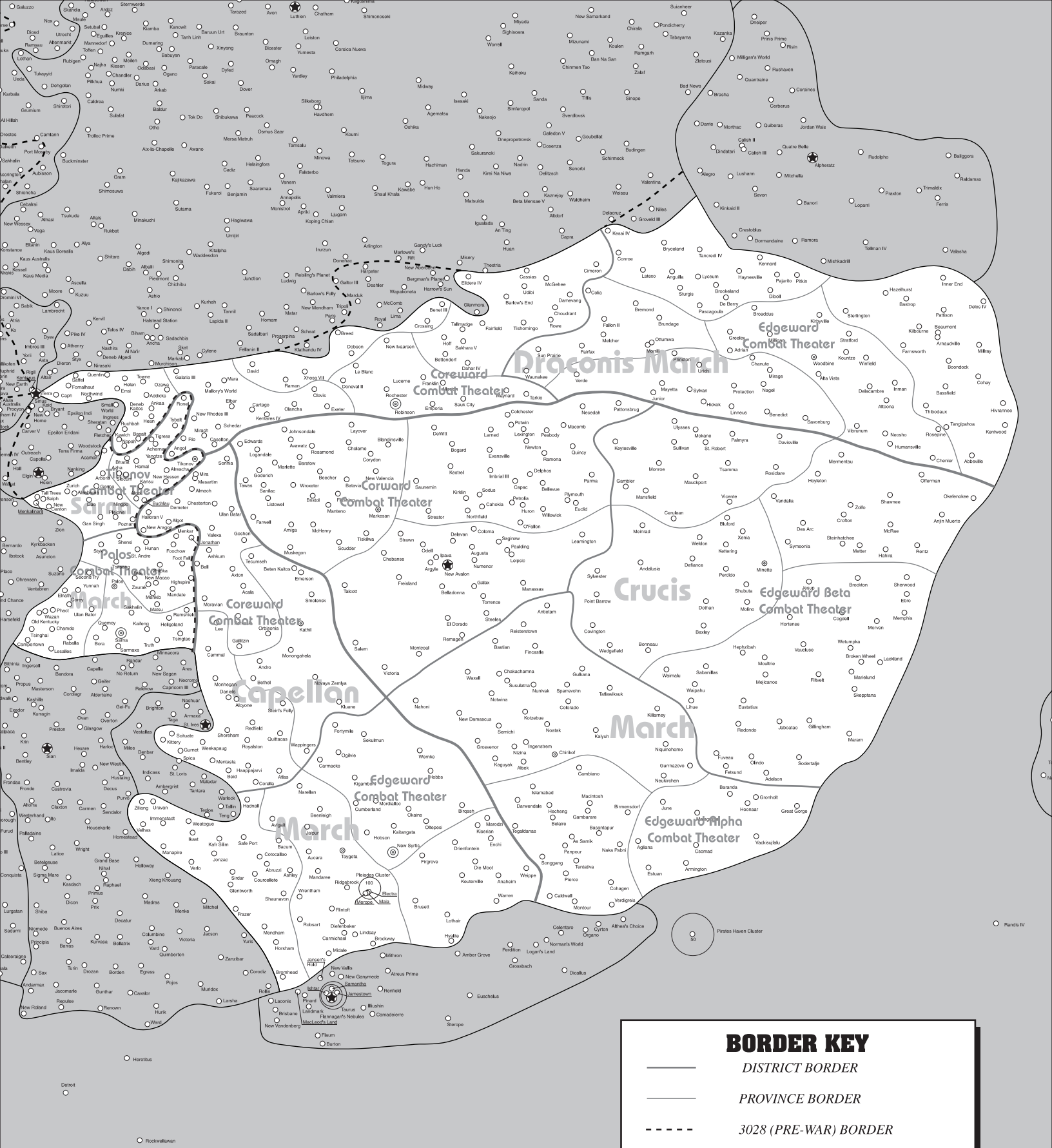
The end of the Third Succession War wasn't all that long ago. Virtually everyone living today has either a direct recollection of those dark days or a secondhand memory thanks to their parents or some other influential role models. By the end of those 159 years of warfare, civilization in the Inner Sphere had nearly collapsed. Billions had died in the fighting, and entire worlds were abandoned due to the effects of a variety of weapons of mass destruction. Universities, hospitals, laboratories, factories, and libraries—the bastions of knowledge—were leveled. National economies were shattered, the wills of the people all but broken.

Humanity had fallen from the pinnacle it had reached at the height of the Star League. It felt like the human race had been blown back into the Stone Age, and that impression wasn't far from the truth. Almost all knowledge of how to create or fix the high technologies that everyone relied upon had been lost (save for the mystics in ComStar, who selfishly kept it to themselves, doling it out in small bits to those that worshipped them). And humanity was so, so tired.

The wars that had begun because of selfishness had long since surpassed the mere pettiness between Successor Lords to become ingrained hatreds. Seven centuries of fighting Capellans had ingrained the common citizen of the Federated Suns with a deep distrust and antipathy for the Liao and their people. And as for the Kuritas, the people of the Suns will always "Remember Kentares!"

TIMELINE: THIRD SUCCESSION WAR

- 2866: (Mar) The Draconis Combine invades the Lyran Commonwealth; beginning of the Third Succession War.
(Apr 19) Operation PENDRAGON begins.
(June) Field Marshal Jason Hasek invades the Capellan Confederation.
- 2870: (Mar 29) Clinton's Cutthroats disappear from Verlo.
- 2872: (Sep) AFFS captures Colia, discovering the DCMS' logistical problems.
- 2873: (May 17) First Prince Michael Davion dies and is succeeded by his son, Carl Davion.
- 2876: (Aug 4) First Prince Carl Davion dies in battle on David and is succeeded by his sister, Melissa Davion.
First Prince Melissa Davion begins reforms in the AFFS to turn it into her Model Army.
- 2879: (Aug 12) Marshal Joseph Davion II recaptures Robinson.
- 2892: (May 13) First Prince Melissa Davion dies of Joshallan Fever and is succeeded by her half-brother, Joseph Davion II.
First Prince Joseph Davion II focuses his energies on war, ignoring the bureaucratic needs of the Federation; this focus leads to economic problems as well as the eventual rise of the MechWarrior Brotherhoods.
- 2905: (Apr 1) First Prince Joseph Davion II and Chancellor Otto Liao sign an armistice, temporarily ending war between the Suns and the Confederation.
- 2914: (Jan) First Prince Joseph Davion II calls for a partial stand-down on the Combine Front; he begins eliminating the MechWarrior Brotherhoods.
- 2918: (Mar) The AFFS launches a new campaign along the Draconis Front.
- 2930: (Jan) The Suns/Confederation armistice ends with the launching of Operation ROLAND'S HORN.
(Feb) First Prince Joseph Davion II leads the attack on Xhosa VII but is gravely wounded in the assault.
- 2931: (Jan 7) First Prince Joseph Davion II abdicates and is succeeded by his son, Peter Davion.
- 2952: (Oct) The Great Lee Turkey Shoot; shortly afterward, the Warriors Cabal forms.
- 2961: (May 25) After years of battling the Warriors Cabal, First Prince Peter Davion is killed by three Cabalists on Breed; he is succeeded by his son, Andrew Davion.
- (Dec 8) First Prince Andrew Davion, following a six-month campaign, destroys the last of the Warriors Cabal on Deshler.
- 2987: The AFFS begins a yearlong campaign to capture Tikonov, failing after six attempts.
- 2999: (Apr 4) First Prince Andrew Davion dies and is succeeded by his son, Ian Davion, "the Hound."
- 3000: (Apr) The AFFS raids FWL world of Kalidasa.
- 3002: (Jun) First Prince Ian Davion leads AFFS to victory over DCMS on Harrow's Sun.
- 3003: (Aug 3) Michael Hasek marries Marie Davion, taking the surname of Hasek-Davion.
- 3005: (April 11) Mercenary unit Wolf's Dragoons arrives in the Inner Sphere at New Delos and signs a five-year contract with the Federated Suns.
- 3012: (Mar) Field Marshal Hanse Davion takes command of the AFFS in the Capellan March.
- 3013: (May 30) Duke George Hasek dies and is succeeded by his son, Michael Hasek-Davion.
(Oct 21) First Prince Ian Davion is killed in battle on Mallory's World; he is succeeded by his brother, Hanse Davion.
- 3014: (Jan 4) First Prince Hanse Davion leads an attack on Halstead Station, recovering valuable Star League-era books.
- 3015: (Dec 23) First Prince Hanse Davion dedicates the NAIS.
- 3020: Archon Katrina Steiner forwards her Peace Proposal to each of the Successor Lords; only First Prince Hanse Davion responds favorably, beginning two years of secret talks.
- 3022: (May 8) First Prince Hanse Davion and Archon Katrina Steiner sign the Federated-Commonwealth Alliance Document.
(Oct 13) The leaders of the Free Worlds League, Draconis Combine, and Capellan Confederation sign the initial proclamation of the Concord of Kapteyn; the treaty itself would not be signed for nearly another two years.
(Nov) McCarron's Armored Cavalry begins its two-year-long deep raid within the Federated Suns.
- 3024: (Aug) The First Alliance Games are held on New Earth.
- 3025: Chancellor Maximilian Liao unsuccessfully attempts to replace First Prince Hanse Davion with a double.
(Aug) Second Alliance Games are held.
(Nov) The Third Succession War ends.



PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

FEDERATED SUNS after Fourth Succession War (3030)

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LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





Yet despite all of the problems facing the Inner Sphere, a new era was dawning, though as the Third Succession War came to a close only a very few—First Prince Hanse Davion chief among them—recognized it. And he set his nation on the path to take full advantage of it.

THE ADVENT OF MODERN WAR

The alliance treaty was a tremendous step forward for the Federated Suns and the Lyran Commonwealth. As soon as it was signed, trade began flowing back and forth between the two nations, and so likewise did a wide variety of advisors and even students. The first Lyrans entered the NAIS in 3023, beginning many long years of both realms opening their academies and universities to the other's citizens.

The effects were felt almost immediately. The economic depression both nations suffered began to turn around, while the general malaise of the citizenry transformed to excitement. Optimism reigned as the people of the Suns and Commonwealth realized the alliance's potential. Yet the alliance, in and of itself, was not enough. Both Prince Hanse and Archon Katrina knew that their nations would ultimately merge, but for that new nation to remain viable they would have to strike first to prevent the other three Successor States from threatening them.

Prelude

Two years after the alliance was signed, the AFFS and Lyran Commonwealth Armed Forces (LCAF) held their first joint war games, the Alliance Games on New Earth. Though the goal was to open up a dialogue between the two militaries, it was also the genesis of a decades-long rift after the AFFS (represented by the Davion Heavy Guards) thoroughly trounced the less maneuverable and tactically clumsy LCAF (represented by the 10th Lyran Guards, traditionally a proving ground for Archons-to-be and commanded by Duke Frederick Steiner, who would become one of the biggest opponents of the alliance). Many senior officers and nobles within the Commonwealth used the LCAF's "humiliation" as ammunition to contest the alliance, but the outcome convinced Archon Katrina that her military had significant problems, most of which started with the "social generals" that predominated.

The Alliance Games continued the following year (and, in fact, in every non-war year after that until 3057), increasing in size and scope. At the same time, AFFS advisors were deployed into the Commonwealth to aid LCAF officers in adapting to something other than the defensive "herd" tactics they had employed for so long. Meanwhile, the Archon quietly began to cashier those that opposed the Alliance or worked against the AFFS advisors.

Within the Suns, Prince Hanse concentrated more on his economy than his military—he knew the AFFS was ready, or at least would be once it had the time to rest and rebuild. He also funneled a great deal of funding into the NAIS and other similar think tanks, counting on innovation and the rediscovery of lostech to help his nation's financial woes.

In 3026, the AFFS took part in Operation GALAHAD. Moving ten 'Mech regiments and a hundred more conventional regiments up and down the Capellan and Draconis Marches, Prince Hanse characterized this operation as a way to "increase vigilance by rehearsing defensive troop movements." The operation was an unqualified success and was repeated the next year with more than twice the forces. The LCAF held

their own version, Operation THOR, likewise involving a significant percentage of their line regiments. Moreover, the Archon claimed a victory of her own in the Alliance Games when the Second Royal Guards defeated the Third Ceti Hussars.

The time was fast approaching. Operations GALAHAD and THOR proved that both militaries could accomplish the complex movements necessary to deliver a resounding military victory, while the AFFS advisors and the Alliance Games were having a positive impact on the LCAF. Moreover, the House Lords that had protested so vehemently to the operation the year before paid little attention to the maneuvers this time. Now all the prince needed was the right time to launch his attack, one that would secure the futures of the Federation and the Commonwealth.

That opportunity proved to be the wedding between Prince Hanse and Archon-Designate Melissa Steiner. Plans for their wedding had secretly been moving forward for some time. Scheduled for late August of 3028, it was to be the greatest event in the history of the Inner Sphere. Using news of his impending marriage as cover, Hanse announced his plans to the other Successor Lords in October of 3027. He further covered the impending invasion by announcing Operations GALAHAD and THOR in June of 3028, providing each House Lord detailed schedules; already considering the maneuvers "routine," they paid little attention.

Wedding Gift

The wedding of First Prince Hanse Davion and Archon-Designate Melissa Steiner occurred on 20 August 3028. Every political leader in the Inner Sphere attended the ceremony, hosted by ComStar on Terra. At the ceremony following the wedding itself, the Prince announced the beginning of the Fourth Succession War, sowing confusion and fear throughout the assembled throng of Inner Sphere leaders. He had his first victory without having to fire a shot.

Within the Federated Suns, the Capellan Front ignited like a powder keg. Three years of Galahad maneuvers had allowed the prince to mass his military for a crushing invasion of the Capellan Confederation—known as Operation RAT. Likewise, Operation THOR resulted in significant build-up of the LCAF on the Combine border, which similarly erupted into war with the initiation of Operation GÖTTERDÄMMERUNG. To further destabilize the Combine, Prince Hanse let loose Wolf's Dragoons along the Draconis March. Having just escaped from the Combine's employ after the disastrous battle of Misery, the Dragoons were itching for revenge, while Coordinator Takashi Kurita bordered on the psychotic in his desire to destroy the Dragoons.

The war efforts against the Draconis Combine were secondary, meant to keep the Dragon from forcing the Suns to fight a two-front war. The Capellan Confederation was Prince Hanse's primary concern. AFFS units poured across the border in the Tikonov-Chesterton region, with all eight Crucis Lancers RCTs striking and ultimately taking Tikonov itself. Within months, the Confederation had been sundered, the few systems remaining coreward of the occupied territories seceding from the Confederation and establishing themselves as the Tikonov Free Republic.

Allying itself with the Suns and Commonwealth, the Tikonov Free Republic attacked the Free Worlds League, gaining a number of



HISTORY OF THE FEDERATED SUNS

valuable worlds in the Terran Corridor and preventing the League from further involving itself in the war. That freed the AFFS and LCAF to concentrate on their primary enemies. Despite a ComStar Interdiction that prevented any HPG communications within the Federated Suns, Prince Hanse pushed on to capture the entirety of the Capellan Sarna Commonality as well as the great majority of the Tikonov Commonality. Archon Katrina likewise made considerable gains at the Combine's expense along her border with that nation.

By the end of 3029, it was increasingly clear to Prince Hanse that he could hope for little better. Operation RAT had wrested 107 systems from the Confederation's control, including the secession of both the Tikonov Free Republic and the St. Ives Compact, losing 15 in the process to the Draconis Combine. The Tikonov Republic captured 13 League worlds, and the Lyran's seized an amazing 53 worlds from the Combine, losing only two in the process.

The Fourth Succession War came to an end on 10 January 3030 with the cessation of hostilities, followed by the official signing of the ComStar Peace Pact on February 19. Having accomplished more in a year and a half than his predecessors did in two and a half centuries, Hanse Davion now had to deal with the aftermath of the war.

FEDCOM FORMING

The Fourth Succession War lasted but seventeen months, but its cost was phenomenal. One hundred million were killed, six times that number were injured, and more than fifty million were left displaced. The economy of the Federated Suns had suffered terribly during the war, having just barely started the recovery process after the Third Succession War. JumpShips that normally transported food and goods between worlds were dragooned to carry troops and war materiel instead. Interstellar commerce ground nearly to a halt, and the nation soon found itself on a ration system that allocated significant resources to support the AFFS. The 3029 Interdiction only fueled the fire of civil unrest—the people of the Federated Suns could deal with hardships so long as they heard about the AFFS' fantastic successes against the Capellans, but as soon as those news feeds were shut down, they had only their own misery to consider.

Following the war, Prince Hanse had two significant social issues to deal with: jump-starting the Federated Suns' economy to satisfy his own people at home and dealing with some one hundred worlds captured from the Capellan Confederation—worlds where the native populations were not necessarily disposed to view the Federated Suns with open minds.

Peace and Unrest

Davion knew that the problems at home would sort themselves out soon enough; the people of the Federated Suns had suffered through much worse for far longer, and the peace that now reigned would bring with it the prosperity they deserved. As for the worlds liberated from the Confederation, the prince had a unique plan. Organizing them into the Sarna March, he ceded them to the Lyran Commonwealth, but both he and Archon Katrina made Archon-Designate Melissa Steiner-Davion the region's governor. Nineteen months later, when the people of the Tikonov Free Republic voted to join the Federated-Commonwealth Alliance, their worlds were likewise incorporated into the Sarna March.

MINORITY OPINION

We keep hearing about how wonderful Hanse Davion has been for this nation, how he has the best strategic mind since Aleksandr Kerensky, or how he revolutionized war, or even how he's the savior of humanity. Well, that's the biggest pile of goatshit I've ever heard!

This "prince" and all his haughty court jesters "advisors" decide to ~~conquer~~ "free" the people of the Capellan Confederation from their dictatorial leader. And somehow "make life better" for all of us in the process? And to do this, they spring on the Inner Sphere the biggest and most destructive war in the last two centuries? How the hell can anyone call this a sane move for a national leader?

They tell us that the Confederation is a despotic state, that its people don't have access to the freedoms that we do, and that with every breath its leader wants only to destroy the Federated Suns, and won't stop until he does so. They say that the Liaos tried to murder our prince. And they say that the people of the Confederation need only be released from the Liao police state to realize the crimes that have been done to them.

This is what they call *casus belli*? This is the reason we've murdered three hundred million civilians, raped and pillaged across a hundred worlds, destroyed interstellar peace and plunged our nation into a depression worse than anything we experienced during the first three Succession Wars combined? Our own people are starving, freezing and dying of disease because all of our JumpShips are being used in this illegal and immoral invasion. The ~~insane~~ "benevolent" Hanse Davion went so far as to ~~outright steal~~ "dragoon" every privately owned JumpShip within the nation to support his war of ~~conquest~~ "liberation."

What's more, he somehow managed to convince Archon Katrina Steiner, the author of the Peace Proposal, that this madness was a good idea. He ~~raped~~ "employed the support of" the Lyran Commonwealth for all it was worth before setting it off to invade the Draconis Combine. What is anyone getting out of this? Nothing! How could they? The only "good" this war could possibly do is boost the Tyrant Hanse's ego. Who else but an egomaniacal psychopath could possibly start something as evil as this?

—Signed "SpherePeace6," from a widely circulated editorial, circa March 3029.

Both the AFFS and LCAF jointly garrisoned this region, eliminating armed terrorist cells while forming local militia units to take over local defense. Military and police forces did their part in pacifying the Sarna March, but it was the reign of Melissa Steiner-Davion, coupled with economic renewal, that truly brought the people around. The interstellar trade between the Federated Suns and Lyran Commonwealth flowed directly through this region. Once-prosperous Terran Hegemony worlds saw their potential again being realized, and even die-hard pro-Capellan worlds like Sarna saw significant advancements made to their factories and infrastructure. Hanse Davion may have brought war to their worlds, but now he was bringing things they had never before experienced: freedom, civil programs, and an open economy.



At the same time, the NAIS was making tremendous strides in uncovering the secrets of lostech. Having received a copy of the Star League memory core discovered in 3028 by the Gray Death Legion mercenary unit, NAIS scientists immediately began working on unlocking technologies thought lost after the fall of the Star League. Some of those had already found their way into the AFFS, but it wasn't long before the trickle-down effect brought those advancements to the general public.

Prince Hanse kept his eye keenly upon the Capellan Confederation, awaiting the time to renew his strike so he might claim what little remained. Even before the end of the Fourth Succession War, the Andurien War of Secession broke out, involving the Confederation in a war against the rogue League province of Andurien and the Magistracy of Canopus. Matters at home continually prevented the prince from finishing what he'd started. He moved AFFS troops in to help garrison the nascent St. Ives Compact and concentrated upon pacifying the Sarna March. Then, in 3034, the Free Rasalhague Republic was formed, causing uproar in both the Draconis Combine and the Lyran Commonwealth, the latter culminating in the Free Skye Rebellion. Two years later, Hanse aided his wife in dealing with labor problems in the Sarna March stemming from unscrupulous industrialists taking advantage of the region's people.

All those crises served to keep Davion from looking again to the Confederation, or to the Draconis Combine. By 3039, those obstacles were gone.

Tempting Fate

The Fourth Succession War had been an absolute success, cutting the Capellan Confederation in half and throwing its Chancellor and military into a malaise from which they would not recover for years. That left the Draconis Combine as the only real threat to the Federated Suns. So while Prince Hanse may have desperately wanted to forever rid his nation of the Capellan threat, he recognized that the Combine posed a significant threat to the entire Alliance he had spent so much time building.

And so in the early 3030s, Hanse decided to target the Combine. Had he struck then, he likely would have had success on par with the Fourth Succession War. But interstellar events conspired to prevent him from moving until the end of the decade, when he was finally able to concentrate the forces he'd need along the Alliance's borders with the Combine.

The War of 3039 began in April of that year with a four-pronged invasion of the Draconis Combine. The LCAF had responsibility for Operations WINTERSCHNEE (the Commonwealth Thrust) and STURMHAMMER (the Dieron Thrust), while the AFFS was responsible for Operations GAHERIS (the Benjamin Thrust) and LAUNCELOT (the Galedon Thrust). During the build-up, the two nations had traded some units, with the AFFS contributing significant forces to the Dieron Thrust, though command for the local operations remained with the LCAF and AFFS rather than a joint organization. That led to some issues during the war, though the greatest problem the two nations faced was Theodore Kurita, the son of Coordinator Takashi Kurita.

Having made secret deals with both ComStar and his nation's underworld (the *yakuza*) earlier in the decade, Kurita had managed to secretly build up the DCMS, further replacing many senior officers that

rigorously followed the rigid precepts of *bushido* with more forward-thinking battlefield leaders. The invasion's initial wave caught the Draconis Combine completely off-guard and made significant gains, but the younger Kurita rallied his forces in record time, launching a handful of spoiling raids before responding with a powerful counterattack across the four fronts. Additionally, he staged a counter-invasion of the Draconis March with a handful of units, making what appeared to be a strong drive on Robinson.

The appearance of so many new DCMS units, combined with Kurita's audacious strike into the Suns, frightened the "old-school" LCAF generals and even gave Prince Hanse reason to pause. Unsure of what he faced, the prince ordered a halt to the invasion. Though in retrospect he likely could have driven deep into the Combine, he chose discretion over impetuosity. The War of 3039 ended before the dawn of the new decade (though the peace accords were signed in January of 3040).

Prosperity Anew

The War of 3039 ultimately involved each of the Successor States (the Free Worlds League and Capellan Confederation to a far lesser extent) but lasted little more than half a year. What followed was the longest stretch of peace in the Inner Sphere since the 28th century.

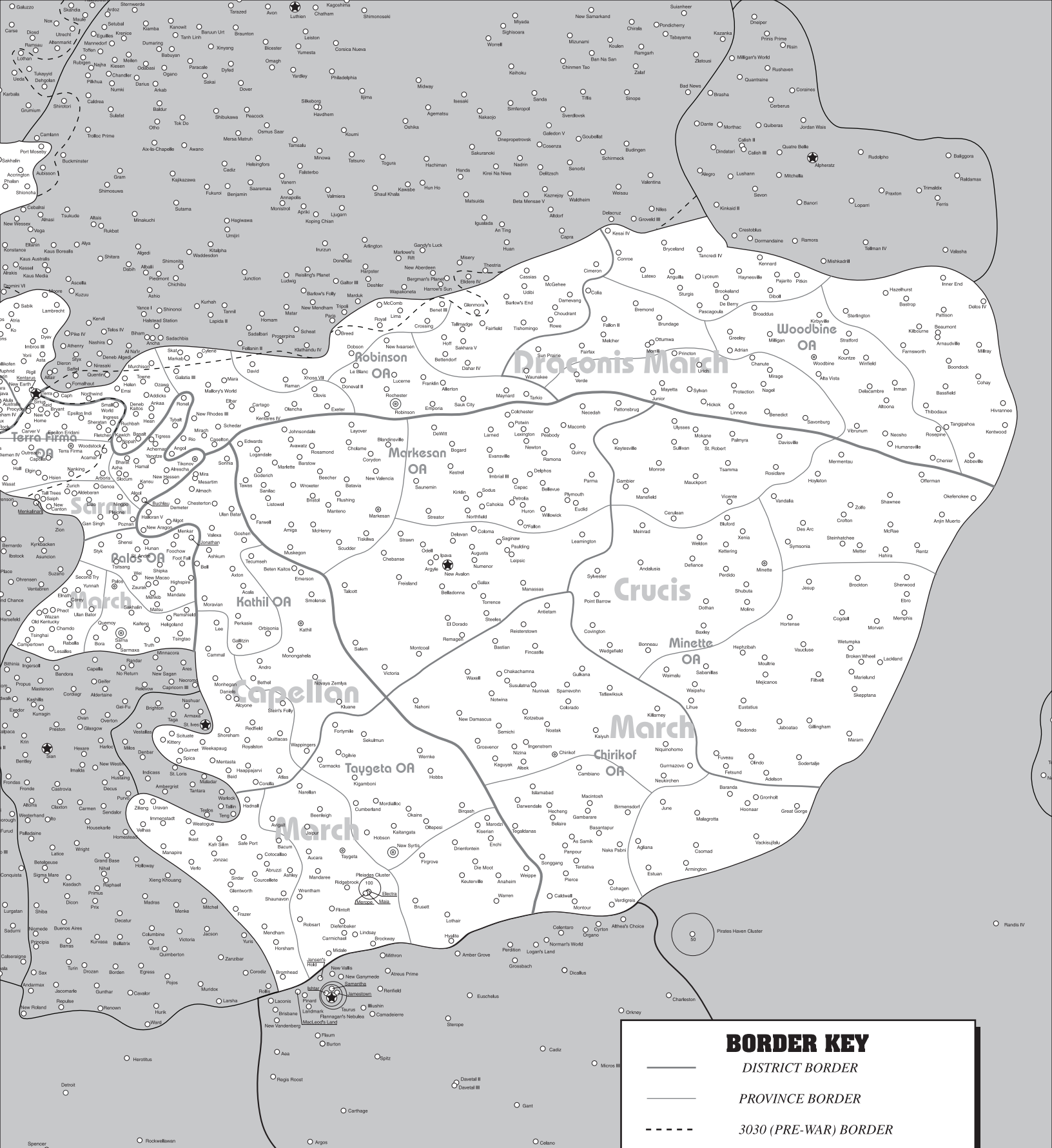
Attitudes were changing, but so were social circumstances. Interstellar trade was boosting failed economies. The Star League Memory Core was inspiring innovation and technological advancement, while the NAIS created a hunger for education and knowledge. Prosperity dawned for the first time in centuries.

The 3040s were particularly remarkable for the Federated Suns and Lyran Commonwealth. Since the signing of the Alliance treaty in 3022, both nations had been slowly ramping up for the eventual merger. First came the economic measures, followed by a closer relationship between the two nations' militaries. The War of 3039 proved that was not proceeding as well as it should have been. The joint Federated Commonwealth Corps, made up of officers and personnel taken from both militaries, was already in existence and continually growing. The creation of the Armed Forces of the Federated Commonwealth (AFFC) was the next major step, uniting the AFFS and LCAF into one military organization.

Archon Katrina Steiner had abdicated in favor of her daughter just before the outset of the War of 3039, leaving Prince Hanse and his wife in control of the two nations. Together, they faced opposition from groups in both halves to push the merger of their militaries. New units were formed, traditional Lyran 'Mech regiments found themselves upgraded to RCT status, and commands hailing from both nations were exchanged, building some support for the official stand-up of the AFFC in 3042.

Though the Federated Suns and Lyran Commonwealth were not yet officially merged into the Federated Commonwealth (and would not do so until Victor Steiner-Davion rose to power), for the last half of the decade and into the first half of the next the two nations seemed more and more as one. Apart from a few border disputes, the biggest challenge facing Prince Hanse was how to beat his enemies to the discovery of the next bit of lostech.

Prosperity reigned for the decade. Then Kerensky's legacy struck back.



BORDER KEY

- DISTRICT BORDER
- PROVINCE BORDER
- 3030 (PRE-WAR) BORDER

PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

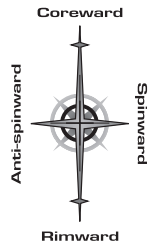
FEDERATED SUNS
after
War of 3039

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LEGEND

30 LIGHT YEARS
120 LIGHT YEARS OR 26.8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





REAPING THE BENEFITS

The discovery of the Helm Star League Memory Core in 3028 didn't change the face of the Inner Sphere overnight. While the Grey Death Legion rather selflessly ensured that the governments of each of the Successor States eventually received their own copies of the Memory Core, it didn't mean that factories began to spit out pieces of lostech the next week, the next month, or even the next year. Each of the Great Houses immediately took their copies and locked them away, allowing only a handful of trusted researchers access to the information, save for House Davion with its NAIS—though even then the Davions strictly controlled who had access to the information.

For at least the first decade, the memory core was treated as a state secret of the highest order. Those few individuals that had access to the information had to conduct their research under tightly controlled conditions. They also had but one mandate: to unlock the secrets of military technologies lost during the Succession Wars, technologies such as double-strength heat sinks, ferro-fibrous armor and endo-steel structural members.

Each of the Successor States poured significant percentages of their gross national product into research and development, and later into retooling factories or constructing new manufacturing facilities that could produce these recovered technologies. Ever readying themselves for the next war, their single-minded focus prevented other researchers from potentially unlocking far more of the secrets than were rediscovered. All for the sake of preventing their enemies from stealing those secrets for themselves—secrets they'd eventually unlock anyway.

Still, some of that lostech began to trickle down to civilian markets. Incremental advances in metallurgy, biotech, and computer technologies hit throughout the 3030s. Incredible progress in medical science soon led to the eradication of numerous diseases and corresponding lifespan increases.

The real advances didn't come until the 3040s, though. By then, the general tech base had increased to the point that advances seemingly came on a daily basis. Additionally, the NAIS had made significant portions of the memory core, declassified by the Davion government, available to civilian researchers. Suddenly, instead of fighting "hot" wars against each other, the Successor States were battling to stay at the pinnacle of technology. That tech war spawned the greatest golden age in the Inner Sphere since the dawn of the Star League—one that the Federated Commonwealth won hands down.

—Dr. Andrea Paliwoda, *Hidden Wars*, ComStar Archives, 3058.

KERENSKY'S VENGEANCE

In early 3050 the greatest mystery of the modern era was finally solved (though it would be nearly another year before it became common knowledge). General Kerensky's long-missing SLDF returned to the Inner Sphere, bent on conquest and the eradication of the nations that had destroyed the Star League. The Clans, as they were known, meant to reestablish Kerensky's ideal Star League by conquering the Inner Sphere and subjugating it under their dictatorial thumbs.

The first Clan assaults struck in March of 3050, striking the coreward reaches of the Inner Sphere on a broad front extending from the Lyran state, across the breadth of the Free Rasalhague Republic, and well into the Draconis Combine. Employing technologies far ahead of even those available during the height of the Star League Era, Clan OmniMechs and Battle Armor made short work of every Inner Sphere unit that tried to resist their relentless advance upon their ultimate target: Terra.

Almost overnight, the entirety of the Lyran nation was in a panic. An unknown enemy was ripping through some of the AFFC's best units—entire RCTs and March Militias were being annihilated apparently with no effort. In response, Prince Hanse immediately ordered almost every line unit within the Federated Suns to the Lyran front, making the Combine border all but undefended and leaving a mere skeleton of forces on the Capellan frontier.

Despite the best efforts of the AFFC, the Clan juggernaut continued unabated, pausing late in the year only because a freak accident cost them the life of their ilKhan (their war leader). During that lull, which lasted little more than a year, the Successor Lords convened on the Wolf's Dragoons homeworld of Outreach, where they learned the true nature of the Clans. There, on Outreach, save the deluded Chancellor Romano Liao, they agreed to work together for the first time in three centuries to combat the Clans. The Free Worlds League, unaffected directly by the Clan invasion, pledged to support the AFFC and DCMS with materiel, while Hanse Davion and Theodore Kurita agreed to share intelligence and even engage in joint operations.

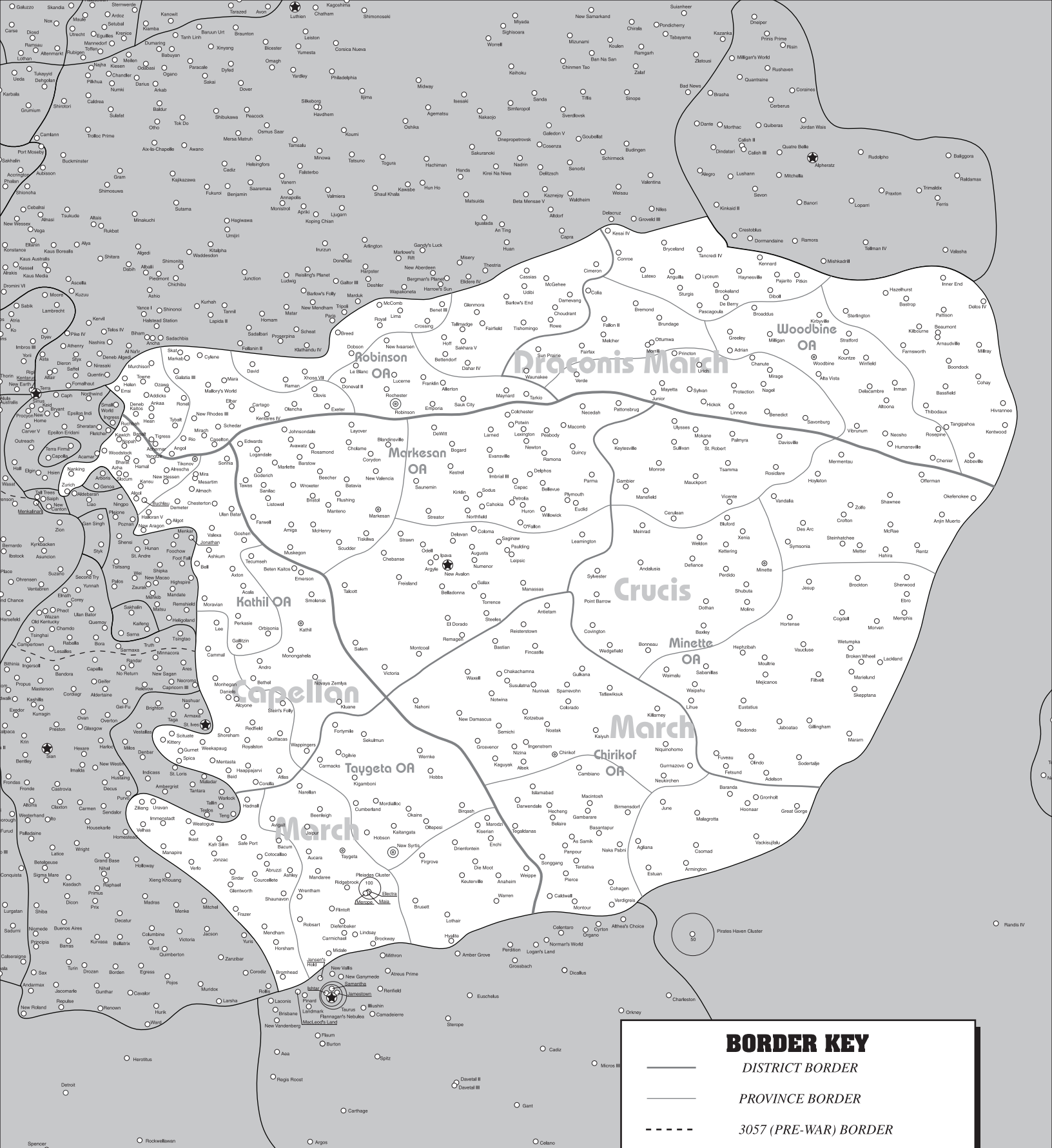
Nowhere was that more evident than in the Battles of Luthien and Teniente. When Prince Hanse learned that the Clans were about to strike the Combine capital of Luthien, he dispatched Wolf's Dragoons and the Kell Hounds mercenary units to aid Kurita in the defense of their homeworld. Less than five months later, the Prince tasked his son, Kommandant Victor Steiner-Davion, to rescue Theodore Kurita's son from Teniente.

When the fighting resumed, the AFFC was able to deliver the Clans a handful of isolated defeats, but by and large Kerensky's vengeance continued on unabated, ending only with ComStar's intervention on Tukayyid. Gathering its entire military there to fight the Clans in a proxy bid for Terra itself, ComStar won for the Inner Sphere a fifteen-year reprieve from the onslaught. It seemed a miracle delivered just in time.

Social Fallout

The Clan invasion had far greater repercussions upon the Federated Suns than the destruction of so many AFFC units. At the height of the war, attitudes among the nation's people had turned against the Alliance. Many felt that the decades the AFFS spent training the LCAF had been for naught, and now they were sacrificing their loved ones to try to save a nation that could not defend itself. Used to a steady influx of Lyran money into their economy, the Clan war shocked the Federation into a depression, while the shifting of most of the Suns' merchant marine—dragooned into service to transport AFFC units to the front—into the Lyran Commonwealth put an end to all but the most necessary of interstellar commerce.

Just as vocal were those that saw the denuding of the Federated Suns' borders as tantamount to inviting an invasion. Public outcry from the



BORDER KEY

DISTRICT BORDER

PROVINCE BORDER

3057 (PRE-WAR) BORDER

PLANET KEY

NATIONAL CAPITAL

DISTRICT CAPITAL

PROVINCE CAPITAL

FEDERATED SUNS

after

Operation Guerrero (3058)

© 3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

30 LIGHT YEARS

120 LIGHT YEARS OR 26.8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





Draconis March was deafening, only increasing in intensity following the Outreach summit. Prince Hanse faced political, bureaucratic, and even military objections to redeployment on a daily basis. He argued his rationale eloquently, but when those objections led to delays he acted swiftly, dismissing and even imprisoning government officials and military officers on charges of treason and sedition.

Perhaps the greatest blow to the Federated Suns came after the Truce of Tukayyid, however. On 17 June 3052 First Prince Hanse Davion died of a heart attack on New Avalon. An era of greatness, some say greater than any since Simon Davion, came to an end.

ALLIANCE AND DISSOLUTION

To many citizens of the Federated Suns, Hanse Davion was the savior that first delivered them from the horrors of the Succession Wars and then gave them the victories over their ancient enemies they so richly deserved. He brought back lostech, gave them economic prosperity, and made educations available to those who wanted them. He crushed the Capellan Confederation, delivering freedom to half of their worlds, and though he failed to accomplish the same thing with the Draconis Combine, the Dragon had always been a difficult opponent.

Of course, many outside of the Federation didn't consider Prince Hanse quite so highly. Within the Capellan Confederation, propagandists regularly referred to him as the "Great Satan" or "Amaris reincarnate." Followers of Coordinator Takashi Kurita similarly disparaged him, though followers of his son often regarded him with respect, though even then history demanded they never turn their backs on him.

TIMELINE: FOURTH SUCCESSION WAR THROUGH THE CLAN INVASION

- 3026: (Aug) Operation GALAHAD maneuvers.
- 3027: (Aug) Operations GALAHAD and THOR maneuvers.
- 3028: (Mar) A Star League Memory Core is discovered on Helm, a copy of that is eventually delivered to the NAIS.
(May) Following the Battle of Misery, Wolf's Dragoons accepts a contract with the Federated Suns.
(Aug) Operations GALAHAD and THOR maneuvers.
(Aug 20) Marriage of First Prince Hanse Davion and Archon-Designate Melissa Steiner; Operations RAT and GÖTTERDÄMMERUNG begin; start of Fourth Succession War.
(Nov 21) Capture of Tikonov.
- 3029: (Jan 12) The Northwind Highlanders reclaim their homeworld for the Federated Suns.
(Feb 2) Tikonov Free Republic secedes from the Capellan Confederation.
(Feb 14) Duke Michael Hasek-Davion is murdered on Sian; he is succeeded by his son, Morgan Hasek-Davion.
(Jun 1) ComStar interdicts the Federated Suns.
(Nov 14) St. Ives Compact secedes from the Capellan Confederation.
(Dec 7) End of the ComStar Interdiction.
- 3030: (Jan 3) Capture of Sarna.
(Jan 10) First Prince Hanse Davion and Archon Katrina Steiner call a cease-fire.
(Feb 19) Signing of the ComStar Peace Pact; end of the Fourth Succession War.
(Feb 26) The Sarna March is formed, with the Lyran Commonwealth taking responsibility for the region; Archon-Designate Melissa Steiner-Davion is made its leader.
(Apr 12) Victor Ian Steiner-Davion is born.
- 3031: (Sep 9) Tikonov Free Republic is absorbed into the Sarna March.
- 3032: (Nov 16) Katherine Morgan Steiner-Davion is born.
- 3034: (Mar 13) The Free Rasalhague Republic is formed.
(May) First Skye Rebellion begins.
- 3035: (Feb 2) Peter Ardan Steiner-Davion is born.
- 3036: Archon-Designate Melissa Steiner-Davion deals with an economic crisis in the Sarna March.
- 3037: (Jul 14) Arthur Andrew Steiner-Davion is born.
- 3039: (Mar 15) Yvonne Steiner-Davion is born; Archon Katrina Steiner abdicates and is succeeded by her daughter Melissa Steiner-Davion.
(Apr 15) First Prince Hanse Davion declares war on the Draconis Combine; the War of 3039 begins.
- 3040: (Jan 19) Exeter Accords signed; the War of 3039 ends.
- 3042: (Apr 1) The Armed Forces of the Federated Commonwealth are formed.
- 3050: (Mar 7) First Clan assault in the Inner Sphere; beginning of the Clan War.
(Oct 31) Clan invasion temporarily halted after the death of ilKhan Leo Showers.
- 3051: (Jan 12) Leaders of the Inner Sphere convene on Outreach.
(Aug 5) Captain-General Thomas Marik agrees to supply the AFFC and DCMS with war materiel.
(Nov) The Clans resume their invasion of the Inner Sphere.
- 3052: (Jan 5) Battle for Luthien; Federated Suns Intelligence Minister Justin Allard is assassinated on New Avalon; his wife, Duchess Candace Liao, is thought dead as well; Duchess Liao resurfaces months later.
(May 1) Battle of Tukayyid begins.
(May 6) Battle for Teniente, in which Victor Steiner-Davion rescues Hohiro Kurita.
(May 21) Battle of Tukayyid ends; the 15-year Truce of Tukayyid begins.
(Jun 6) ComStar Primus Myndo Waterly dies; the Word of Blake forms in the aftermath of her death.
(Jun 17) First Prince Hanse Davion dies; his son, Victor Steiner-Davion, becomes First Prince but refuses to take the throne; Archon Melissa Steiner-Davion becomes Regent of the Federated Suns.



LEGACY OF A VICTOR

[Jack McCarthy] Final thoughts. Victor Steiner-Davion: great leader or chiva monkey. Li Salvador?

[Li Salvador] Good leader who did what was best for humanity, not just the Federated Suns. He was thrown onto the front lines of a losing war and managed to beat the Clans at their own game. He masterminded Operation Bulldog and led it into battle. Thanks to him, we don't have the Clans to worry about anymore. If he'd acted to stop the Lyran secession and the Guererro invasion, we wouldn't have the Star League, and half the Inner Sphere would probably be overrun by the Clans.

[McCarthy] Good points, but wrong! Najam, your take.

[Najam Ratka] Great chiva monkey. Put a Davion in a 'Mech, and chances are you're going to get someone who can do some damage. But when it came to politics, he was as flaccid as Romano Liao was insane. How could anyone take him seriously after he refused to take the throne when his father died? He just let the Mariks and Liaos walk over the Sarna March, and he allowed his sister to not only take control of the Lyran Alliance but also keep half of the Federated Suns' military in the process. And when he went to fight the Clans again, he left the weakest member of his family in charge but didn't so much as give her an advisor that could keep her from giving away the keys to the palace. Weak and ineffective. That's how history books will remember him.

[McCarthy] Najam, as intelligent and beautiful as she is deluded. Give us the truth, Dru.

[Drucella Tehn] Great leader and man of peace. He didn't fight to conquer or in the name of vengeance. He fought for peace, and that's what he gave us. And he put aside centuries of hate to create a peace with Theodore Kurita. He wouldn't stoop to the depths of everyone else, and that's why everyone hates him.

[McCarthy] Bobby 'the Hawk' Nelson, give Dru a reality check.

[Robert Nelson] He and his siblings are proof positive that the Davion one-two combination of greatness and luck can and does occasionally skip a generation. There hasn't been a Davion Prince this misguided since John Davion the First. They both lost half their nation because they played the part of the nice guy.

[McCarthy] Close, but wrong! The answer is ... aggressive but unlucky. Next week, the Civil War aftermath and reconstruction ...

—Transcript from *The McCarthy Group*, Federation News Services, 15 July 3067.

His legacy was undeniable, but without his sheer strength the Federation and his Alliance faltered. His scions proved not only incapable of sustaining his dreams, they tore them asunder. Before that happened, his legacy brought the Inner Sphere into an alliance that would end the threat of the Clans and signal a changing attitude toward one of his nation's hated enemies.

THE FEDERATED COMMONWEALTH

Kommandant Victor Steiner-Davion, son of Prince Hanse and Archon Melissa Steiner-Davion, had distinguished himself during the Clan War. At 22 years of age, he had more experience than many of his predecessors, including his uncle Ian, had upon assuming the throne.

Nevertheless, while he officially became First Prince of the Federated Suns, he refused to assume the Principality. The Clans still posed a threat to the entire Inner Sphere, and he felt he could do more good leading the combined AFFC from the front.

Thus Melissa Steiner-Davion, Archon of the Lyran Commonwealth, became Regent of the Federated Suns. Though the two nations had not formally merged into the Federated Commonwealth (and would not officially do so until the death of Archon Melissa), for all intents and purposes the "FedCom" was a functional nation, if one with serious internal problems.

Archon-Prince

Archon Melissa ruled the two allied nations in her son's name for just over three years, overseeing numerous social programs that created new homes for citizens displaced during the Clan War, rebuilt destroyed industries, and further revitalized the languishing AFFC. Though opponents to her rule and to the Alliance in general continued their resistance, the Archon had a particular way with the citizens of the allied nations. Not the warrior her husband had been, she nevertheless fought an effective political battle, wielding her massive public support as ably as Prince Hanse had wielded the AFFC. She kept the nations together, strengthening them for their next challenge, wherever that might be.

That challenge showed itself in June of 3055, manifesting first in the form of an assassin's bomb that killed Archon Melissa Steiner-Davion. Victor Steiner-Davion, leading AFFC forces against a Clan incursion into the Lyran state, suddenly became Archon-Prince of the Federated Commonwealth. Less than a year later, the Lyran Skye region erupted into revolt, ending only after significant AFFC involvement and the death of the revolution's political leader.

The Archon-Prince's problems didn't end there, however. In 3057, League Captain-General Thomas Marik accused Steiner-Davion of replacing his son, undergoing medical treatment on New Avalon, with a double, launching an invasion of the Sarna March in the process. The Capellan Confederation, ever looking to take revenge for their ignominious defeat in the Fourth Succession War, joined in the assault. With most of the AFFC still out of position along the Clan frontier, the attackers easily defeated what few garrison forces remained. Capellan terrorist groups only added to the chaos in the region. Military operations lasted only three months, with the two aggressor nations capturing a number of key worlds each; the rest of the region, left unprotected, was quickly overtaken by anarchy. It was soon called the Chaos March.

Worse still, Katherine Steiner-Davion, sister to the Archon-Prince, took position on Tharkad and announced the secession of the Lyran state from the Federated Commonwealth. After just two years of rule, Archon-Prince Victor lost nearly all his father had spent decades building. Moreover, he prevented the AFFC from fighting for what it had lost; instead, he instructed his generals to concentrate on the threat posed by the Clans.

STAR LEAGUE ANEW

The struggles facing the Federated Suns did not end there, of course. The nation still faced a transportation crisis, much of its national and merchant marine JumpShip fleet still operating within what was now known as the Lyran Alliance. Revenues and industrial output that once



flowed freely from the Lyran nation and the Sarna March were cut off. The great majority of the Federated Suns' military remained stationed within the Lyran Alliance. The public outcry was understandably substantial.

Yet the Archon-Prince remained committed to opposing the Clans, and that resulted in a greater alliance than his father could ever have hoped for. In 3058, Clan Jade Falcon crossed the borders of its Occupation Zone to attack the Lyran Alliance. Making an obvious drive toward Tharkad, they stalled at Coventry and ultimately retreated when the Archon-Prince counterattacked with a multi-national force consisting of elements from every Inner Sphere military.

That multi-national spirit of cooperation led to the First Whitting Conference on Tharkad, where the leaders of the Inner Sphere met and ultimately agreed to form a new Star League. Purely a political alliance, though one that soon prompted economic bonds between the member-states, the goal of this Star League was to permanently end the threat posed by the Clans.

Serpent's Refusal

Thanks to information gained from a Clan defector, the Star League discovered the location of the Clan Homeworlds. Led by Archon-Prince Victor and ComStar Precentor Martial Anastasius Focht, the victor of Tukayyid, the new SLDF planned an operation that would see one entire Clan annihilated, proving to Kerensky's children that the Inner Sphere was a power to contend with and that the Star League they dreamed of re-establishing had, in fact, returned to oppose them.

The SLDF attacked in three phases. The first—Operation BIRD DOG—landed small, company-strength ad hoc commands on nine worlds behind the front lines, waging a guerrilla campaign that distracted the Smoke Jaguars and pulled key units out of position. The second—Operation BULLDOG—followed quickly with a massive force assaulting Clan Smoke Jaguar within their Inner Sphere Occupation Zone, while the third and final phase—Operation SERPENT—consisted of a multi-national task force that struck the Jaguars' homeworld of Huntress. In the span of just three months, the Operation BULLDOG attacks decimated Clan Smoke Jaguar's forces, pushing them into a rout. They retreated all the way back to Huntress, with the Archon-Prince in pursuit. Operation SERPENT had similar success, crushing the Jaguars within the Clan Homeworlds before uniting with Archon-Prince Victor's BULLDOG forces to annihilate the retreating Clansmen.

Victor Steiner-Davion's victory on Huntress was remarkable, but his crusade was not yet done. He challenged the Clans to a Trial of Refusal, one of their many combat rites. Fighting a series of battles, not unlike the Trial of Tukayyid, Archon-Prince Victor's SLDF reigned supreme, defeating the Clans on their own territory in one of their own rites. The invasion was permanently over. The Inner Sphere was safe from the Clans at last.

THE FALL OF THE FEDCOM

While preparing for Operation BULLDOG, Archon-Prince Victor made the unprecedented move of naming his sister Yvonne as regent of the Federated Commonwealth, providing his nation a leader who could legally make decisions in his absence. After the Archon-Prince left the Inner Sphere on his nearly year-and-a-half-long campaign against the Clans, public opinion turned against the young and inexperienced regent.

She turned to her sister, Archon Katherine of the Lyran Alliance, to help her, within months turning the regency over to her elder sister. Now commanding both halves of the Federated Commonwealth, Archon Katherine kept both nations independent while she robbed the Federated Suns of everything she could and rid the government and military of individuals loyal to the Archon-Prince, replacing them with sycophants.

The Archon deftly manipulated the press and public opinion to cover her maneuvers, ensuring the people of the Federated Suns didn't find out about her crimes until it was too late. Later, when isolated protests began to grow into actual anti-Katherine movements, she used the military and MIO to put down the resistance. Vocal opponents in the government and even private citizens found themselves in prison.

Freedoms were curtailed, interstellar commerce ground to a halt, the national debt skyrocketed, and the Federated Suns lost its prominence.

FedCom Civil War

When Victor Steiner-Davion returned to the Inner Sphere, he found himself an Archon-Prince without a nation. The Capellan Confederation had invaded the St. Ives Compact, the Federated Commonwealth's closest ally, with little more than a formal objection from Archon Katherine. In fact, seemingly only the Draconis Combine welcomed him back with open arms.

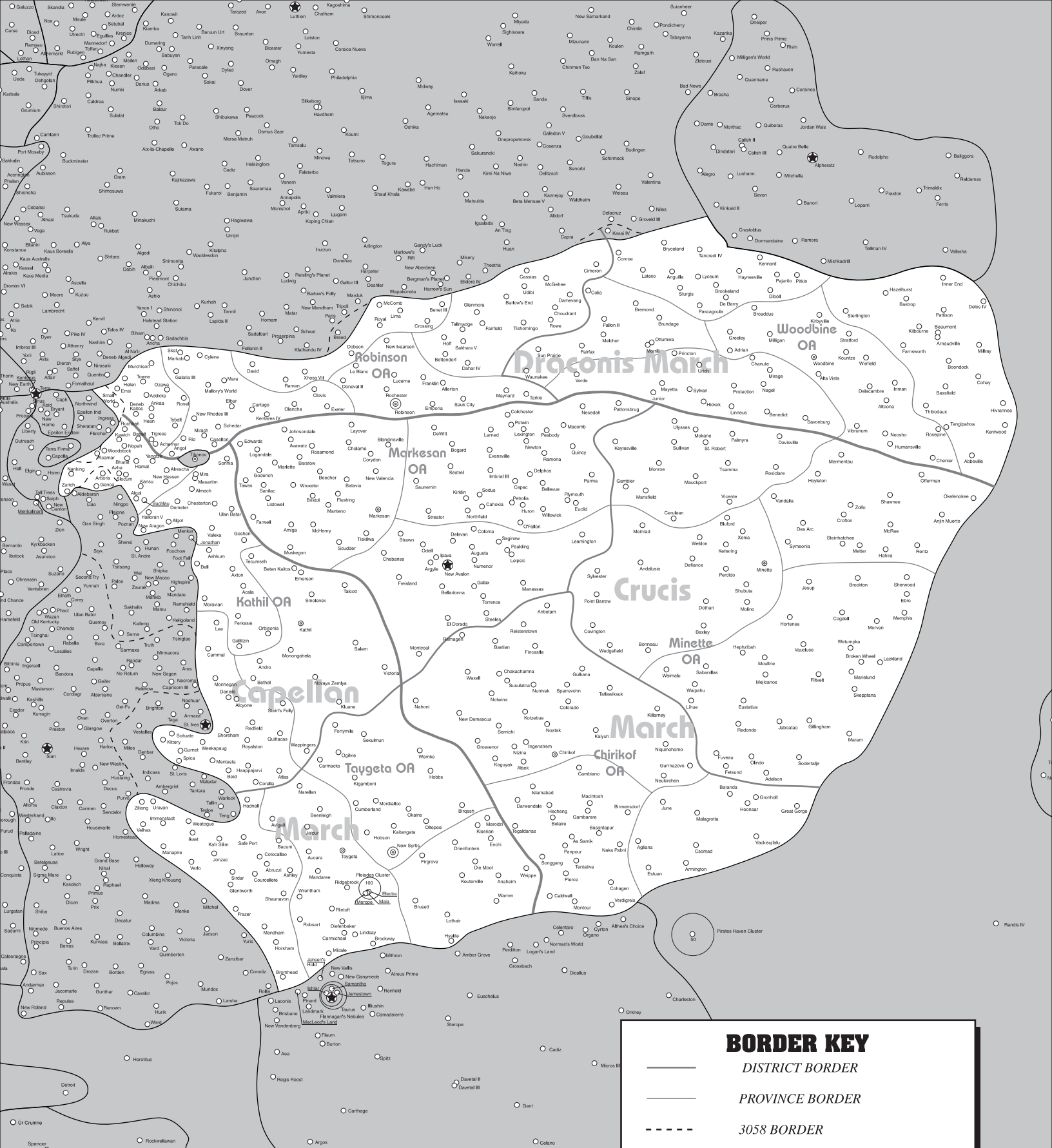
Beneath the surface, however, elements within both the Lyran Alliance and the Federated Suns were preparing for a fight that was rapidly becoming inevitable. Still, it took more than another eighteen months for the growing tensions to boil over and degenerate into a shooting war. Victor Steiner-Davion officially remained neutral, apparently in the hopes of preventing further bloodshed in a civil war. In the end, though, his sister's dictatorial rule, along with her blatant self-centered and pro-Lyran policies, gave the Federated Suns' true patriots little choice.

The 3062 Battle of Kathil is widely recognized as the FedCom Civil War's flashpoint, though in reality increasing police actions and raids perpetrated over the previous year brought tensions to a head. Shortly thereafter, Arthur Steiner-Davion was killed on Robinson, prompting the Archon-Prince to finally take up arms in defense of his nation.

That began almost five years of total and absolute war. Victor fought a lengthy campaign, starting on the Lyran Periphery and pushing through the Alliance and eventually into the Suns and on to New Avalon. At the same time, Field Marshal Ardan Sortek, Prince Hanse's closest friend, led the campaign within the Federated Suns. Archon-Prince Victor's Allied force confronted numerous challenges and setbacks during their drive, including a Clan Jade Falcon spoiling attack and personal losses suffered by their leader, but ultimately drove on New Avalon in June of 3066.

Meanwhile, the Federated Suns faced other opponents. Duke James Sandoval, leader of the Draconis March, prosecuted a punitive campaign against the Dragon in response to an apparent Combine attack upon Robinson. Duke George Hasek, grandson of Michael Hasek-Davion, concentrated on holding the Capellan March together, driving Archon Katherine's Loyalists out of his domain and countering a Taurian invasion force.

The FedCom Civil War came to an end in August of 3067 with the surrender of Archon Katherine on New Avalon and the capitulation of Tharkad.



PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

FEDERATED SUNS

after

FedCom Civil War (3067)

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LEGEND

30 LIGHT YEARS
120 LIGHT YEARS OR 26.8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward



Anti-spinward

Spinward

Rimward



AFTERMATH

The FedCom Civil War was over, and with it Prince Hanse Davion's dreams. It was a war that ultimately proved far more costly to the Federated Suns than any other conflict this century. The military was decimated, the government crippled, and the economy pushed headlong into a spiraling depression. The cost in human lives is still being calculated, as is the damage to civilian property across the nation, though preliminary numbers are already staggering—tens of millions dead or missing, tens of trillions in damages. And that does not take into consideration the loss of agricultural or industrial output of key worlds damaged or, as in the case of Tikonov, lost to enemies.

Following the official end of the war, Victor Steiner-Davion signed the 3067 Act of Succession, permanently removing him and his future heirs—as well as both Katherine Steiner-Davion and Peter

Steiner-Davion and their heirs—from the line of succession. To Peter fell responsibility for the Lyran Alliance, where he serves as its Archon. Yvonne Steiner-Davion, unable to legally assume the Principality, sits as the Federated Suns' regent until such time as a future heir is able to assume the throne; Duke George Hasek, by virtue of being Andrew Davion's great-grandson, is the nation's Heir-Presumptive until the regent produces any offspring.

The Federated Commonwealth and its Armed Forces are dead; the Federated Suns and the AFFS exist once again. Hanse Davion's dream may be over, but his people push on, just as they have done for the past 750 years. The damage is significant, but not insurmountable. With every day, the Federated Suns is growing stronger again and is already prepared to deal with the struggles that fate will throw it next.

TIMELINE: STAR LEAGUE AND FEDCOM CIVIL WAR

- 3055: (Jun 19) Archon Melissa Steiner-Davion is assassinated; Victor Steiner-Davion becomes Archon-Prince; the Federated Commonwealth officially comes into being.
- 3056: (Apr) Second Skye Rebellion begins.
- 3057: (May 20) Joshua Marik dies and a double is put in his place.
(Sep 16) After learning of his son's death, FWL Captain-General Thomas Marik launches Operation GUERRERO, with the Capellan Confederation joining in.
(Sep 18) Katherine Steiner-Davion declares herself Archon and secedes the Lyran Alliance from the Federated Commonwealth.
(Nov) End of Second Skye Rebellion.
(Dec 15) End of Operation GUERRERO.
- 3058: (Feb 3) Clan Jade Falcon invades the Lyran Alliance.
(Feb 15) Word of Blake begins their assault on Terra, claiming it shortly thereafter.
(Jun 5) Archon-Prince Victor Steiner-Davion leads a multinational force to Coventry to defeat the Jade Falcons.
(Oct 1) First Whitting Conference begins.
(Nov 21) Star League Constitution signed.
- 3059: (Jan 3) Archon-Prince Victor Steiner-Davion names his sister Yvonne Steiner-Davion as regent of the Federated Commonwealth.
(May 1) The Operation SERPENT task force departs for Huntress.
(May 13) Operation BIRD DOG begins.
(May 20) Operation BULLDOG begins.
(Aug 13) Operation BULLDOG forces pursue fleeing Clan Smoke Jaguar units.
- 3060: (Mar 2) Operation SERPENT forces land on Huntress.
(Apr 9) Conquest of Huntress complete.
(Apr 23) Great Refusal is fought; SLDF wins the Refusal, ending the Clan Invasion permanently.
(Dec 22) Yvonne Steiner-Davion abdicates the regency and is succeeded by Archon Katherine Steiner-Davion.
- 3061: (Jan 27) St. Ives/Capellan War begins.
(Mar 15) Archon-Prince Victor Steiner-Davion returns to the Inner Sphere.

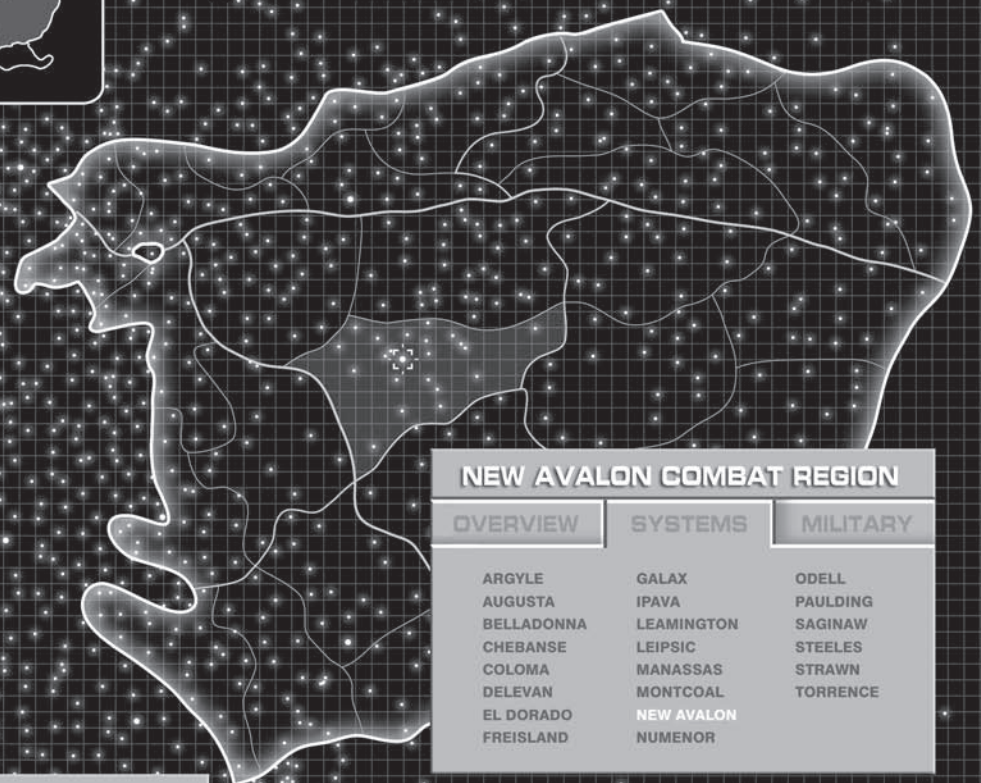
- (Nov 1) Second Whitting Conference begins.
- 3062: (Aug 15) Riots and open fighting between Lyran and Suns natives on Solaris VII break out.
(Oct 18) DCMS forces attack Robinson.
(Nov 16) Kathil "Flashpoint"; Battle of Kathil begins; start of the FedCom Civil War.
(Dec 6) Arthur Steiner-Davion killed on Robinson.
(Dec 8) Archon-Prince Victor Steiner-Davion declares war.
(Dec 22) Duke Sandoval's punitive strikes on the Combine begin.
- 3063: (Jun 10) St. Ives/Capellan War ends with Capellan occupation of St. Ives Compact.
(Jun 28) First Battle of New Avalon begins.
(Sep 8) Battle of Tikonov begins.
(Dec 20) First Battle of New Avalon ends.
- 3064: (May 10) Jade Falcon Incursion into Lyran Alliance begins.
(Nov 7) Third Whitting Conference begins.
(Dec 6) DCMS Reprisal into the Federated Suns begins.
- 3065: (Feb 27) End of Jade Falcon Incursion.
(Oct 10) Battle of Kathil ends.
(Oct 27) Battle of New Syrtis begins.
- 3066: (Mar 4) Duke James Sandoval dies and is succeeded by his son Tancred Sandoval.
(Mar 17) End of DCMS Reprisal.
(May 16) Battle of New Syrtis ends.
(Jun 30) Final Battle of New Avalon begins.
(Jul 23) Battle of Tikonov ends.
(Aug 18) Battle of Tharkad begins.
- 3067: (Jan 23) Taurian assault on Federated Suns begins.
(Apr 5) Battle of Tharkad ends.
(Apr 20) Battle of New Avalon ends; end of FedCom Civil War.
(Apr 24) Yvonne Steiner-Davion named Regent of the Federated Suns; Peter Steiner-Davion named Archon of the Lyran Alliance.
(Nov 28) Fourth Whitting Conference begins.



CARTO *Graphica*



INNER SPHERE: FEDERATED SUNS



NEW AVALON COMBAT REGION

OVERVIEW	SYSTEMS	MILITARY
ARGYLE	GALAX	ODELL
AUGUSTA	IPAVA	PAULDING
BELLADONNA	LEAMINGTON	SAGINAW
CHEBANSE	LEIPSIC	STEELES
COLOMA	MANASSAS	STRAWN
DELEVAN	MONTCOAL	TORRENCE
EL DORADO	NEW AVALON	
FREISLAND	NUMENOR	

NEW AVALON

STELLAR DATA



WORLD NAME: NEW AVALON
NOBLE RULER: PRINCESS-REGENT
YVONNE STEINER-DAVION
STAR TYPE (RECHARGE TIME):
G5V (186 HOURS)
POSITION IN SYSTEM: 4TH
TIME TO JUMP POINT: 7.47 DAYS

NUMBER OF SATELLITES: 3 (AVATAR, GALAHAD, VALIANT)
SURFACE GRAVITY: 1.0
ATMOSPHERE PRESSURE: STANDARD (BREATHABLE)
SURFACE WATER COVERAGE: 60 PERCENT
EQUATORIAL TEMPERATURE: 30° C (TEMPERATE)
HIGHEST NATIVE LIFE: MAMMALS
RECHARGING STATION: ZENITH AND NADIR

PLANETARY DATA

OVERVIEW

CAPITAL OF THE FEDERATED SUNS, SEAT OF HOUSE DAVION'S POWER, AND THE ECONOMIC AND CULTURAL CENTER OF THE NATION—AS WELL AS SOMETHING OF A NEXUS FOR THEOLOGY—NEW AVALON IS EVERY BIT THE NEW EARTH THAT ITS ORIGINAL COLONISTS HOPED IT WOULD BECOME. IT QUICKLY GREW FROM ITS HUMBLE BEGINNINGS AS AN AGRICULTURAL WORLD AND INTO A BURGEONING INTERSTELLAR POWER, THANKS TO FAR-SIGHTED CITIZENS LIKE ADAM DAVION, NATHAN DUVALL, AND JASON HASEK. THE SIGNING OF THE CRUCIS PACT SEALED THE FUTURES OF BOTH HOUSE DAVION AND NEW AVALON, BRINING EVEN MORE COMMERCE TO THE WORLD AND ENSURING ITS LONG-TERM IMPORTANCE.



ECONOMY

COMMERCE TO THE WORLD AND ENSURING ITS LONG-TERM IMPORTANCE.
NEW AVALON WAS FIRST DISCOVERED IN 2205 AND, AS WORD OF THE LUSH WORLD SPREAD, WHICH INCLUDED DETAILED DESCRIPTIONS OF ITS PLENTIFUL ARABLE LAND, LARGE RESERVES OF FRESH WATER, AND A WIDE VARIETY OF USEFUL NATIVE FLORA AND FAUNA,

POPULATION





On any political map of the Inner Sphere, the Federated Suns seemingly occupies the largest of the “pie pieces” that are the Successor States and, most recently, the Clan Occupation Zone. It spans an area of space over 600 light-years by almost 400 light-years and contains some 516 regularly inhabited systems, in addition to scores more otherwise uncharted systems containing mining colonies, layover points, and recharge stations. From the arctic tundras of the Terran Corridor’s Small World to the lush jungles of Kentwood at the furthest reaches of the Suns, from the oft-contested world of Cassias on the Draconis border to Bromhead, the keystone in the defense against both the Capellan Confederation and the Taurian Concordat, the Federated Suns is home to an incredibly diverse population and economy. Its diversity is both the nation’s strength and its curse—strength, for it has suffered the toils and travails of war and remained steadfast; curse, for despite all of its industrial, military, and educational might, far too many of its people remain impoverished and illiterate.

UNIVERSAL SOCIO-INDUSTRIAL LEVEL REFERENCE TABLE

TECHNOLOGICAL SOPHISTICATION

Rating	Description
A	High-tech world. Advanced research centers and universities; best medical care; cutting-edge microelectronics industry.
B	Advanced world. Access to many new technologies; hosts universities; good medical care available (though lacking in most cutting-edge medical tech); basic microelectronics industry.
C	Moderately advanced world. Average local education and medical care; minimal microelectronics industry (must be imported for sale).
D	Lower-tech world. Poor educational system; medical care equivalent to 21st-22nd century level; nonexistent microelectronics industry (excepting possible isolated regions run by private concerns).
F	Primitive world. Inhabitants live without dependence on technology; no advanced education; medical care equivalent to 20th century level (at best).

INDUSTRIAL DEVELOPMENT

Rating	Description
A	Heavily industrialized. Capable of manufacturing any and all complex products.
B	Moderately industrialized. May produce a limited quantity and range of complex products.
C	Basic heavy industry. Equivalent to roughly 22nd century tech; fusion technology possible, but no complex products (including BattleMechs).
D	Low industrialization. Roughly equivalent to mid-20th century level; fusion technology must be imported
F	No industrialization.

HOW TO READ THIS ATLAS

The following section reviews many of the Federation’s key worlds, arranged by major region—the three Marches as well as the so-called Chaos March, each entry containing statistical as well as historical and cultural information. Each world description contains blocks of statistics including world name, noble ruler, primary star type, and JumpShip recharge time in hours, as well as planetary position (relative to other worlds in the system), DropShip travel time to the jump point (assuming a standard jump point and 1G acceleration with a midpoint

RAW MATERIAL DEPENDENCE

Rating	Description
A	Fully self-sufficient. System produces all needed raw materials and may export in large quantities.
B	Mostly self-sufficient. System produces all needed raw materials and may export a small surplus.
C	Self-sustaining. System produces some of its needed raw materials and imports the rest.
D	Dependent. System is poor in raw materials and must import most of its material needs.
F	Heavy dependent. System utterly reliant on imported materials to maintain industry and population.

INDUSTRIAL OUTPUT

Rating	Description
A	High output. World has wide industrial and commercial base capable of exporting most of its output.
B	Good output. World’s industrial and commercial base sufficient for modest product export.
C	Limited output. World has a small industrial base which limits exports; imported goods common.
D	Negligible output. World’s industrial base insufficient for major exports; reliant on imported goods.
F	No output. World must import most—if not all—of its heavy industrial and high-tech needs.

AGRICULTURAL DEPENDENCE

Rating	Description
A	Breadbasket. Planetary agro industries meet all local needs and sustain a thriving export trade.
B	Abundant world. Rich agricultural environment sustains local needs and permits limited exports.
C	Modest agriculture. Most food locally produced, though some agricultural needs rely on imports.
D	Poor agriculture. Minimal agricultural output forces heavy reliance on off-world imports to sustain the local population.
F	Barren world. World’s agricultural output cannot sustain the local population without continuous off-world imports.



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turnover), the number and names of any natural satellites around the planet, local gravity, atmospheric pressure and content (relative to Terran standards), surface water coverage, equatorial temperature (and dominant planetary environmental conditions), and the highest form of native life. In addition, the write-ups include the positions of any jump point recharge stations, along with the class of the local ComStar HPG facility and the planetary population size (based on the 3064 Ministry of Ways and Means Census Estimate.)

The final statistic is a five-letter code known as the Universal Socio-Industrial Index Rating (USIIR). The USIIR code uses an A through F grading system to represent (in order) a settled world's level of technological sophistication, industrial development, dependence on imported raw materials, industrial output (relative to population), and agricultural dependence (again, relative to population). The Universal Socio-Industrial Level Reference Table on the previous page provides further expansion on these grades.

CAPELLAN MARCH

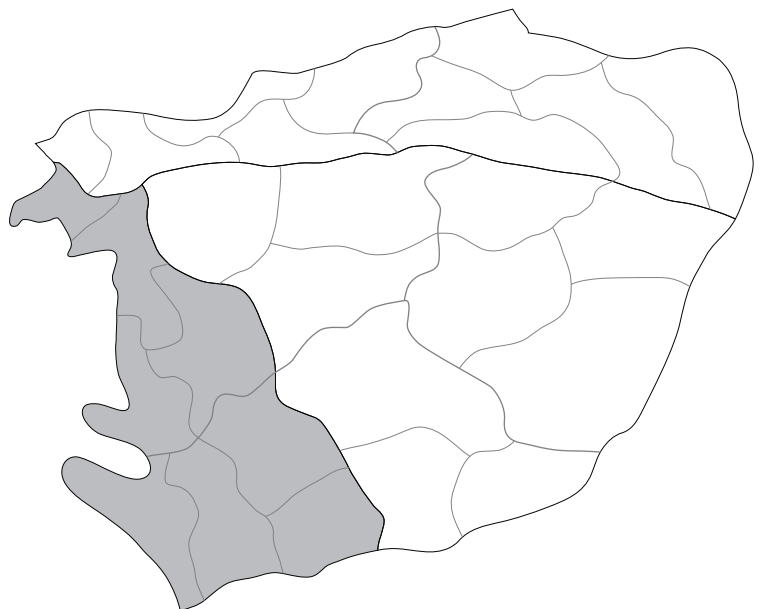
The frontline in the centuries-long battle against the Capellan Confederation, the Capellan March has grown significantly since its far more humble beginnings during the time of the Five Princes. This March is broken down into eight political Administrative Areas and eight military Polymorphous Defense Zones—organized into two Combat Theaters—with a total of 147 inhabited systems. Given that many of those worlds were once claimed by the Capellan

Confederation, languages like Chinese, Russian, and Vietnamese are oftentimes secondary languages—and in some communities primary languages—for large percentages of this region's population. Likewise, those cultures remain popular, and even predominant, on numerous worlds throughout the region, especially those absorbed within the past century.

It is no surprise, then, that a number of opposition and terrorist groups operate within the Capellan March, attempting to overthrow the Federated Suns government or at least to turn the tide of popular support against the Davions. Their efforts, however, have met with nothing but wholesale failure. Not only have the DMI and MIO, in conjunction with local law enforcement agencies, forced these organizations to maintain a low profile lest they fall prey to raids and preemptive assaults, but they enjoy very little support among the populace. The simple fact is that, once the populations of absorbed worlds realize the freedoms availed them by the Federated Suns, they have little desire to return to the oppression of the Capellan Confederation.

On the average, the worlds of the Capellan March are prosperous and claim good technological advancements, though the level of education is just slightly lower than the national mean. That said, there are a number of extremely prosperous and advanced worlds within this region on par with the Golden Worlds of the Crucis March. Moreover, the region boasts some of the most industrialized worlds in the entire nation, providing approximately forty percent of the Federated Suns' industrial output and almost fifty percent of its military production.

Still, there is a dark side to the region. Many of the Capellan and Periphery border worlds are rightly considered part of the "Outback" or "Skid Row." Officially, the government position has been to spend only limited resources on worlds that showed little potential and were likely to be attacked or conquered by the Suns' enemies. Unfortunately, this has prevented many worlds from realizing their full potential, prompting outcries against this "conspiracy of oppression."



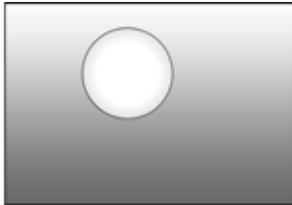


BROCKWAY

World Name: Brockway
Noble Ruler: Duchess Persephone Norinn
Star Type (Recharge Time): K7IV (198 hours)
Position in System: 4th
Time to Jump Point: 3.70 days
Number of Satellites: 2 (Colbert, Jurissa)
Surface Gravity: 1.16
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 57 percent
Equatorial Temperature: 48° C (Tropical)
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class Type: B
Population Size: 748,245,000
Socio-Industrial Levels: D-D-B-C-B

Situated along the Suns-Concordat border, Brockway is an important world for a number of reasons. Initial surveys indicated it was a hot and nearly barren world with some potential for mining and other resource extraction. These findings kept colonists away for decades, but when they finally arrived, they found a world of opportunities. Despite the overbearing heat and extremely rugged terrain, the world was home to a variety of hardy flora and fauna that not only thrived in these conditions but also proved edible and nutritious. Thanks to those first settlers, who sold the fruits of their new homeworld abroad, otherwise marginal worlds like Brockway became viable options for colonists.

Brockway was originally a Taurian holding, though during the Reunification War the system was one of several that were occupied and claimed by the Federated Suns. Since then, the world has played an important role in the defense of the nation, allegedly serving as a communications node for listening posts along the Taurian border and as a primary AFFS forward operating base. It is little wonder, then, that the Taurians have attacked the world dozens of times over the centuries.



CHESTERTON

World Name: Chesterton
Noble Ruler: Duke Errol Fenlon
Star Type (Recharge Time): G9V (190 hours)
Position in System: 5th
Time to Jump Point: 5.82 days
Number of Satellites: 5 (Angela, Iannius, Moira, Nochus, Willus)
Surface Gravity: 1.13
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 75 percent
Equatorial Temperature: 31° C (Temperate)
Highest Native Life: Mammals
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population Size: 2,607,760,000
Socio-Industrial Levels: B-B-A-B-B

The world of Chesterton was settled in the 22nd century by Ian Tristram Chesterton, a man widely regarded as the last of the great Welsh space explorers. Strategically located near several developing systems and with an abundance of fresh water, Chesterton became a natural trade crossroads, which ultimately resulted in it becoming the center of the Chesterton Trade Federation and the capital of the Chesterton Commonality. Chesterton lost most of its worlds to the Federated Suns prior to the Star League era and was itself absorbed into the Federation in the 24th century. Throughout the centuries, the Confederation has made dozens of attempts to reclaim the world, in both the military and political realms, all but destroying its infrastructure in the process.

Today, Chesterton is a thriving world. The tech boom of the 3030s and 3040s brought vitality back to the world, while the lasting peace gave its people the chance to rebuild shattered industries. Mining and mineral extraction support not only standard heavy industry but also the nation's flourishing pharmaceutical industry. Likewise, ranches across six of the world's nine small continents produce large exports of wools and fur as well as a moderate export of meats. The University of Chesterton, located just outside of the world's eponymous capital city, has likewise significantly benefited from the advances of the past four decades and is recognized as a galaxy-class educational institution.



KATHIL

World Name: Kathil
Noble Ruler: Duke Petyr VanLees
Star Type (Recharge Time): F4V (175 hours)
Position in System: 3rd
Time to Jump Point: 16.10 days
Number of Satellites: 1 (Loren's Folly)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 30 percent
Equatorial Temperature: 30° C (Temperate)
Highest Native Life: Insects
Recharging Station: Zenith
HPG Class Type: B
Population Size: 2,158,650,000
Socio-Industrial Levels: A-A-B-A-C

Perhaps next only to New Syrtis, Kathil is the most important world in the Capellan March and certainly among the five most important within the entire Federated Suns. Though a poor agricultural world, it rose to prominence as a key industrial center during the Star League era. Beginning with the dedication of the James McKenna Shipyards in 2602 and cemented when General Motors established its largest manufacturing facility there, Kathil's star rose quickly and shone brightly. It wasn't long





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before the world had become a center for the Star League's military industry. The Federated Suns inherited Kathil after the fall of the Star League, but despite repeated and concerted assaults on the part of the Capellan Confederation, the world remained an incredibly important cog in the Davion military machine—manufacturing materiel from space vessels to BattleMechs to a wide variety of vehicles to weapons to spare parts and ammunition.

Kathil has three large continents—Hurst, Muran, and Thespia—and a series of oceans that span the world. Muran is the largest and most important of the continents, home to the world's capital of District City as well as the majority of its heavy industry. Its climate varies significantly, with the mountainous western reaches almost constantly covered in clouds and deluged by rain, vast expanses of arid reaches on the other side of the mountains and more temperate regions further to the east and north—the only portion of the continent that can truly support agriculture. Hurst is Kathil's breadbasket, where the majority of the world's food is produced; agriculture is a difficult industry, however, as Kathil's vegetation is noticeably chlorophyll-poor and has wide expanses of arid regions only suitable for farming with significant irrigation. Thespia is the smallest of the continents and also the least hospitable; its deserts and mountains yield ores that help support the world's manufacturing industry, but only with difficulty.

Not all of Kathil's operations are terrestrially based, however. The James McKenna Shipyards actually consist of two separate space facilities. One is a large complex of spacedocks positioned at the system's zenith point, where DropShip and JumpShip repairs and refits are conducted for military, government, and privately operated vessels, as well as construction on new JumpShips. Undamaged by the FedCom Civil War, these spacedocks are operating around-the-clock at full capacity, yet private ships remain on a 12- to 18-month waiting list for major service, longer if ship-wide overhauls are required. The orbital yards, significantly upgraded over the past four decades, service and manufacture a wide variety of DropShips, as well as the *Avalon*-class WarShip. The orbital yards are powered by a mix of fusion reactors as well as massive terrestrial solar arrays that directly beam energy to the yards via microwave link.

KITTERY

World Name: Kittery

Noble Ruler: Duchess Laika Nupan

Star Type (Recharge Time): G4III (185 hours)

Position in System: 3rd

Time to Jump Point: 7.96 days

Number of Satellites: 2 (Ming, Tai-Shan)

Surface Gravity: 0.88

Atmosphere Pressure: Standard (Breathable)

Surface Water Coverage: 67 percent

Equatorial Temperature: 40° C (Tropical)

Highest Native Life: Mammals

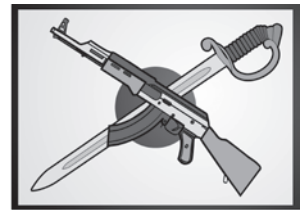
Recharging Station: Nadir

HPG Class Type: B

Population Size: 987,240,000

Socio-Industrial Levels: D-D-B-C-A

Absorbed into the Federation in 3005, the world of Kittery plays an important role in the defense of the Capellan March. It sits as the point of a major salient into the former St. Ives Compact, where it has served as a major staging area for military units poised for deep strikes into the Capellan Confederation. The planet has provided aid and other civil assistance to those St. Ives worlds that have required it, both following the Fourth Succession War and most recently during and after the Confederation's invasion and takeover of the Compact.



That Kittery has served such a vital need for the majority of this century has kept the world relatively calm. The first few decades after its liberation from the Confederation saw significant uprisings, spurred by Capellan nationalists and funded by Sian. The Maskirovka-sponsored Kittery Tong posed serious problems until the end of the Fourth Succession War, when a renewed national spirit—as well as an increase of attention on the part of MIIO—broke the power of the Tong and the Capellan nationalists, first in the capital of Can Fu City and then across the planet. Moreover, the aid provided by the world's inhabitants to other former Capellan worlds gave them the opportunity to aid their cultural brothers and sisters, which helped both them and those they were aiding in accepting Davion rule.

Centuries of Capellan oppression prevented the world from prospering to its full potential. Its population has exploded since the 3030s, but the world is more than capable of supporting a population many times its current size. Its only major industry is farming, and Kittery supplies worlds up and down the Capellan March with the food they need. Kittery is home to one of the march's largest basic military training bases, where the Kittery Regional Training Battalion also trains MechWarriors for the AFFS.



NANKING

World Name: Nanking
Noble Ruler: Duke Anson Jaekel
Star Type (Recharge Time): G1V (182 hours)
Position in System: 4th
Time to Jump Point: 9.75 days
Number of Satellites: 4 (Chang-o, How-Chu, Kun-Lun, Yi)
Surface Gravity: 1.06
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 70 percent
Equatorial Temperature: 36° C (Temperate)
Highest Native Life: Plants
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population Size: 5,975,280,350
Socio-Industrial Levels: A-A-A-B-A

Nanking was settled in the early years of Mankind's Exodus from Terra and, due to its location and natural resources, became one of the first early trade centers. After being incorporated into the Tikonov Grand Union, it naturally developed into a commerce powerhouse, further supplying dozens of systems with its abundant food exports. Under the oppressive Capellan Confederation, however, it gradually became a center for "correct socio-political thought"—in short, a home base for one of the vaunted Warrior Houses and location of the Nanking Philotechnique Institutes, where specially selected students (those with the right parents and who were absolutely devoted to the Liao family) could gain advanced degrees in programs that emphasized "philosophical" (read "political") training over academics. On top of that, Nanking hosted a regional naval base and significant CCAF military bases.

Nanking was spared the devastation of the Fourth Succession War, joining the nineteen worlds of the Tikonov Free Republic under former Capellan Colonel Pavel Ridzik. The majority of the world's people were happy to join Ridzik, the "Golden Child of Tikonov," and with the aid of the MIIO rid the world of the rabid Capellan nationalists. Prominent ideologues and political officers were removed from office, in many cases tried and executed for their crimes, and the professors of the Philotechnique Institutes deported or imprisoned; the Warrior House staff experienced the same treatment. Still, many pro-Capellan individuals went underground and engaged in a campaign of terrorism, and it took the combined efforts of Nanking's citizens and the MIIO to rid the world of these terrorists.

Nanking once again prospered in the decades following the Fourth Succession War. Nearly a fifth of all Capellan commerce had flowed through Nanking in the previous years; in short order, it soon became a crossroads for some half of the commerce flowing back and forth between the Federated Suns and the Lyran Commonwealth, and later played a similar role for trade flowing into the Free Worlds League (and even the Capellan Confederation). The Philotechnique Institutes were at first turned into primary and secondary educational facilities until new schools could be constructed, afterwards reopening as the Nanking University, which soon served students across the Sarna March.



With a bountiful agricultural output, a high-tech heavy industry and plentiful natural resources—including large deposits of copper and platinum—Nanking nevertheless benefited tremendously from the tech boom of the 3030s and '40s. Ancient factories were upgraded with lostech, farms provided new equipment, and inefficient processes replaced. Kallon Weapons Industries is the largest and most important corporation on the world, so much so that Nanking's capital of Kallontown is named after it, though to ethnic Capellans it is also known as Yang-ku.

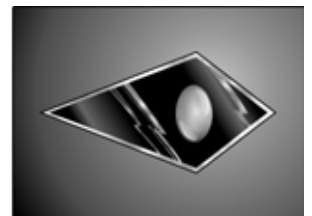
NEW SYRTIS

World Name: New Syrtis
Noble Ruler: Duke George Hasek
Star Type (Recharge Time): K5IV (197 hours)
Position in System: 4th
Time to Jump Point: 4.12 days
Number of Satellites: 1 (Varnay's Star)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 50 percent
Equatorial Temperature: 35° C (Temperate)
Highest Native Life: Plant
Recharging Station: Zenith
HPG Class Type: A
Population Size: 258,654,000
Socio-Industrial Levels: A-A-B-A-C

New Syrtis was discovered at the height of the Terran Alliance's exploration push in the 22nd century, though due the perpetual ice age in which the world seems to be stuck, it wasn't colonized until the late 2260s, and then only by those looking to mine its narrow equatorial temperate zone. The easy mining didn't last for long, however, but by the time the large metal companies came in with the intent of strip-mining the rest of the world, the Haseks were in power on New Syrtis. Rather than let their homeworld's fragile, if largely arctic, ecosystem be destroyed by companies looking to make quick profits, they closely regulated nearly every facet of industry, from mining to refining to manufacturing. This both ensured the long-term viability of their world as well as their own long-term financial solvency.

It was the Haseks' influence that helped cement New Syrtis as the capital of the Capellan March, though the Hasek family did not gain the Duchy of New Syrtis and noble fiefdom of the Capellan March until the beginning of the Second Succession War. Due to its position as military and political capital, as well as its extensive military industry, the Capellan Confederation has targeted the world scores of times throughout the Succession Wars. The heavy AFFS presence, combined with the world's harsh environments, has brought a swift end to every Capellan attempt.

Saso, capital of New Syrtis, is located on the northern hemisphere continent of Mawreddog. Not only is it home to the Hasek ducal palace and Capellan March governmental centers, it hosts the University of





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Saso and many different manufacturers, including Johnston Industries in nearby Cilitren. Located deep beneath the ice and limestone is "The Cave," military command center for the Capellan March. Orbiting the world at the L-4 point are the New Syrtis Shipyards, manufacturers of several different classes of DropShips and an incredibly busy repair and refit facility for DropShips and WarShips; a spacedock at the zenith jump point also services JumpShips.

NOVAYA ZEMLYA

World Name: Novaya Zemlya
Noble Ruler: Premier Estefani Shako
Star Type (Recharge Time): G2IV (183 hours)
Position in System: 4th
Time to Jump Point: 9.12 days
Number of Satellites: 3 (Doriya, Kanto's Ground, Ust)
Surface Gravity: 1.04
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 48 percent
Equatorial Temperature: 30° C (Temperate)
Highest Native Life: Plant
Recharging Station: None
HPG Class Type: B
Population Size: 43,980,000
Socio-Industrial Levels: C-C-B-D-C

Once a thriving world full of life, Novaya Zemlya was an early casualty of the interstellar wars that predated the Star League and necessitated the acceptance of the Ares Conventions. It was first colonized in the early 23rd century by ethnic Russians, and before long it became a popular destination for those seeking a good life as far away from the Terran government as they could get—and at that time Novaya Zemlya was far enough away to get out from under the oppressive thumb but still be close enough to civilization to call on help, if needed.

The world thrived, its people forming close bonds with the fledgling Crucis Pact worlds as well as the St. Ives Mercantile Association and, unsurprisingly, the Tikonov Grand Union. The Federated Suns had the most to offer, however, and the world joined in 2325, though it still retained its cultural ties with the people of Tikonov and its trade with St. Ives. Those ties were forever sundered in 2399 when the nascent Capellan Confederation, losing ground in its war with the Federated Suns, dispatched a fleet to raze the world. This was the first orbital bombardment of a planet using a fleet of armed space vessels, and it very nearly wiped out life on Novaya Zemlya. Seventy-five percent of the world's population was wiped out in the assault. Cities were leveled, infrastructure destroyed, and even farmlands were blasted; those that somehow survived the direct attacks then had to contend with the nuclear winter caused by the dust and debris, much of it radioactive, blown into the atmosphere.

Relief assistance came immediately, but, even after centuries of cleanup that eventually included the best efforts of the Star League, it would be centuries more before the world began its slow recovery.



By the beginning of the 31st century, the few hardy survivors found themselves joined by more and more new-age colonists, who were delighted to see some of the world once again farmable. That also marked the AFFS' renewed interest in the world; after they established a Combat Training Center and a major materiel rehabilitation and reclamation center there, more and more business came. Federated Industries is the largest investor in Novaya Zemlya, having established a large plant in the planetary capital of Arkangel. The world took on its most important role during the FedCom Civil War when the dual military headquarters of the Kathil PDZ and Operations Area moved there, where it will likely remain for years to come.

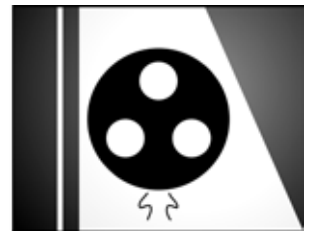
TIKONOV

World Name: Tikonov
Noble Ruler: Lord Stephan Yurikev
Star Type (Recharge Time): G8V (189 hours)
Position in System: 3rd
Time to Jump Point: 6.19 days
Number of Satellites: 3 (Andropov, Andruyev, Ashkilov)
Surface Gravity: 1.1
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 60 percent
Equatorial Temperature: 29° C (Arid)
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 6,378,650,000
Socio-Industrial Levels: A-A-A-A-B

Tikonov was among the first worlds colonized by the Terran Hegemony in the early 22nd century. With an abundance of natural resources and inhabitable land, it quickly grew to become one of the most important worlds in that early era, ultimately becoming the seat of the Tikonov Grand Union—the first, and arguably most powerful, of the Capellan nations to form.

Industry formed early on the world, helping to propel Tikonov's standing in the Inner Sphere. Though a largely arid world, Tikonov supports a large enough farming industry to supply its large population with foodstuffs; the majority of its food exports come from a thriving fishing industry. Mining remains a profitable business, though most of the mining operations have long since turned to the other planets and moons in the Tikonov system. Its four continents—Ufa, Krasnodar, Pskov, and Kazan—all support major populations and lend their strengths to the world's immense political, economic, and industrial power.

For much of its history, Tikonov was a thorn in the side of the Federated Suns, a veritable fortress world that seemed an impossible target. In fact, Tikograd, the world's capital, is a fortress city, with several sets of walls and towers, interconnected with underground tunnels and other defensive works, that make it an all-but-impregnable target.





The impossible was done, however, during the Fourth Succession War, when all eight Crucis Lancers RCTs converged on the world and wrested it from the Capellans. As with every other major world liberated during that war, Tikonov prospered as FedCom money and technological advances flowed onto the world and refurbished its industries—which included important military manufacturers like Earthwerks, Inc., Ceres Metals Industries and Harcourt Productions.

Despite the benefits gained during its association with the Federated Commonwealth (and later Federated Suns), the still-present minority of Capellan nationals rose, supported by the Warrior House Dai Da Chi, to overthrow the Federated Suns government at the end of the FedCom Civil War. Pro-Davion groups have attempted to regain control of their world, even assassinating the world's ruler, but to date have been unsuccessful. Likewise, the AFFS blockade of the Tikonov system has prevented significant military materiel from flowing into the Capellan Confederation, and it is anticipated that the effort will succeed in starving the world into capitulation.

WERNKE/TALON

World Name: Talon
Noble Ruler: Duke Roderick FaCrimeia II
Star Type (Recharge Time): G0V (181 hours)
Position in System: 3rd
Time to Jump Point: 10.43 days
Number of Satellites: None
Surface Gravity: 0.8
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 30 percent
Equatorial Temperature: 45° C (Arid)
Highest Native Life: Insects
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 135,400
Socio-Industrial Levels: A-A-B-A-F

An otherwise barren and craggy rock in space, Talon nevertheless is one of the most important worlds in the Federated Suns. Technically Wernke's only moon (though often described as this world's smaller sister), it lacks arable lands and potable water but has significant deposits of rare metals. This fact, along with its easily defensible terrain—much like Hesperus II in the Lyran nation—made it an ideal location for Kallon Weapons Industries to establish its largest and most prestigious manufacturing facility in the Inner Sphere. The world supports only a relatively small population—the employees of Kallon and the mining concerns, as well as their families—as all of the food must be imported from Wernke.



The world has been targeted by both the Capellan Confederation and the Taurian Concordat numerous times throughout the Succession Wars, but it wasn't until the FedCom Civil War that Talon experienced its first real military campaign. Two RCTs squared off, with the 22nd Avalon Hussars holding the Kallon plants located deep in the Kulmen Mountains fast against every Seventh FedCom assault, proving the might of the world's defenses.

World Name: Wernke
Noble Ruler: Duke Roderick FaCrimeia II
Star Type (Recharge Time): G0V (181 hours)
Position in System: 3rd
Time to Jump Point: 10.43 days
Number of Satellites: 1 (Talon)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 60 percent
Equatorial Temperature: 40° C (Warm-Temperate)
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 298,650,000
Socio-Industrial Levels: A-B-C-C-A

Of the two inhabited worlds in the system, Wernke was colonized first and has the largest population, which is why most of the star maps show this as the Wernke system. Yet as Talon's prominence grew over the years, some mapmakers began to label it as the Talon system, leading to decades of confusion, at least outside of the Federated Suns.

Wernke is an agricultural world that supplies many of the worlds in the rimward reaches of the Capellan March with food, including New Syrtis. Farming and ranching are both important industries on Wernke's three largest continents—Crimeia, Jal, and Vesper. Manufacturing ranks far lower on the economic scale, with most of the factories on the world directly supporting the Kallon operations on Talon. The Hamish megalopolis is the largest city on Wernke; located on the continent of Crimeia, it is the world's capital and sees the great majority of trade flow through its maglev lines and highways to its sprawling Colonel Jamison Hasek Spaceport, which sees nearly constant traffic throughout the year. The smallest of Wernke's continents is shrouded in mystery; Tonkya is a mountainous island with no arable lands and no permanent settlements. Publicly, Kallon Industries began mining the continent about a century ago, but the island continent remains completely off-limits, and airspace over Tonkya, including a 100 kilometer buffer surrounding the continent, is restricted. Yet DropShips can be seen coming and going at all times of day, some making the transit to Talon and others directly to either AFFS Fort Samson Wood or to the Kallon headquarters spaceport in Hamish.

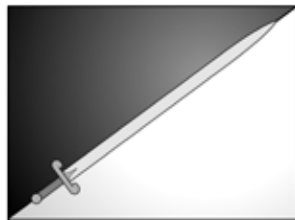


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ZILIANG

World Name: Ziliang
Noble Ruler: Duke Malin Alexander
Star Type (Recharge Time): M6lb (207 hours)
Position in System: 5th
Time to Jump Point: 2.34 days
Number of Satellites: None
Surface Gravity: 1.2
Atmosphere Pressure: Standard (Tainted)
Surface Water Coverage: 27 percent
Equatorial Temperature: 47°C (Arid)
Highest Native Life: Insects
Recharging Station: Nadir
HPG Class Type: B
Population Size: 112,820,000
Socio-Industrial Levels: D-D-A-C-D

An otherwise unremarkable world, Ziliang gained prominence during the last decades of the Third Succession War. For centuries it had been an isolated interior Capellan Confederation world; mining and mineral extraction was this harsh world's only significant industry. Its



inhabitants were largely uneducated (except for the political prisoners sent there to work and die in the mines) and poor. Those that weren't working in the mines or imprisoned in one of the several prisons and "re-education facilities" came to escape the rampant Capellan oppression on the more prominent and prosperous worlds. On Ziliang, they could disappear into the difficult wilds.

During the latter half of the Third Succession War, the AFFS made slow advances into the Confederation on two axes aimed directly at Sian: one through the St. Ives Commonality and the other cutting through the Sian Commonality, the final pushes of which ultimately liberated Ziliang. At first, New Avalon considered it just another backwater world, but as the push through St. Ives faltered, the AFFS High Command saw Ziliang as the perfect position for a forward operating base from which to launch deep raids into the Confederation. Since then it has been the permanent home of the premier raiding force in the AFFS—the First FedSuns Armored Cavalry.

Life on Ziliang today is better than it was under Capellan rule, though in many cases not by much. The mining industry has been largely automated, significantly increasing the output of raw materials while similarly decreasing accidental injuries and deaths. The prisons are still open, though they now house the worst criminals in the Capellan March, and the reeducation facilities now serve other functions. Education is still a problem, however, as are many other social issues; were it not for the AFFS facilities, which provide advanced medical care and other services for those who need it most, Ziliang would be on par with some of the worst of the Outback worlds.

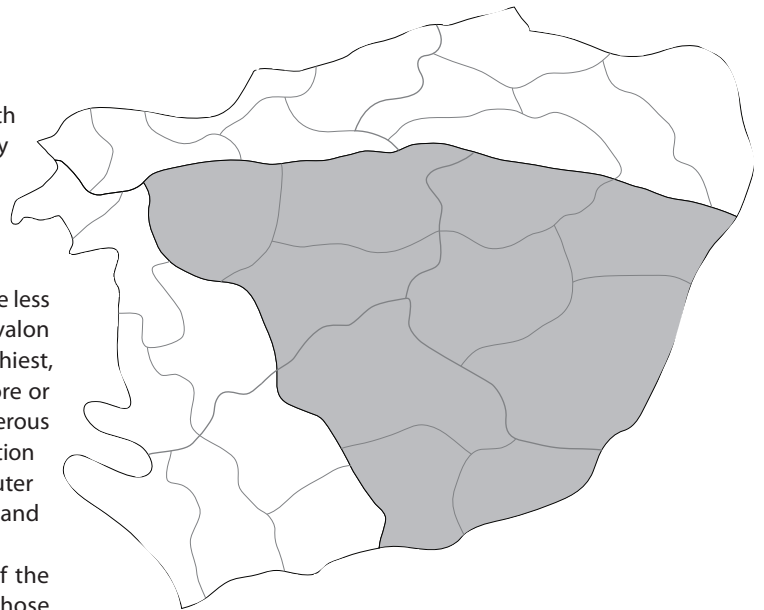
CRUCIS MARCH

The Crucis March is the heart and soul of the Federated Suns, both figuratively and literally. Its 225 inhabited systems are divided politically into ten Administrative Areas and militarily into ten Combat Regions (and three Operation Areas). Included in this region are some of the oldest and most prosperous worlds in the Federated Suns, yet it also claims some of the harshest and most destitute worlds—the Outback.

There is no specific division between the prosperous systems and the less fortunate ones, though in general the Kestrel, Marlette, and New Avalon Administrative Areas are home to the largest (in population), wealthiest, and most advanced worlds, while the rest of the Crucis March is more or less wild space. As with any other region, there are a number of prosperous worlds scattered throughout those wild regions, but they are the exception and not the rule; the great majority of the inhabited worlds in the outer reaches of the Crucis March have poor education, low technology, and subsistence economies.

It is no wonder that there is a wide divergence in the culture of the peoples of the Crucis March. The citizens of the oldest worlds, those founded in the heyday of the Terran colonization effort, are often considered by the rest of the nation to be prejudiced, pretentious, and privileged. They have the best schools, the best hospitals, the best technology and the best representation in the government. Most of these worlds produce an abundance of food, ensuring that none of them suffer from famine, while extensive industrialization ensures that average incomes are well in excess of the Federated Suns mean. The people are educated, cultured, and appreciative of the finer things in life. English and French are the primary spoken languages, though owing to the adjacent Terran Corridor there are a multitude of secondary languages.

For the rest of the Crucis March, life is more difficult. Life on the outer prosperous worlds is but a pale shadow of that on the core worlds; styles are less chic, entertainment less cultured, and the wealthy somehow less impressive. For the majority, however, life is hard. Education within the Skid Row and Outback is often all but non-existent, and prosperity is regularly measured in how much excess food a family might have to share with others. Language and the arts are likewise far rougher, often barely resembling their predecessors.





ARGYLE

World Name: Argyle
Noble Ruler: Duke J. Hammond Davion
Star Type (Recharge Time): K3IV (194 hours)
Position in System: 3rd
Time to Jump Point: 4.62 days
Number of Satellites: 4 (Aisillik, Corey, Jamis, Stiggin's Moon)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 74 percent
Equatorial Temperature: 33°C (Temperate)
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class Type: A
Population Size: 4,395,477,200
Socio-Industrial Levels: A-A-A-B-A

Though not one of the "Golden Five," Argyle is often considered to be on par with those worlds, or, alternately, it is grouped with the "Garden Worlds"—those prosperous worlds that surround the Golden Five. Colonized not long after New Avalon, it remained far in the shadow of its close neighbor for several decades, emerging only when humanity's expansion across the stars required increased supplies of food. Soon enough, industry came to the world, bringing with it the seeds of the prosperity that currently marks the world.



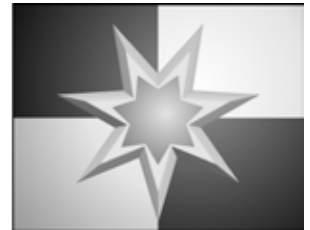
Despite its more than four billion residents, the world still has great expanses of open lands, which brings citizens from across the realm to the world on vacation. Owing to its vicinity to New Avalon, it is also the vacation playground of the nation's nobles and ultra-wealthy. The Davion family maintains a summer palace just outside the world's capital city of Stirling, an estate constructed during the time of Lucien Davion replete with hundreds of bedrooms, a massive collection of antiquities, an authentic medieval dungeon, and thousands of square kilometers of hunting and riding grounds.

Argyle produces massive exports of foods, manufactured goods that support the industries of surrounding systems, and a wide variety of microelectronics. Its people are every bit as educated and wealthy as those on the Golden Five, and Argyle's culture is just as refined. The planet's noble ruler, Duke J. Hammond Davion, is a former AFFS marshal and the patriarch of the so-called Argyle Davion line.

CHIRIKOF

World Name: Chirikof
Noble Ruler: Lady Sabinna Huachucho
Star Type (Recharge Time): F8VI (179 hours)
Position in System: 4th
Time to Jump Point: 12.01 days
Number of Satellites: 2 (Madden, Pietrikof)
Surface Gravity: 1.1
Atmosphere Pressure: Heavy (Breathable)
Surface Water Coverage: 22 percent
Equatorial Temperature: 22°C (Arid)
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class Type: B
Population Size: 412,380,400
Socio-Industrial Levels: C-C-A-D-D

Chirikof is the seat of the AFFS' aptly named Chirikof Operation Area (also known as the Edgeward Combat Theater Alpha). It wasn't colonized until the 24th century, and then only as a mining world. With the help of terraforming technologies, the world became marginally more habitable; farms and ranches were established to



ease the burdens on shipping in food, while businesses formed to cater specifically to Chirikof's small but growing population. As the Federated Suns expanded rimward, the Chirikof system proved to be a key travel hub, prompting national leaders to not only permanently station military forces there to ward away pirates, but also to construct significant travel way-stations at both of the system's jump points.

Chirikof remains an important link in the Federated Suns' economy and defense today. The way stations remain incredibly busy, with DropShips coming and going on a continual basis. Cargo of all kinds finds its way into the stations' bays awaiting transfer from one ship to another, all the while generating more revenue for the people of Chirikof in the form of duties and docking fees. The world itself remains a prime mining center, though operations have long since expanded to extract valuable—and plentiful—resources from the other bodies in the system. Of particular value to New Avalon is a prosperous Germanium mining operation on Chirikof II, which has exclusively supplied Galax with the rare and important element for more than two decades now.

For all these reasons, the Chirikof System remains perpetually abuzz with military forces. While the AFFS does not keep any BattleMech forces permanently assigned here, the Chirikof Operation Area Command Center, located within Fort Chirikof, is home to several active and militia conventional brigades, as well as two marine regiments and a special forces regiment. Likewise, the way-stations host a strong permanent garrison of fighters and military DropShips, ever on the watch for smugglers and pirates, to protect those stations and patrol the system.



FEDERATED SUNS AT A GLANCE

GALAX

World Name: Galax
Noble Ruler: Duchess Olivia Davion-McCorkendale
Star Type (Recharge Time): F5III (176 hours)
Position in System: 4th
Time to Jump Point: 14.94 days
Number of Satellites: 1 (Malabar)
Surface Gravity: 1.13
Atmosphere Pressure: Standard (Tainted)
Surface Water Coverage: 32 percent
Equatorial Temperature: 33°C (Arid)
Highest Native Life: Reptiles
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population Size: 1,048,278,320
Socio-Industrial Levels: A-A-A-A-F

When it was discovered some eight centuries ago, Galax seemed to be nothing more than an uninhabitable rock. Its atmosphere was unbreathable, while wicked storms, roiled up by the world's one large moon, constantly played across its face. Colonists naturally stayed far away from the world, at least until rich deposits of ores, minerals, and other valuable resources were discovered. That brought the world's first influx of people, and along with them the genesis of the massive industry that dominates Galax today. Still, residents were forced to wear pressure suits and work in sealed facilities until a joint Star League-Federated Suns terraforming project in the 28th century created a world that, if not a garden place, could at least support life. The poorly named Climate Restructuring and Adjustment Program (CRAP) made the atmosphere breathable and tamed the wild climate, enough to prompt a flood of new colonists. With them came major corporations like Boeing Interstellar, turning the world in short order into the aerospace capital of the Federated Suns.

Galax may be rich in natural resources, but agriculturally it is all but dead. Almost all of the world's food must be imported, one of the many reasons that its close proximity to New Avalon is a blessing. During the FedCom Civil War, food shipments from the capital were erratic at best, thanks to Archon Katherine's attempts to bully the world and its people into supporting her regime; thanks to the generosity of other nearby worlds, however, Galax remained supplied with the food its people needed.

It is no wonder that Galax is one of the most technologically advanced worlds in the Federated Suns. Except for the world's dependence upon food imports, it is fully self-sufficient. In addition to the aerospace industry for which it is widely known, it supports massive heavy industry, including the refineries and foundries that keep them operating, as well as an expansive tech industry, producing more than just the electronics needed for the world's aerospace products. The world is also home to arguably the most advanced terraforming concerns in the Inner Sphere; that industry re-emerged during the tech boom of the 3030s after it became clear that Galax's environment required some upkeep to keep the world habitable.



KESTREL

World Name: Kestrel
Noble Ruler: Duke Xerxes Cunningham
Star Type (Recharge Time): G8IV (189 hours)
Position in System: 3rd
Time to Jump Point: 6.19 days
Number of Satellites: 2 (Ariel, Persephone)
Surface Gravity: 1.05
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 64 percent
Equatorial Temperature: 33°C (Temperate)
Highest Native Life: Avians
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 6,788,690,200
Socio-Industrial Levels: A-B-A-B-A

Colonized shortly after New Avalon, Kestrel was one of the first worlds to join the Federated Suns after the signing of the Crucis Pact. With large tracts of arable lands and plentiful natural resources, Kestrel naturally prospered in these early days, quickly growing both in importance and in population. Thinking ahead to the future, Kestrel's early leaders focused industrial expansion on their world's two moons and further directed vertical development of their cities, ensuring the most amount of area for agriculture. With the advent of major terraforming capabilities, Kestrel's two moons were transformed from nearly airless rocks to habitable worlds of their own.

Considered one of the Garden Worlds of the Crucis March, Kestrel has lush plains, thick forests, plentiful freshwater sources and moderate weather; the foodstuffs produced here help support worlds throughout the Crucis and Draconis Marches. Duke Xerxes Cunningham and his family, longtime owners of the largest agricultural concern on Kestrel, have for centuries been staunch supporters of the Davion family and the Federated Suns as a whole, as have the majority of their citizens. Not only have the people of Kestrel given their political and financial support, they have consistently been among the top five worlds providing the most number of recruits to the AFFS, regularly trailing only New Avalon.



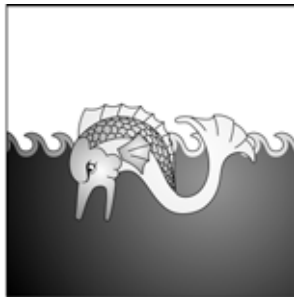


LACKLAND

World Name: Lackland
Noble Ruler: Lady Ndnda Defire
Star Type (Recharge Time): G9V (190 hours)
Position in System: 4th
Time to Jump Point: 5.82 days
Number of Satellites: None
Surface Gravity: 1.05
Atmosphere Pressure: Normal (Breathable)
Surface Water Coverage: 91 percent
Equatorial Temperature: 43°C (Tropical)
Highest Native Life: Reptiles
Recharging Station: None
HPG Class Type: B
Population Size: 68,735,400
Socio-Industrial Levels: F-F-C-F-B

Lackland does, in fact, lack any appreciable landmasses. The world's one immense ocean is broken only by the countless island chains scattered across its face. Though detailed surveys have shown Lackland to have rich deposits of ores and minerals, the world's nature has to date assured that no significant exploitation of these natural resources has taken place. Lackland's people expended some effort earlier in the century to build underwater habitats from which they could extract resources, but the cost of construction and upkeep was far in excess of the potential profits. This is just the latest example of the inability to turn Lackland into a prosperous and profitable world. In its early years, Lackland seemed an ideal source of water in the deep black, but taking advantage of the world's excess of water proved far too costly. Year later, when other concerns attempted to develop a large aquaculture farming business there, the world's native ocean life put a quick end to this potential industry. Even the travel and vacation industry has been unable on multiple occasions to turn this apparently ideal world into a resort destination.

Despite these problems, the people of Lackland live what they consider generally idyllic existences. Their world provides enough food to sustain their population, with moderate exports. Heavy and technology-based industry is all but non-existent, and education is likewise poor, but that helps prevent the world from being targeted by Periphery pirates and raiders.

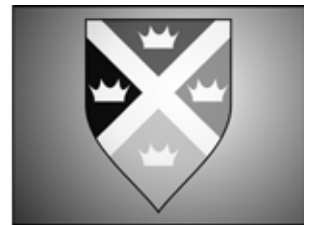


MARLETTE

World Name: Marlette
Noble Ruler: Duke Brian Wilke
Star Type (Recharge Time): K2V (193 hours)
Position in System: 3rd
Time to Jump Point: 4.85 days
Number of Satellites: None
Surface Gravity: 1.08
Atmosphere Pressure: Normal (Breathable)
Surface Water Coverage: 66 percent
Equatorial Temperature: 37°C (Temperate)
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class Type: A
Population Size: 2,468,735,400
Socio-Industrial Levels: B-A-C-B-B

The capital of the late 23rd and early 24th century Marlette Association, the world of Marlette has been both a boon and a burden to the Federated Suns. A wealthy and prosperous world, the seat of an equally thriving group of worlds, Marlette also had a long-standing disagreement with the Tikonov Grand Union, one that historians through the ages have pointed to as the genesis of the mutual hatred between the Federated Suns and the Capellan Confederation. On the other hand, its location also made it an ideal trade crossroads, bringing much more wealth into the Suns.

As the Suns grew, so did Marlette, though its prominence also made it an attractive target for the Draconis Combine, Terran Hegemony, and especially the Capellan Confederation. That prompted the Davion government to invest more and more money and effort into Marlette. At first, the AFFS established a training center there, where military units could exercise and be able to respond quickly to regional conflicts. Because of all the trade coming into and out of the world, Marlette also became an ideal logistics base, where the Federated Suns government could supply a large number of worlds in the region. It naturally grew into the capital of the Marlette Administrative Area, as well as the seat of an AFFS Combat Region—one named (often confusingly) for its capital city of Achemar.





FEDERATED SUNS AT A GLANCE

NEW AVALON

World Name: New Avalon
Noble Ruler: Princess-Regent Yvonne Steiner-Davion
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4th
Time to Jump Point: 7.47 days
Number of Satellites: 3 (Avatar, Galahad, Valiant)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 60 percent
Equatorial Temperature: 30° C (Temperate)
Highest Native Life: Mammals
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population Size: 7,212,000,000
Socio-Industrial Levels: A-A-C-A-A

Capital of the Federated Suns, seat of House Davion's power, and the economic and cultural center of the nation—as well as something of a nexus for theology—New Avalon is every bit the new Earth that its original colonists hoped it would become. It quickly grew from its humble beginnings as an agricultural world and into a burgeoning interstellar power, thanks to far-sighted citizens like Adam Davion, Nathan DuVall, and Jason Hasek. The signing of the Crucis Pact sealed the futures of both House Davion and New Avalon, bringing even more commerce to the world and ensuring its long-term importance.

New Avalon was first discovered in 2205 and, as word of the lush world spread, which included detailed descriptions of its plentiful arable land, large reserves of fresh water, and a wide variety of useful native flora and fauna, New Avalon was quickly colonized. The world has five continents—Albion, Brunswick, Rostock, and New Scotland, along with the New Hebrides island archipelago—and four major oceans. Capital of both the world and the Federated Suns is Avalon City, founded in New Avalon's first century as little more than a medieval theme park that ultimately grew into a significant metropolitan area. Dominating the city is Mount Davion and the royal palace built atop it, while at its foot sits the royal court—the complex of buildings that house the massive bureaucracy that keeps the Suns functioning. Nestled deep within the mountain range extending west from Mount Davion is the Fox's Den, the AFFS' military command center. The New Avalon Catholic Church and its pope also call Avalon City home, as do dozens of major corporations, media outlets, and banks—all conspiring to ensure that Avalon City is abuzz with activity day and night.

Today New Avalon is still a veritable breadbasket world, supplying food to systems throughout the Crucis March, but its primary source of income is its expansive manufacturing and electronics industries. Factories that produce everything from BattleMechs to tools to noteputers dot the world's landscape, supplying the nation the goods its people need and want. New Avalon is also home to the best universities in the nation, including the NAIS—widely regarded as the best institution of higher learning in the entire Inner Sphere.



The world and its people suffered under the oppression of Archon Katherine Steiner-Davion during her too-long reign. Many loyal citizens were imprisoned, tortured, and even executed, prompting a wide-scale rebellion that, along with the Archon's campaign to destroy the First Davion Guards and later Victor Steiner-Davion's campaign to liberate the world, damaged cities and farmlands and nature preserves across New Avalon. The people rebounded quickly once the Archon was removed from power, though complete reconstruction will take many years.

OKEFENOCKEE

World Name: Okefenokee
Noble Ruler: Duke Lucien Johms
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4th
Time to Jump Point: 7.47 days
Number of Satellites: 3 (Fraun, Haifa, al-Zun)
Surface Gravity: 1.1
Atmosphere Pressure: High (Breathable)
Surface Water Coverage: 74 percent
Equatorial Temperature: 38°C (Tropical)
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class Type: B
Population Size: 283,700,000
Socio-Industrial Levels: F-F-B-F-C

If there were ever a world that typified the Federated Suns' Outback, it is Okefenokee. This jungle world was colonized in the 26th century by a group of religious zealots seeking the solitude of deep space. The world remained largely their own for centuries until vast reserves of petroleum were discovered towards the end of the Third Succession War.

From that point on, Okefenokee's citizens fought an uphill legal battle with the petroleum companies looking to exploit the world under the auspices of the Federated Suns government. Relations between the two sides started out confrontational and degenerated quickly from there. Some residents have waged a legal campaign against the "interlopers" within the nation's courts, while others have chosen to use more violent means to protest the exploitation of their world.

Okefenokee is dominated by jungles and swamps, which are populated by a wide variety of aggressive species. The world has nine small continents and three island archipelagos, all regularly wracked by storms throughout the year. There are only three large cities—Juriya, Setiq, and the world's capital of Okesten; the great majority of the settlements are situated deep in the jungles and have at most only a few thousand residents. Okefenokee's local economy is almost non-existent, as are its educational and public welfare systems. Citizens barter with each other for the food and services they need, though when it comes to dealing with the petroleum companies there are a handful of educated off-worlders who have taken up Okefenokee's cause.





PANPOUR

World Name: Panpour
Noble Ruler: Duke Kirsh Larouque
Star Type (Recharge Time): M0III (201 hours)
Position in System: 3rd
Time to Jump Point: 3.14 days
Number of Satellites: 5 (Brach, Faub, Kraygor, Moch, Zeik)
Surface Gravity: 1.0
Atmosphere Pressure: High (breathable)
Surface Water Coverage: 88 percent
Equatorial Temperature: 49°C (Tropical)
Highest Native Life: Fish
Recharging Station: Zenith
HPG Class Type: A
Population Size: 284,470,000
Socio-Industrial Levels: A-A-B-B-C

First surveyed in the mid-23rd century, Panpour did not see its first settlers—mostly hailing from Terra's Indian sub-continent—until almost a half-century later. Initially considered a mediocre world that had plentiful supplies of common ores but needed significant modifications in order to make the land arable, Panpour didn't garner much attention from either the Federated Suns or the Star League until the outbreak of the Reunification War. It was then that the two nations, looking for a forward logistics world to help support the war, chose to build up Panpour.

Turned almost overnight into an industrial giant, Panpour nevertheless grew slowly. It was decades before the world could be terraformed to the point of being able to support its own population, and even after that process was concluded immigration was tightly controlled to help ensure the continued support of the world's citizens. While those policies are not still officially in effect today, Panpour's population remains lower than other similar worlds. The great majority of the people either directly support the world's heavy industry or work to feed their fellow citizens.

Panpour's eleven small continents are spread across its surface in four distinct oceans. The majority of the farmlands are in the three polar continents, which have more temperate climes, while the heavy industry is centered on two in the southern equatorial region—Mestin and Remig. Jalastar Aerospace is the largest manufacturer on the world, with plants in both Amritsar and Kantara, on Remig and Mestin respectively. The capital of Matam is located on Remig.



SABANILLAS

World Name: Sabanillas
Noble Ruler: Chief Sheriff Colton Speirs
Star Type (Recharge Time): A3II (164 hours)
Position in System: 4th
Time to Jump Point: 39.38 days
Number of Satellites: 3 (Alejandro's Moon, Coronado, Prostitute Rock)
Surface Gravity: 1.12
Atmosphere Pressure: Normal (Tainted)
Surface Water Coverage: 26 percent
Equatorial Temperature: 11°C (Arid)
Highest Native Life: Microbes
Recharging Station: Zenith
HPG Class Type: B
Population Size: 419,800
Socio-Industrial Levels: D-F-A-D-D

Anything goes on Sabanillas. Just another Outback world among dozens to the majority of the Federated Suns' people, to those in the know it is a veritable (and literal) gold mine. Precious and rare metals, gems, minerals, and even more common ores were (and still are) in plentiful supply on this all-but-lifeless rock. Initial reports of the world's bounty were suppressed at the highest levels of government until it could be fully and properly exploited. Even after the mining and extraction contracts were issued and regular shipments began flowing, Sabanillas remained nearly devoid of people. Its high gravity, unbreathable atmosphere and cold environment—along with a five-and-a-half-week transit to its jump point—combine to keep all but the hardiest away from the world.

In fact, the majority of Sabanillas' people are all "family"—miners and support personnel are born, raised, work and die on the world. Though the mining companies do not pay well or educate their workers, they provide their employees (and their families) plenty of potables, substances, and services that would be illegal on most other worlds—a fact that keeps the world's population relatively happy. Owing to its remote location and proximity to some of the worst pirate areas in the Federated Suns, Sabanillas is occasionally subjected to raids; the on-world mining concerns maintain strong security both on the planet as well as in space, including powerful escort and patrol DropShip flights to ensure the security of shipments.



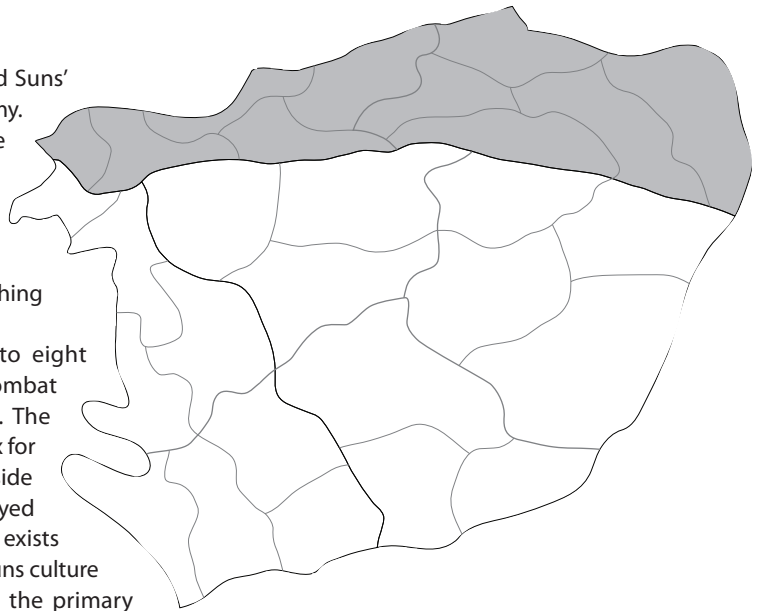


DRACONIS MARCH

The Draconis March has suffered more than any of the Federated Suns' three (formerly five) marches at the hands of the nation's greatest enemy. The ancient enemy of the Suns, the Draconis Combine (or simply "the Dracs") is responsible for untold suffering and incalculable war crimes, epitomized by the Kentares Massacre. Most school children are taught from the earliest ages to hate Dracs and anything related to their predominantly Japanese culture, while even educated adults are far more likely than not to be inherently prejudiced against anything Japanese.

Still, among the 143 worlds of the Draconis March, split into eight Administrative Areas as well as ten PDZs—grouped into two Combat Theaters—many of the people have a decidedly Asian heritage. The border between the two nations has remained in a near-constant flux for centuries, occasionally with deep penetrations on the part of one side or the other. So despite the prejudices and outright hatreds displayed by the people of the Draconis March, a definite Japanese subculture exists within the region. At the same time, the more traditional Federated Suns culture predominates, though with an obvious regional twist. English is the primary language, with Hebrew, French, German, and Spanish all serving as secondary languages, right along with Japanese, though the latter only within traditionally Japanese enclaves.

On the whole, the Draconis March is economically, educationally, and technologically the least advanced of the Federated Suns' three major political regions. Politicians and academics attribute this to the fact that the region has been under siege for centuries, while others point to the large number of Outback worlds as a contributing factor. No matter the cause, the effect is the same—incomes are lower, people are less educated, and hospitals are less advanced than in the rest of the Federated Suns.



ADDICKS

World Name: Addicks
Noble Ruler: Duchess Stephen Johnston
Star Type (Recharge Time): K4III (183 hours)
Position in System: 4th
Time to Jump Point: 4.12 days
Number of Satellites: 4 (Damocles, Grant, Ella, Chimera)
Surface Gravity: 1.0
Atmosphere Pressure: High (Breathable)
Surface Water Coverage: 62 percent
Equatorial Temperature: 34° C (Tropical)
Highest Native Life: Amphibians
Recharging Station: Nadir
HPG Class Type: B
Population Size: 1,786,269,000
Socio-Industrial Levels: B-B-C-B-C

Addicks is seemingly a world with two identities, thanks to two different and large groups of immigrants that initially colonized the world. Both claimed predominance over Addicks, each establishing capitals and lending their own names to the world's features. The Terran Alliance, and later the Terran Hegemony, chose one to be the official naming conventions after officially taking charge of Addicks, but even today, some seven centuries later, the alternates can be found in use.



Despite a high-pressure atmosphere that visitors have likened to "breathing soup," Addicks was once an ideal world with abundant natural resources. Its initial population of English and Greek colonists, as well as a later influx of French, grew exponentially as more and more of Terra's people took to the stars, with the manufacturing and tech industries likewise growing at the same prodigious rate. Agricultural output was far in excess of the world's needs, and the world's education system was among the best in the Hegemony. The Succession Wars, however, ruined much of Addicks' bounty.

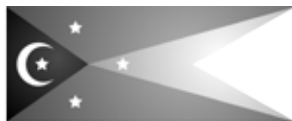
Addicks remains an important world today, though it has lost much of its glory over the past three centuries. Early in the Succession Wars, the AFFS turned Addicks into a major military headquarters and forward logistics base, with most of the facilities constructed underground for additional protection. The world still has a strong manufacturing industry, but its once-bountiful farmlands have been poisoned by centuries of war; Addicks produces enough food to feed its population, though it no longer yields the excesses it once did. The world's capital is St. Randall on Tauken (also known as Landersia), Addicks' largest and most populous continent; together with Silesia (aka Auskel), the two continents are home to the great majority of the world's people. Loknar (aka Sparro) is a smallish continent, one taken almost completely over by the AFFS. Bureigo (aka Frankalia), located deep in the southern hemisphere, is lightly populated, with the majority of its people clustered in oceanside fishing settlements.



CASSIAS

World Name: Cassias
Noble Ruler: Count Amir Altume Kadaji
Star Type (Recharge Time): M5Ia (156 hours)
Position in System: 1st
Time to Jump Point: 2.45 days
Number of Satellites: 4 (Ramah, Bambang, Budiono, Kinjuri)
Surface Gravity: 1.1
Atmosphere Pressure: Standard (Tainted—nitrogen rich)
Surface Water Coverage: 30 percent
Equatorial Temperature: 45° C (Tropical)
Highest Native Life: Amphibians
Recharging Station: None
HPG Class Type: B
Population Size: 578,225,000
Socio-Industrial Levels: C-C-B-B-B

The world of Cassias is a moderately populated tropical world on the edge of both the Suns-Combine border as well as the nebulous division between civilized space and the Outback.



It was colonized in the 24th century by Islamic émigrés from Terra's Indonesia, people who found a new home not unlike the one they had just left. Those first colonists were forced to build domed cities to protect themselves from the high-nitrogen-content atmosphere, though over the centuries atmo processors have made the world's atmosphere breathable.

The world's three major landmasses—Borneo, Kalimantan, and Java—are mountainous and covered in jungles, with five inland seas, as well as numerous rivers and lakes. Agriculture is a large industry, though the majority of the products are not food related; rubber, textiles, and timber are all significant exports. Petroleum, common ores, gemstones, and even exotic food animals are also exported in relatively large numbers.

While important, Cassias' exports are not what make the world essential to the Federated Suns—its key position along the Suns-Combine border greatly elevates the planet's profile. The AFFS has long used the world as a forward command post, staging heavy defensive forces as well as deep-penetration raiders there. Cassias has played a vital role in every major Suns conflict with the Draconis Combine for centuries.

KENTARES IV

World Name: Kentares
Noble Ruler: Countess Nuria Zetanic
Star Type (Recharge Time): F5IV (176 hours)
Position in System: 4th
Time to Jump Point: 14.94 days
Number of Satellites: 1 (Columbia)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 88 percent
Equatorial Temperature: 35° C (Temperate)
Highest Native Life: Insects
Recharging Station: Zenith
HPG Class Type: B
Population Size: 6,743,500
Socio-Industrial Levels: D-D-B-D-C

Without a doubt, Kentares IV is the most infamous world in the Inner Sphere, an "honor" granted it by Coordinator Jinjiro Kurita. When his father, Coordinator Minoru, was killed there, Jinjiro ordered what is now known as the Kentares Massacre. More than 90 percent of the world's population was wiped out in that terrible act; despite the Federated Suns' best efforts, the world has never completely recovered.



Kentares was marked as a world with potential early in the galactic surveys and drew colonists throughout mankind's mass exodus to the stars. It remained a primarily agrarian world throughout its history, with ample reserves of common ores and other natural resources, all combining to produce moderate profits for the world's people. Since the massacre, raw material and agricultural output has dropped significantly, though if the workforce were increased, that output would similarly increase. Unfortunately, Kentares' notoriety has prevented it from rebounding, keeping people away and even preventing some from buying goods hailing from the world. Nevertheless, the world is the seat for a Draconis March Administrative Area and draws a fair number of tourists each year, most coming to pay their respects at the Kentares Memorial—an expansive memorial set into the ground, with the names of the massacre's victims etched into the walls and an attached museum covering the events of the Succession Wars and the massacre in particular.



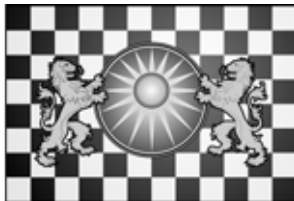
FEDERATED SUNS AT A GLANCE

LE BLANC

World Name: Le Blanc
Noble Ruler: Field Marshal Sir Nevins Qochom (AFFS Ret.)
Star Type (Recharge Time): G0III (181 hours)
Position in System: 4th
Time to Jump Point: 10.43 days
Number of Satellites: 2 (Jessen, Orones)
Surface Gravity: 0.82
Atmosphere Pressure: Low (Breathable)
Surface Water Coverage: 15 percent
Equatorial Temperature: 24° C (Arid)
Highest Native Life: None
Recharging Station: Nadir
HPG Class Type: B
Population Size: 57,144,000
Socio-Industrial Levels: D-D-B-F-D

Little more than another rock in space with just enough atmosphere to breathe without a respirator and ample supplies of common ores, Le Blanc turned from a predominantly mining world into a mercenary hangout and military command center during the Succession Wars. Following the Kentares Massacre, the headquarters of the Kentares PDZ was moved to Le Blanc, turning the world almost instantly into a center for both military traffic and its accompanying civilian shipping. That also brought mercenaries looking for contracts, and before long an entire industry had sprung up to support the countless transient military personnel and mercenaries on Le Blanc. With a booming service industry that catered to every whim of miners, mercenaries, and soldiers, the world unsurprisingly developed a seedier side.

During the Succession Wars, Le Blanc's hiring halls were busy, though never to the extent of Galatea or even Solaris. Mercenary business significantly tapered off with the Combine's "Death to Mercenaries" decree and the rise of Outreach, and today Le Blanc remains a prosperous mining world and an important cog in the Federated Suns' defensive net. As ever, agriculture is almost non-existent, necessitating the import of nearly all the world's food. The only industry is what is needed to keep the mines open and the mining equipment operating. Education is likewise minimal, at least outside of the military reservations. Port Paix is Le Blanc's capital, center of commerce, and only major spaceport.



MALLORY'S WORLD

World Name: Mallory's World
Noble Ruler: Duke Durango Miller
Star Type (Recharge Time): G2I (183 hours)
Position in System: 6th
Time to Jump Point: 9.12 days
Number of Satellites: 1 (Viktor's Moon)
Surface Gravity: 1.04
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 80 percent
Equatorial Temperature: 37° C (Tropical)
Highest Native Life: Mammals
Recharging Station: None
HPG Class Type: B
Population Size: 209,435,200
Socio-Industrial Levels: D-C-B-C-B

Named for Dr. Beck Mallory, who discovered a simple but effective treatment to ward off the world's disease-carrying parasites, Mallory's World was a garden world until the Succession Wars threatened to kill all natural life on the planet. When it was first colonized during mankind's exodus to the stars, it was a lush world well suited for wide-scale agricultural exploit. Its four continents—Joshua, Juniper, New Helen, and Oregon—were all were home to gigantic farms and ranches. Large cities grew up along the world's coastlines and in areas otherwise considered unsuitable for agriculture, but those were few and far between—heavy industry and the pollution and greed it engendered were not welcome, keeping away most colonists looking for quick fortunes and lives of luxury. The people of Mallory's World were rewarded with not only a pristine planet but also the profits of their agricultural bounty.

The Succession Wars changed all that. Nestled within the spinward Terran Corridor pocket between the Draconis Combine and the Capellan Confederation, Mallory's World saw three nations battle one another for control of this valuable planet, in the process nearly destroying the very thing that made it so important. Fighting on the planet was so fierce that Joshua, Juniper, and Oregon became barren wastelands. Only New Helen was spared, and only because it was declared a safe zone—an agreement all three nations have upheld for about two centuries now. Some industry has grown on the other three continents in an effort to bring back some of the wealth of the past, but the greatest potential for renewed growth on Mallory's World lies within the terraforming technologies unlocked in this past century; already tens of thousands of square kilometers of farmland on Oregon, outside of the planetary capital of Mallory City, have been rejuvenated and are producing small but slowly increasing crop yields.





MAYETTA

World Name: Mayetta
Noble Ruler: Count Orezican Turanga
Star Type (Recharge Time): F7II (178 hours)
Position in System: 5th
Time to Jump Point: 12.89 days
Number of Satellites: 2 (Forsin, Big Rock)
Surface Gravity: 0.9
Atmosphere Pressure: Normal (Tainted—High CO²)
Surface Water Coverage: 58 percent
Equatorial Temperature: 24° C (Cool)
Highest Native Life: Amphibians
Recharging Station: Zenith
HPG Class Type: B
Population Size: 98,145,000
Socio-Industrial Levels: D-F-B-F-C

Mayetta could well have remained uncolonized were it not for a K-F Drive accident in 2387. The *Yallah* was part of a three-JumpShip group that was carrying more than ten thousand colonists into the depths of space. The colonists had no set destination but had intended on staking a claim of their own on a suitable world. The planet they would soon name Mayetta wasn't precisely what they were looking for, but when it became obvious that choosing another would strand thousands of fellow colonists in the dead of space for months, if not years, they made up their minds and called Mayetta their new home.

The world has grown with little outside help since that chance accident seven centuries ago. Mayetta is a mostly self-sufficient world that produces moderate raw materials exports, bringing in much-needed money. Its education system is poor and medical facilities have only the most basic capabilities. Despite these drawbacks—or perhaps because they make the world such a poor target for invaders—it was chosen as military headquarters for the Mayetta PDZ, a fact that propelled this otherwise unremarkable world to some notoriety. That notoriety turned to ill repute during the FedCom Civil War thanks to the legacy of the Yalos family. Kirk and Jason Yalos, both political appointees to command of the Mayetta DMM, created for themselves an empire of sorts centered on their homeworld, one that came crashing down when they unsuccessfully attempted to better their positions by backing Victor Steiner-Davion. Instead, they brought war to Mayetta, brief though it may have been, all but cutting off trade for years and seriously damaging the world's infrastructure and reputation.



NEW IVAARSEN

World Name: New Ivaarsen
Noble Ruler: Duke Leto Stephenson
Star Type (Recharge Time): K1V (192 hours)
Position in System: 3rd
Time to Jump Point: 5.18 days
Number of Satellites: None
Surface Gravity: 1.1
Atmosphere Pressure: Normal (Breathable)
Surface Water Coverage: 62 percent
Equatorial Temperature: 36° C (Temperate)
Highest Native Life: Avians
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 6,665,288,000
Socio-Industrial Levels: A-B-A-A-A

New Ivaarsen is vitally important to the Federated Suns for a number of reasons. It is one of the most prosperous worlds in the nation, arguably the richest and most advanced in the entire Draconis March. Its people and their noble leaders, the Stephenson family, have a deep-seated hatred for the Draconis Combine, surpassed only by their avid support of the Suns and the Davion family. Finally, New Ivaarsen is the gateway to Robinson, and thus also to New Avalon; any serious Combine advance on either capital invariably must lead through New Ivaarsen, lest the world with its rabidly anti-Combine population and strong military garrison be left able to mount a counterattack from the rear.

Colonized in the mid-23rd century by Nordic explorers searching for the proverbial "land of milk and honey," New Ivaarsen was constantly overshadowed by worlds like New Avalon and Tikonov, a fact that many historians say was the catalyst that most aided in its development. The world drew consistently large numbers of émigrés for many decades, but it was far enough removed from Terra's influence—and was developing before any of the major interstellar powers came on the scene—to become a power on its own. The Stephenson family became a major player in these early days, coming out at about the same time as the Davions and securing the world's full membership within the nascent Federated Suns.

Six continents and seven oceans, including one subterranean freshwater sea, combine to form a diverse landscape. Copious arable lands in the temperate zones ensure the world's agricultural bounty, while ore deposits and other natural resources fuel its massive industry. But New Ivaarsen is much more than just a world rich in resources. It is a center for learning, the arts, and culture. Its architects have long been leaders in their field, their designs decades—if not centuries—ahead of their time; the sweeping lines within the capital of Fluute, which were first constructed seven centuries ago and have been continued in every expansion since, are required study within architecture schools across the Sphere.





FEDERATED SUNS AT A GLANCE

Likewise, education is key on this world. New Ivaarsen has the highest literacy rate within the Federated Suns, and, with the possible exception of Terra, likely within the entire Inner Sphere. Though it cannot claim the NAIS, its schools have a high percentage of NAIS graduates on their staffs. Still, its two universities are more preparatory schools than anything, with many students spending one or two years on-world before moving on to more prestigious universities.

With so much to offer, New Ivaarsen has long been a tempting target for the Draconis Combine. In fact, the world was captured early in the Succession Wars in a deep Combine drive at the heart of the Federated Suns but was reclaimed in the mid-29th century, due in no small measure to the efforts of its people and their leaders. New Ivaarsen is permanently garrisoned by at least one of the two New Ivaarsen Chasseurs BattleMech regiments—elements of the ducal guard that long ago were accorded status within the AFFS due to the world's extreme devotion to the Federated Suns—as well as a strong conventional, and entirely volunteer, militia force.

OZAWA

World Name: Ozawa
Noble Ruler: Duchess Oren Devries
Star Type (Recharge Time): K5II (196 hours)
Position in System: 2nd
Time to Jump Point: 4.12 days
Number of Satellites: 1 (Daikoku)
Surface Gravity: 0.92
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 44 percent
Equatorial Temperature: 39° C (Tropical)
Highest Native Life: Mammals
Recharging Station: None
HPG Class Type: B
Population Size: 9,150,000
Socio-Industrial Levels: B-B-B-C-C

Once a beautiful, idyllic—if somewhat tough—world, Ozawa was ravaged during the Succession Wars. The world's first inhabitants were ethnic Japanese colonists who immediately took to the world. Ozawa's rough terrain, extreme weather, and radical tide conditions made life more "interesting" for them—and kept all but those they considered worthy away. Heavy industry developed as soon as large-scale deposits of ores were discovered, turning Ozawa into a major center for manufacturing and technology. Yet the people of Ozawa never allowed industry to overtake and subsume their world's natural beauty or to pollute its crisp, clean atmosphere.

When the Succession Wars came, Ozawa became a natural target for the Capellan Confederation, Draconis Combine, and Federated Suns. The Combine and Suns both fought hard over this important world, though it was the Combine that resorted to wide-scale use of nuclear weapons to rebuff the Suns' occupation forces. By the time the Federated Suns finally won Ozawa back in 2841, the world's



beauty had been replaced by a twisted and tortured landscape whipped by horrific storms. More than two centuries later, Ozawa has begun to rebound, but there are still large hot zones where residents don't dare travel.

ROBINSON

World Name: Robinson
Noble Ruler: Duke Tancred Sandoval
Star Type (Recharge Time): G5IV (186 hours)
Position in System: 3rd
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Bethel)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 70 percent
Equatorial Temperature: 35° C (Temperate)
Highest Native Life: Mammals
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population Size: 5,675,350,000
Socio-Industrial Levels: A-A-B-B-C

Like many of the worlds colonized early in mankind's flight to the stars, Robinson was a rich world capable of supporting massive agricultural output. It attracted a large influx of settlers, most of whom claimed their shares of the world and farmed its fertile black soil. But when major mineral and ore deposits were discovered, the new world's people came into direct conflict with the largest mining and drilling concerns within the Terran Hegemony. The resulting political war brought down Robinson's fledgling government, leading to the rise of Lord Protector David Sandoval, who seized the off-world corporations' assets and returned control of Robinson to its people.

Since then, the fortunes of Robinson have risen right along with that of the Sandovals, who took control of the Draconis March in the wake of the Davion Civil War. At the outset of the Succession Wars, the world was conquered by a strong Combine push into the Federated Suns. The people of Robinson did not capitulate, leading the Combine occupiers to nearly destroy the world's advanced heavy industry in an attempt to crush the peoples' will. Instead, it only fueled the continued resistance and drove the AFFS counterattack that ultimately liberated Robinson.

Robinson has slowly recovered from the Combine's brutal occupation, though it has not regained the prominence it once enjoyed. Most of the world's business is directed toward supporting the Draconis March, as is befitting the capital and crown jewel of the region. It is also the center of Judaism in the Federated Suns. Robinson's three continents, Caanan, Megiddo, and Solomon, still support wide-scale agriculture, though output is far lower than it was prior to the Succession Wars; mining and resource extraction have brought in the most off-world profits for centuries.





TANCREDI IV

World Name: Tancredi IV
Noble Ruler: Duke Alexander Brazeau
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4th
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Pietra di Fortuna)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Temperate)
Surface Water Coverage: 70 percent
Highest Native Life: Reptiles
Recharging Station: Nadir
HPG Class Type: A
Population: 695,750,000
Socio-Industrial Levels: B-B-A-C-C

A once-prosperous world ravaged by the Succession Wars, Tancredi IV remains on the edge of rebound. It was first surveyed in 2334, but due to a fluke of bureaucracy that accidentally buried Tancredi's survey report for decades, the first colonists did not land until 2377.



To their surprise, the colonists found that the survey report was far too conservative; the world had large reserves of fresh water and, despite its lone continent, Jaipur, Tancredi's lush landscape was more than capable of producing large agricultural yields. It wasn't long before the colonists discovered their new homeworld's mineral and ore bounty, which they used to leverage their world into an industrial giant within two decades' time—and ultimately the capital of the Draconis March during the Five Princes era.

Like far too many other prosperous worlds, Tancredi IV suffered dearly during the Succession Wars. The First Succession War saw the destruction of the majority of the world's industry, while the Second and Third Succession Wars brought battles to the farms and ranches. During the Combine's decade-long occupation of the world, most of Tancredi's agricultural output was taken as the spoils of war, leaving the majority of the world's population hungry, and the Combine further damaged Tancredi's ability to produce food when they retreated from the planet.

Since Tancredi's liberation in 3023, the Federated Suns has done what it could to restore the world to what it once was. After years of near famine, food production is slowly coming around. Industry remains the key to Tancredi's economy, though only because many manufacturers followed the example set by Precision Weaponry, which rebuilt its oft-ravaged factory underground in an effort to protect it from damage by invaders and pirates.

WOODBINE

World Name: Woodbine
Noble Ruler: Duchess Suthen Rein
Star Type (Recharge Time): G4III (185 hours)
Position in System: 5th
Time to Jump Point: 7.96 days
Number of Satellites: 7 (Akina, Carbonvale, Galaga, Ocheusti, Otousti, Tomb Rock, Vastek Moon)
Surface Gravity: 1.14
Atmosphere Pressure: Heavy (Breathable)
Equatorial Temperature: 31° C (Temperate)
Surface Water Coverage: 41 percent
Highest Native Life: Mammals
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population: 434,267,000
Socio-Industrial Levels: B-C-A-B-C

Terran prospectors cataloged Woodbine in the mid-23rd century and noted that while the entire system showed great potential, resource extraction would require significant effort and infrastructure build-up. As a result, the world's bounty remained largely untapped until the ever-growing Federated Suns required an expanded resource base in the peripheral frontier a century later.



To many, Woodbine is the "capital" of the Federated Suns' Outback, despite a relatively advanced technology base. Its industry is principally concentrated on mineral and ore extraction, with a lesser focus on producing relatively mundane ammunition, supplies, and other materiel for the AFFS. With no real need for other advanced production methods, Woodbine's education system lags far behind other similar worlds. As the seat of the AFFS' Edgeward Combat Theater within the Draconis March, however, it boasts a good military education program, including a major basic military training base.

Throughout the centuries, the world has been subjected to countless raids, invasions, and other predations of war, most recently including a major campaign during the FedCom Civil War. Nevertheless, the people of Woodbine have continued to thrive, thanks to a relatively sparse population and a distributed infrastructure designed to support mining operations throughout the system—including a sensor net intended to track every asteroid and spacecraft in the system.





Since its formation in 2317, the Federated Suns' government has undergone many significant changes. Over time it has transformed from a loose coalition of worlds without a standing army to a hereditary principality with the strongest and most professional armed forces in the Inner Sphere, in the meantime experiencing three major revolutions that saw the Davion family fighting for predominance. And through it all, the Six Liberties promised within the Crucis Pact have never been disregarded—at least for longer than it took for the people to rise up and overthrow a despotic regent: the rights to personal liberty, to own property, to own weapons, to expect fair treatment, to privacy, and to participate in planetary government.

Despite its troubles, the Federated Suns has survived the centuries intact, adjusting with the times to always come out stronger. Now, in the wake of the FedCom Civil War, the Suns must again reinvent itself else risk passing into the annals of history.

NATIONAL LEADERSHIP

The government envisioned by Lucien Davion when the Crucis Pact was signed seven and a half centuries ago was surprisingly advanced, equally weighing the voice of the people with the vision of its chosen leaders. But while it worked for some time, the realities of running an interstellar nation soon caught up with its leaders. As the Federated Suns grew, the government slowed down proportionately, grinding to a halt at times of emergency. Instead of descending into the morass of bureaucracy that has typified the Free Worlds League for so long, the Federated Suns came out stronger.

The common people no longer have the same level of representation that they did at the very beginning, though they still have more of a say in their government than do the great majority of the people in the Inner Sphere. Each world, or semi-independent coalition of planets, may have a noble ruler appointed by the First Prince or a March Lord while also having a local government as determined by their own people. They also have individuals, some appointed and some elected per local government rules, who represent them at the regional and federal level. Moreover, the common people even have the opportunity to remove some of their noble rulers—something unheard of anywhere else in the Inner Sphere.

Nevertheless, it is the nobility that holds the true reins of power. Appointed by the noble leaders above them, these rulers make the everyday decisions that keep the nation running, the bureaucracy more often than not working to support their decisions and programs. One drawback of this system is that it ensures a fair amount of cronyism—the First Prince made the Federated Suns nobility as it stands today and can remove anyone from any level of noble rule at any time for any reason.

PRINCIPALITY

The First Prince is the highest power in the Federated Suns—its senior noble, political ruler, and commander-in-chief of its military. Originally, the Crucis Pact called for a president elected by the High Council that would serve for life or until resignation. This would give the president the necessary time to attend to the needs of the nation without the distraction of running for re-election every few years. The presidency was never intended to be dynastic; it was the power and political acumen of the Davion family that firmly entrenched their scions as leaders of the Federated Suns.

For a hundred years the presidency existed, slowly changing into a virtual monarchy. Simon Davion made the change official in 2417 after succeeding his insane cousin, Edward Davion, reforming the entire government into a noble monarchy led by a First Prince—the first among the five princes that each commanded a Federated Suns march. This lasted about another century before the era of the Five Princes led to the civil war that nearly ripped the nation apart.

DEVIL IN THE DETAILS

Service

Members of the Davion family are traditionally expected to serve their nation in some capacity, either within its military or its bureaucracy. In every other Successor State, members of the royal family are accorded preferential treatment—given promotions well ahead of what commoners with similar experience levels would earn or otherwise provided easy assignments. Not so within the Federated Suns. Every member of the Davion family is expected to start at the bottom and to earn their own way up the ladder, a fact made keenly aware to those in leadership positions over these royals. Those that prove inadequate or incapable of performing their jobs are typically retired quietly. Of course, just because their superiors have been told to treat them just as any other commoner doesn't mean that the Davions haven't been afforded preferential treatment. History is filled with stories of officers and fellow soldiers risking and sacrificing their lives to protect a Davion scion.

The fact that the Davion Princes must serve in the military, and that their siblings and cousins are likewise expected to serve their nation, is undoubtedly one of the main reasons that the people of the Federated Suns have long been so supportive of their leaders (and, conversely, perhaps one of the reasons that they have leveled such vitriol towards Katherine and Yvonne Steiner-Davion).

Succession

First Prince Ellen Davion set down the Acts of Succession in 2473, formalizing House Davion's perpetual claim to the Principality. In the years since, those have been added to and clarified by numerous amendments, acts, and treaties that define in excruciating detail just how the Principality is to be passed from individual to individual. Primogeniture is the standard by which the succession is passed, though in certain instances not the only way. A First Prince may designate a blood relative as heir if he or she does not have a child, though that prince must specifically exclude his or her subsequent children in an Act of Succession in order for the line of succession to pass to a different relative. If an heir is not specified, the line of succession passes to the eldest child of the last First Prince, then to the eldest living sibling, and if none to the eldest child of the eldest sibling, and so on, going back up the family tree until a suitable heir is found.

The Heir Apparent, also known as the Prince or Princess Imperial, is the designated heir to the First Prince. An Heir Presumptive is the next closest living relative to whom the Principality would fall, while an Heir-by-Marriage could claim the Principality by marriage to a sovereign without a designated Heir or close Heir Presumptive. Currently, the Federated Suns has no Heir Apparent, at least until Princess Regent Yvonne Steiner-Davion gives birth to a child (both Victor Steiner-Davion and Peter Steiner-Davion have renounced all claim to the Federated Suns' throne, including



any future scions they may produce, while Katherine Steiner-Davion has been stripped of all standing within the family); Duke George Hasek, as grandson of Marie Davion, half-sister to Ian and Hanse Davion, is the Heir Presumptive.

Regency

In certain extenuating circumstances, when the First Prince is either too young or otherwise unable to officially claim the Principality, a regent may be appointed to temporarily serve as leader of the Federated Suns. To date, this has only happened twice, both times ironically leading to a time of devastating civil war for the nation. The Privy Council has authority to name the Prince or Princess Regent, a power assumed from the High Council. As in the appointment of Yvonne Steiner-Davion, a sitting prince may recommend an individual to serve for the duration of whatever crisis will prevent him or her from carrying out the duties of First Prince.

The regent serves only as long as is necessary, with the regency terminated as soon as the lawful First Prince assumes (or resumes) leadership. There are few restrictions on who may be appointed regent (or even how many individuals may be appointed as co-regent), though anyone who serves as regent is ineligible to later become First Prince (which is why Princess Regent Yvonne Steiner-Davion has not assumed the New Avalon throne).

LEADERS OF THE FEDERATED SUNS

Despite seven and a half centuries of history, the Federated Suns has only been ruled by twenty-one First Princes—not counting eight presidents, three regents, and the illegal rule of one would-be prince. Since the very beginning, the nation has been ruled only by scions of the Davion family; even the regents (including three of the Five Regents) and the imposter all were members of the ruling line. Unprecedented among the Successor States, this is proof positive of the Davion family's dominance over the Federated Suns—and the people's implicit trust in them.

1. President Lucien Davion (b. 2270, d. 2332)

Served (as Prime Minister of New Avalon) 2309–2332; (as President of the Federated Suns) 2317–2332

The grandson of Colonels Adam Davion and Nathan DuVall, both influential members of New Avalon society and both directly responsible for the world's independence, Lucien Davion succeeded DuVall as the fourth prime minister of New Avalon. Less than a decade later, out of sheer force of will he formed the Federated Suns from twenty independent worlds in the Crucis Reach. During his term in office, the Suns unsuccessfully fought a number of border wars with several minor powers that would eventually unite to form the Capellan Confederation, beginning what would be more than seven centuries of conflict with that nation.

In the wake of the Davion Civil War, First Prince Alexander Davion's reforms made the Principality's power supreme. No longer beholden to anyone, the First Prince had complete command of the AFFS and control over the nation's bureaucracy. Two hundred years later, First Prince Paul Davion further consolidated the power of the Principality, ultimately making it possible for the prince to replace any noble leader for any reason, appoint and discharge ministers and other government officials, and make sweeping decisions of national import without oversight.

In the centuries since these changes, the Principality has only grown stronger, over time usurping most of the powers of the High Council, a body that in any event has rarely stood in the way of the Davion Princes. In part, this was thanks to the rise of the Star League during Alexander Davion's reign, and only expanded as the Succession Wars raged. Even the Federated Commonwealth era did not so much strip powers from the Principality as it further enlarged its control over both the Federated Suns and the Lyran Commonwealth, remaking the position into the Archon-Prince of the Federated Commonwealth. Of course, there was only one Archon-Prince, and with the dissolution of the FedCom following the secession of the Lyran Alliance, the office returned, in actuality if not in name, to that of the First Prince.

The Davion family has the exclusive claim to this post, as made law by amendment to the Crucis Pact, with the DeBurke Treatise of 2846 laying down the rules for succession. Additionally, before a member of the Davion family can become First Prince (a gender neutral term for the office), he or she must have reached the age of majority (20 years of age) and have served at least five years within the Armed Forces of the Federated Suns. Of course, traditionally most members of the Davion family spend at least five years in military service, many having risen to high command, and those that don't usually serve their nation by working for one of its many ministries.

The Prince's Champion

In an interstellar empire as large as the Federated Suns, the sovereign leader must often spend his or her time away from the capital, touring the realm or personally dealing with crises in remote locations. In such cases the Prince's Champion steps in to ensure that important, pressing decisions are made and that the nation's bureaucracy does not grind to a halt. Functioning as something of a second-in-command to the First Prince, this individual is entrusted with broad discretionary power and the security of the nation in the prince's absence.

The First Prince may bestow this honor upon any individual, though traditionally it has been given to a member of the Davion family, or a close and trusted family friend, who is also a senior AFFS field marshal. This person is given the responsibility to make immediate military and political decisions when the First Prince is unable to do so in a timely manner (due to incapacity or distance). Of course, those decisions are subject to review or reversal when the First Prince is once again available, and the High Council likewise has the power to block controversial decisions that impact the political makeup of the Federated Suns. On the other hand, as the Prince's Champion is handpicked by the First Prince because of his or her devotion and abilities—as well as beliefs and convictions—it is rare for any decision of the Prince's Champion to be overturned.

In the years before the Federated-Commonwealth Alliance, the Prince's Champion was effectively the senior field marshal and commander of the Federated Suns' military. With the advent of the unified Armed Forces of the Federated Commonwealth, the Marshal of the Armies took on those day-to-day duties, with the Prince's Champion remaining the senior military advisor and confidante to the Prince—a practice that remains in effect today under the Federated Suns. By law, the Prince's Champion is ineligible to ascend to the Principality of the Federated Suns.



PRIVY COUNCIL

First Prince Alexander Davion created the Privy Council when it became clear to him that the High Council was too large and too slow to function with the speed needed to run the Federated Suns. Investing this new council with many of the powers of the High Council, the First Prince once again had an advisory body that could provide timely advice and oversight, especially as all but a few members are based on New Avalon. It is up to the Privy Council to recommend appointments, approve major treaties and agreements, oversee the political and military bureaucracies of the Federated Suns, and to ratify the line of succession upon the death or retirement of the First Prince (including the selection of a regent, if necessary).

Membership on the Privy Council is limited to the senior leaders of the Federated Suns' military and government. The leaders of the nation's eight ministries, the president of the High Council, one member-at-large elected by the High Council, the Marshal of the Armies, the commanders of the AFFS' eight departments, and the Prince's Champion all sit upon the Privy Council, while the AFFS directors of the three regional commands (marches) serve as non-voting advisors. The council meets regularly on New Avalon within the Fox's Den, though members who are unable to attend meetings, especially the ministers of the Capellan and Draconis Marches, may delegate their votes to a deputy.

HIGH COUNCIL

As originally intended, the High Council of the Federated Suns was a body equal in power to the president and, subsequently, to the First Prince. Composed of delegates from every full-member world, as well as non-voting advisors from the variety of associate worlds, the High Council is led by a president whom the voting delegates elect from among their number. For the first two centuries, the council had responsibility for such important issues as electing representatives to foreign governments, approving treaties and enacting internal federation laws, though even then the High Council acted as little more than a rubber stamp for the measures enacted by the Davion leaders.

Ultimately, the body grew too large and too deadlocked by parliamentary maneuvering, as well as the great distances involved in interstellar government, to even function as a rubber stamp body. While many of the High Council's original powers are today in the hands of the First Prince and the Privy Council, it remains an important advisory body, debating matters of national import, passing resolutions to put before the First Prince, and even passing internal interstellar regulations.

ROYAL COURT

On New Avalon, the term "Royal Court" actually has two separate meanings. To the majority of the people, it refers to the medieval-looking complex of buildings sitting below the Royal Palace at the foot of Mount Davion. This is the home of the Federated Suns massive bureaucracy, the ministries and government departments that keep the nation running. Tens of thousands of New Avalonians work within the halls of the Royal Court, while many thousands more visit each day to conduct the business of the nation.

To the nobles and the social elite, the "Royal Court" is a veritable season on New Avalon. Beginning in spring, and extending for three full months, a portion of the Royal Palace is opened up to the nobility and to chosen political leaders of the nation. These individuals make the trek from every corner of the Federated Suns, while more than a few friendly foreign leaders come from the furthest reaches of the Inner Sphere. During that time, the First Prince, the Ministers and senior deputies all hold open audiences, while at night lavish banquets and balls mark the highlight of the social year. During "off" nights, Royal Court attendees can readily find a multitude of plays, concerts, and other extravagant entertainment productions.

2. President Charles Davion (b. 2275, d. 2340)

Served 2332–2340

The youngest of Lucien Davion's three brothers, Charles Davion was known as "The Reformer" for his efforts to turn the Federated Suns' military into a true power while likewise strengthening the Suns' loose and still somewhat fractious government. By the end of his eight years in office, the Federated Suns was a tight-knit nation ready to expand in the coming decades. Thanks to his machinations, it was also a nation beholden to the Davion family and run by the scions of New Avalon.

3. President Reynard Davion (b. 2307, d. 2371)

Served 2340–2371

Reynard Davion was the son of Lucien Davion, deputy to his uncle, Charles, and a decorated military officer, all qualities that made him the right choice to assume the office of president of the Federated Suns when his uncle died. Historians commonly refer to Reynard as "The Warrior," as he led the Federated Suns through more than two decades of hostilities with the Capellan nations, resulting in a reversal of the losses the Suns had experienced during his father's tenure and then some. Those same years also saw the formation of the Capellan Confederation and the formalization of the Suns' centuries-long feud with that nation.

4. President Etien Davion (b. 2338, d. 2378)

Served 2371–2378

The eldest son of Reynard Davion, Etien Davion may have inherited some of the qualities that made his predecessors exceptional presidents, but a life-threatening wound received during the Capellan war permanently changed him for the worse. He was elected president as much on the strength of his name as on his qualifications. His few accomplishments as president, however, were tarnished by his unstable nature, which earned him many enemies throughout the nation. He married Marion Michaels-Davion in 2361, a union that produced twins Edmund and Edward Davion, but he divorced her fifteen years later at the height of his insanity. He committed suicide in a depressed fit after an old friend's failed attempt on his life.

5. President Paul Davion (b. 2340, d. 2394)

Served 2378–2394

Paul Davion was the second of Reynard Davion's three children. Sickly as a child, his health continued to be poor throughout his life, preventing him from entering military service. He focused his life on scholarly pursuits, staying away from the politics that dominated his family. Shortly before his brother's suicide, he married Marge Svendsdottir, daughter of a prominent Arcadia family; that same year their only son, Simon, was born. Paul's presidency was uncontroversial and relatively peaceful; the only significant program begun under his leadership was that of Joint Ownership of worlds, negotiated with the Terran Hegemony to jointly develop marginally habitable worlds within the Suns.



6. President Marie Davion (b. 2348, d. 2402)

Served 2394–2402

Ten years younger than Etien and eight younger than Paul, Marie Davion was the darling of Reynard Davion and his commoner wife, Jeanne Remoix. Though many thought she was a better candidate to lead the Federated Suns, Marie was too young to assume the mantle of leadership instead of either of her brothers. Kept far away from New Avalon by Etien's paranoia, she returned home at Paul's behest and ultimately became his deputy, succeeding him upon his death. She served only eight years before dying at the relatively young age of 54. Her short term of office was notable only for two significant events: she pushed through a law that made the position of New Avalon prime minister hereditary within the Davion family, and she was in charge at the outset of the Age of War, which arrived within the Federated Suns with the Novaya Zemlya Massacre. She died having never married or borne any children.

7. President Edmund Davion (b. 2362, d. 2415)

Served 2402–2415

Son of Etien Davion and Marion Michaels-Davion, and elder twin of Edward Davion, Edmund became president following the unexpected death of his aunt, Marie Davion. Named as her chosen successor, he underwent years of intensive training to prepare him to take charge of the Federated Suns. Unfortunately he was mentally weak and emotionally unstable. He was a virtual puppet to his mother, a manipulator who used her influence to further benefit herself and her sons; later his brother filled that void after Marion died. Lingering rumors of his homosexuality were not dispelled by his marriage, which produced a child ultimately determined to have been sired by one of his bodyguards. He died suddenly (and some say mysteriously) after years of debauchery and depravity.

8. President Edward Davion (b. 2362, d. 2417)

Served 2415–2417

Coming to power after his twin brother's sudden death, Edward Davion quickly moved to eliminate every potential opponent to his presidency, including Edmund's wife and her child. His attempt to kill his cousin Simon failed, however, ultimately dooming his term to less than two years of depraved rule. During that time he split his attentions between his personal excesses and stacking the government with lackeys. He was shot dead on the floor of the High Council, leaving behind one son.

9. First Prince Simon Davion (b. 2378, d. 2457)

Served 2417–2457

Simon Davion, son of President Paul Davion, seemed destined for greatness from an early age. He joined the FPF as soon as he could and would have succeeded President Marie Davion had fate not intervened to place his cousins ahead of him. After surviving an attempt on his life, he returned to New Avalon and killed President Edward Davion. Acquitted of

Though the Royal Court has often been criticized as an incredible waste of time and money, it serves its purpose as well today as it did centuries ago. Not only does it give the First Prince the opportunity to take a different perspective on what is going on within the nation and to directly impact the lives of the common citizens, it brings together the nation's movers and shakers, prompting new initiatives and ensuring the health of the Federated Suns' government.

NOBILITY

The concept of an interstellar nobility was not new when introduced by Simon Davion when he took charge of the Federated Suns as its First Prince in 2417, but until that time it had not taken hold within the Federation as it had in other nations. In the previous years, the majority of worlds relied upon elected leaders and delegates that represented them at the regional and national levels. While that system of government worked for some years, it eventually bogged down.

Simon Davion did away with much of this democratic process, placing in its stead a system that invested great discretionary power in the local leaders, giving them the power to immediately react to rapidly changing situations. The Five Princes imparted noble titles upon local and regional leaders, in many cases selecting the very individuals that had already been elected or otherwise chosen by the people they served. At first, noble titles were not hereditary in nature, but over time, just as with the Davion family's hold over the Principality, many families became inevitably associated with the titles bestowed upon their forbears.

The change to the noble system was less of a shock to the people of the Federated Suns than a realization of the need for a significant transformation. Moreover, the common people still retained some recourse to deal with excellent and poor noble leaders. Those who excelled in their positions could be rewarded by having their titles made hereditary. Bad leaders could find their people exercising their right to Public Appeal, where citizens take their case to the noble's direct superior, or taking direct action, which could include non-violent demonstration, labor strikes, or even revolution.

A noble leader has the right to remove from power nobles subordinate to them, subject to the approval of his or her direct superior, bestowing that noble title upon the successor. In cases where an entire noble family is implicated in wrongdoing or shown to be incapable of governing their landhold, that family may be stripped of its title, though only with the approval of the First Prince. Such events are not at all common, thanks to measures such as the Planetary War Powers Act, which allowed the First Prince to move AFFS and DMI forces into systems under the command of a military governor in an effort to quell rebellions and form new governments as needed. On the other hand, even with the Act (most recently used by Archon Katherine against several worlds in the months prior to the FedCom Civil War), uprisings are still not unheard of; every few decades, some noble is removed from power for one reason or another.

A duke or duchess is the first echelon of nobility below that of the First Prince, though not all are created equal. A duchy could consist of anything from a single world (or star system) to a group of several worlds to a large swath of star systems encompassing a third of the Federated Suns. The three most senior dukes each command an entire march, every one of which includes nearly forty lesser duchies. In addition to being among the most powerful individuals in the nation, the dukes and duchesses also are among the richest; of the twenty wealthiest families in the Federated Suns (not including the Davion family), fifteen are ducal families (while two more claim lesser noble titles).



A marquess (or marchioness) represents the next echelon down from a duke, and the title is used in two different ways within the Federated Suns. Among ducal families that have authority over multiple worlds, the duke may bestow a marquesship upon a child, giving that individual control of a single world. This can be used either to prepare an heir to ultimately assume the duchy or to reward children who are out of the line of succession. Alternately, a marquess is the ruler of a frontier world, one not valuable enough to merit designation as a duchy. The First Prince or March Lord may reward a lesser noble or even an important or influential commoner with this marquesship, though typically this is for a set period of ten to fifteen years. Those that prove both competent and able to develop the world can be made permanent marquess, while those that do not are often relieved of their title.

Below the level of duke or marquess is the count (or countess), who serves as noble leader of particularly important cities, whole continents, moons, or even sparsely inhabited worlds. These nobles have perhaps the most direct effect upon the lives of the average citizens; they directly enact the decisions and policies of the First Prince and the dukes (or marchionesses) above them and hear the complaints against noble rulers below them. They determine how resources are allocated, how business is transacted both within their area of responsibility and outside, and how local governments operate.

Finally, barons and baronesses are the lowest level of noble ruler, ruling over cities, large regions of continents, or even major industrial centers. While barons are chosen and granted their authority by the count directly superior to them, they are also responsible to the people they rule. Those barons who prove incapable of ruling effectively, or are indicted in serious crimes, may be removed in response to public outcry or uprising. On many worlds the title of baron is bestowed on elected leaders, while on others it is given to noble leaders who rule alongside local governments.

A last noble title in common use is that of knight. Within the Federated Suns, knighthoods are bestowed alongside land grants. Unlike any other nobles, knights do not have legal control over populations and cannot collect taxes, though they own any lands they have been granted. Any level of noble ruler can bestow a knighthood upon any citizen, but while the knighthood can also be revoked at any time for any reason, it can only be revoked by an equal or higher power (so a baron or marquess who has responsibility over territory controlled by a knight named by a duke or the First Prince could not revoke that knighthood on their own). As a result, knighthoods are popular rewards for citizens or soldiers who perform above and beyond the norm.

HOUSE DAVION

To the average citizen of the Inner Sphere, the Federated Suns and the Davion Family are virtually synonymous, a view that isn't far from truth. Many have tried, but none have ever succeeded in removing the Davion family from power; in every case, the Davions have put an end to their political enemies, even when it came to members of their own family whose reach exceeded their abilities. They indisputably control the Federated Suns both politically and economically; as the richest family in the nation, they are able to exercise impressive economic power to influence both government and business to follow their wishes.

Like many other noble dynasties, the Davion family is expansive, with the limbs of its tree spreading wide throughout the realm. Apart from the current ruling line, there are seven additional significant Davion lines, four of which can be traced directly to the children of Prince Alexander Davion. Some are identified with a particular world to which their predecessors relocated, while



criminal wrongdoing and garnering significant popular support, he rose to power. His most significant actions were completely reforming the government of the Federated Suns into a noble principality and acquiring the BattleMech from the Lyran Commonwealth. Possessing the best qualities of his grandfather and great-grandfather, and none of the psychoses and excesses of his uncle and cousins, he proved more than capable of turning his most vociferous opponents into staunch supporters. He has long been regarded as one of the best leaders of the Federated Suns, reversing the damage done by his predecessors and placing his nation on the path toward predominance.

10. First Prince James Davion (b. 2415, d. 2467)

Served 2457–2467

Known as the "Black Prince" for his swarthy skin and the dark side of his personality, James Davion became First Prince following his father's death. On the surface, he seemed a spoiled, womanizing dilettante, but beneath that veneer he proved an able leader. Though not possessing the same talents as his father, James Davion nevertheless led the Suns through a time when there was still much opposition to Simon Davion's changes and when the people did not fully trust the Davion family, thanks to the legacy of the Tyrants. He did much to win support for the Davion Principality, but his indiscretions haunted his reign. He was murdered by the same assassin that took the life of his brother and left his sister, Ellen, crippled.

11. First Prince Ellen Davion (b. 2425, d. 2510)

Served 2467–2502

Ellen Davion was crippled by the bomb blast that killed both her brothers. The second child of Simon Davion, Ellen never expected or wanted the mantle of leadership. Rather than embroil herself in the politics of New Avalon, she happily served as a staff member within the Draconis March. Though inexperienced, she proved a more than capable leader. She possessed a passion to learn, a common sense uncolored by political ambitions, and the ability to delegate without losing control. That, along with the typical Davion stubborn streak, ensured her Principality would not fall prey to the machinations of those, like Richard Varnay, who sought to supplant the Davion family. The Federated Suns prospered under her benevolent leadership, which helped this "Lady in the Wheelchair" once again forge respect for her family among the people of the Federated Suns. She led for thirty-five years before abdicating in favor of her nephew, William Davion.

12. First Prince William Davion (b. 2468, d. 2512)

Served 2502–2512

William Davion was the son of Roger Davion, who was killed along with his brother, James Davion. More beloved than even his predecessor, William became First Prince of the Federated Suns in a massive coronation ceremony broadcast throughout the Inner Sphere. Despite his unprecedented popularity, Prince William's Principality was marked by difficulty and tragedy. The Capellan Confederation launched a new campaign against



the Federated Suns that cost William his son (as well as his daughter-in-law). His reign was cut short by an outbreak of Spotted Fever Plague on New Avalon. His only surviving heir was his grandson, Alexander Davion, though he was also survived by his daughters, Laura and Cassandra Davion.

13. The Regents

Served 2512–2527

Chosen by the High Council to rule the Federated Suns until Alexander Davion's majority, the Council of Regents instead plunged the nation into a civil war as different factions within that council fought for ultimate control. Laura Davion battled her sister and brother-in-law, Cassandra Varnay (Davion) and David Varnay, while General Nikolai Rostov fought only for the future of his nation. The Dowager Princess, Carmen Estevez Davion—William Davion's widow—was the fifth regent, but she was unable to fulfill her duties; she died before the Davion Civil War proper began.

14. First Prince Alexander Davion (b. 2507, d. 2600)

Served 2512–2600

Alexander Davion was the longest serving and most influential First Prince in the history of the Federated Suns. After defeating all opposition to his rule during the Davion Civil War, he completely reformed his nation's government and military, imposing changes more sweeping than even Simon Davion's. He also led his nation into the Star League, ushering in a golden age for the people of the Federated Suns. The final decades of his rule were dominated by the Reunification War, during which he fought to better the interests of his nation within the Star League. He died of natural causes following the disappearance of his eldest son, Vincent, and the assassination of his grandson, Ian.

15. First Prince Zane Davion (b. 2580, d. 2659)

Served 2600–2659

Just twenty years old at the time of his great-grandfather's death, Zane Davion was wholly unprepared to take on his responsibilities as First Prince. Nevertheless, he ultimately proved not only capable of the job, he excelled. Relying heavily upon the counsel of his family and advisors in his first years of rule, he nevertheless remained his own man throughout his reign, leading the Federated Suns out of a devastating economic depression and into an era where it became known as a bastion of technological advancement.

16. First Prince Sarah Davion (b. 2604, d. 2681)

Served 2659–2681

Eldest of Zane Davion's three children, Sarah Davion inherited command of a nation in the midst of a technological and economic renaissance. Continuing the policies of her father, the only true crises she faced were personal: married to a MechWarrior named Mark Holt, she had but one child, James Holt-Davion, who became an AFFS fighter pilot. He died at the age of 33 when his fighter crashed during a training exercise. Her

others are referred to by name only. The so-called Victoria Davions are the most senior of the split lines and also the most prominent, descending from Roger Davion, the second son of Alexander; the Victoria Davions count among their number more senior ministers, generals, and noble rulers than any other Davion line.

As many descending lines as there are, the current ruling line is something of an aberration in that there are precious few potential heirs that could be called upon should the unthinkable happen. Beyond the children of Morgan Hasek-Davion, the nephew of Hanse Davion, one must go back to the offspring of Peter Davion, the brother of the thirteenth First Prince, Paul Davion (the great-great-grandfather of Hanse Davion). Known as the Argyle Davions, they are rapidly gaining prominence and position within the Suns, especially with the appointment of Conrad Davion as minister of the Crucis March.

The Davion Lines

In addition to the Victoria and Argyle Davions, there are five other major lines. The Sanromea-Davions descend from Melinda Davion, the third child of Alexander Davion and Cynthia Varnay; based on El Dorado, they lost much prominence during the economic problems of the Second Succession War, but today remain strongly entrenched in that world's nobility as well as in the Federated Suns' banking industry.

The Davions of Royal trace their lineage to Henry Davion, the first child of Alexander Davion's second wife, Veronique DuVall. After relocating to Royal in order to closer tie that former Laura Davion/Rostov world to their father, Henry's children firmly entrenched themselves within the politics of Royal and ultimately within the structure of the Draconis March.

Lawrence Davion, the youngest of Alexander's seven children, relocated to Lee, becoming the world's most prominent defender, both politically and militarily; the so-called Lee Davions focused much of their energies on things military, producing dozens of Davion generals throughout the years.

The Davions of Beaumont descend from Matthew Davion, the youngest of First Prince Zane Davion's three children and the great-grandson of Alexander Davion; this line does not have the same political or social standing as the other extant Davion lines and instead prides itself on its humble connections to the people of the Federated Suns.

The Rand-Davions hail from the Periphery-border world of Abbeville, where their patriarch, Mark Rand-Davion, was given an extensive land grant by his grandfather, First Prince Richard Davion. The Rand-Davions have enjoyed moderate success and notoriety since the end of the Star League, with a handful of devoted members attaining high government or military positions.

Two final lines, the Davions of Ridgebrook and the Halder-Davions, descending from Louis and Veronica Davion, the fifth and sixth children of Alexander Davion respectively, both died out during the Succession Wars.

Victor Ian Steiner-Davion

The eldest of Hanse Davion and Melissa Steiner's children, Victor was raised from birth to command the united Federated Commonwealth as its Archon-Prince, a post he occupied for little more than two years before his sister, Katherine, sundered the nation and set the stage for his deposition and the cataclysmic FedCom Civil War. His detractors point to his inherently weak and indecisive nature as the cause, while his ardent supporters lay the blame at the feet of his father, whose uncanny luck and preternatural instincts could only set up his heirs for failure. In name he became First Prince of the Federated Suns upon his father's death in 3052, and he could have also succeeded his mother, who offered to retire, to become Archon-Prince at that time but refused the throne until Melissa's death three years later. His rule was marred by scandal, failed plots, and a disastrous war in which the AFFC was soundly defeated thanks to the Lyran secession and the dearth of support from New Avalon.



On the other hand, Victor was a key player in the formation of the new Star League and led the successful assault upon the Clan homeworlds that resulted in the end of the Clan threat. He has given up all claim to the thrones on both New Avalon and Tharkad in perpetuity, including all future offspring, and currently serves as Precentor Martial for ComStar.

Yvonne Steiner-Davion

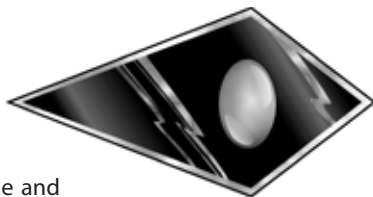
Yvonne Steiner-Davion is the youngest of Hanse Davion and Melissa Steiner's five children. As such, she was never groomed for leadership and instead spent much of her youth preparing for a life of service to her two home nations. Upon reaching her majority she would have entered one of the Federated Commonwealth's many ministries, working her way to the top through hard work and intense study just like many Davions (and Steiners) before her. Instead, she was chosen as regent by her brother Victor before he left the Inner Sphere to conquer the Clans. Over the course of less than a year, she was politically out-manuevered and personally manipulated by her sister, Katherine, to whom she ceded the reins of power. That led directly to the five-year Civil War that ultimately removed Katherine from power and restored Yvonne as Princess-Regent. Though unable to legally take the throne on New Avalon, her firstborn child will, upon reaching the age of majority and fulfilling all service obligations, succeed her as First Prince.

Conrad Jeric Davion

Conrad Davion is without a doubt the standout product of the Argyle Davions. A contemporary to his distant cousin Victor, he gave up a promising career in the AFFC when he was offered an ambassadorship after an assignment as military attaché within the Free Worlds League. That started his stellar climb within the Ministry of Foreign Relations, which was cut short by the FedCom Civil War. Arrested and imprisoned by Katherine Steiner-Davion in 3061 as a potential threat, he escaped and spent the entire war organizing the resistance movement among the nobility and within the nation's bureaucracy. He was rewarded for his efforts by being named Minister of the Crucis March, a post held by his father from 3047 until his execution in 3062. Some hard-liners and longtime opponents to the Davion-Steiner marriage within the government have even suggested that Conrad be named Heir-Apparent—in fact, should anything befall the current Princess-Regent and the children of Morgan Hasek-Davion, a case could be made that Conrad Davion would inherit the Principality, changing the dynamic of the Federated Suns and forever erasing the legacy of Hanse Davion.

HOUSE HASEK

The Hasek family is one of the oldest and most respected in the Federated Suns, harkening back to the earliest years of New Avalon. Colonel Jason Hasek was one of New Avalon's founding fathers, his name and reputation lending the legitimacy that none other, not even a Davion, could in that time of change. In the nearly nine centuries since, the Haseks have remained loyal and dutiful servants to the people of the Federated Suns, though it wasn't until Colonel Damien Hasek was invested as Duke of New Syrtis and Minister of the Capellan March in 2829 that the family achieved its current level of prominence. With the entirety of the Capellan March their noble landhold, the Haseks are, perhaps, second only to the Davions in the economic and political power they can wield. With that, however, comes the ultimate responsibility for their own people as well as the entirety of the Federated Suns, for without them, the Capellans would have little to hold them back; few have misused their power, and those that did have paid the price for their treachery with their lives.



husband died fifteen years later after a long battle with illness. Sarah Davion confirmed her brother, Samuel, as successor, before ruling for three more years until her own death.

17. First Prince Samuel Davion (b. 2610, d. 2696)

Served 2681–2696

Samuel Davion became the eighth First Prince of the Federated Suns at the age of 71 following his sister's death. The Federated Suns' age of prosperity continued on under his leadership, with the greatest threats coming from the Combine and its MechWarrior dueling culture. His son, Roger, took on the reins of leadership after his death in 2696.

18. First Prince Roger Davion (b. 2638, d. 2703)

Served 2696–2703

The 27th century is known both as the Federated Suns' Golden Age and the Century of Peace, thanks to the wisdom, competence, and quiet efficiency of Roger Davion and his three immediate predecessors. Roger Davion ruled only eight years before his death. He designated his son, Joseph, as his heir in an Act of Succession, passing over his firstborn, Mary Davion, who had married Soto Kurita. This led directly to the War of Davion Succession.

19. First Prince Joseph Davion (b. 2667, d. 2729)

Served 2703–2729

Though he continued the policies of peace and prosperity that had marked the rule of his father and his predecessors for the past century, Prince Joseph Davion's term of rule was defined by the War of Davion Succession. Coordinator Takiro Kurita fought a political battle in the Star League Council to place the son of Mary Davion and Soto Kurita, Vincent Kurita, into the line of succession. When that proved pointless, Kurita launched a four-year war aimed at placing his nephew on the Davion throne by force. The Star League put an end to the war, but not before Prince Joseph was killed in battle on Royal.

20. First Prince Richard Davion (b. 2696, d. 2745)

Served 2729–2745

Coming to power amid the tragedy of the Davion War of Succession, Richard Davion committed his Principality to strengthening the Federated Suns, both militarily and economically. Never again did he want his nation to have to rely upon the Star League. He never married but had a long legacy of affairs. His one known illegitimate grandson, Mark Rand-Davion, was excluded from the succession, though the Rand-Davions would later gain some prominence.

21. First Prince John Davion (b. 2719, d. 2797)

Served 2745–2797

John Davion reigned over the Federated Suns during, arguably, its most trying half century. He ably led the nation as the Star League fell apart, fighting hard to ensure the Federation's interests were maintained even while doing his best to keep the League together. After the fall of the Star League, however, he did not engage in the wholesale looting of the



Terran Hegemony that every other Successor State did, costing the Suns significantly when the First Succession War erupted. Both the Combine and the Confederation struck the Suns hard during his last years, a situation that turned around only after the Kentares Massacre in 2796-97. He was assassinated, along with his son Joshua, while in his field headquarters preparing to lead the counterattack against the Combine.

22. First Prince Paul Davion (b. 2778, d. 2842)

Served 2797–2842

Paul Davion, grandson of John Davion, became First Prince after the assassination of his father and grandfather. Though months shy of his legal majority, he nevertheless took charge of a nation that had lost much due to the policies of Prince John. He imposed numerous reforms on the Federated Suns' government and military, strengthening both before turning about the losses suffered at the hands of the Combine. He led his nation into a position of strength at the end of the First Succession War and into the beginning of the Second Succession War.

23. First Prince Michael Davion (b. 2804, d. 2873)

Served 2842–2873

The "Peace Prince," Michael Davion was seemingly the polar opposite of his father, Paul Davion. He was not a warrior, but rather was a scholar, politician, and diplomat. His initial peace proposals brought several assassination attempts and nearly a military coup, as well as frequent conflicts with both his senior generals and noble leaders. Only the steadfast support of his uncle, Peter Davion, serving as Prime Marshal of the AFFS, prevented tragedy for the prince. Thanks also to Peter Davion, the Federated Suns claimed many significant victories during the Second and Third Succession Wars.

24. First Prince Carl Davion (b. 2828, d. 2876)

Served 2873–2876

Like Michael before him, this eldest child of Michael Davion was the polar opposite of his father. A brash MechWarrior and skilled general, he ruled the Federated Suns for three years, though for all but a few months he did so from the cockpit of his *Marauder* on the Draconis Front. First Prince Carl Davion died leading the invasion of David.

25. First Prince Melissa Davion (b. 2829, d. 2892)

Served 2876–2892

Melissa Davion, who went by the pseudonym of "Rebecca" through most of her early career to avoid special treatments, was just as much a warrior and battlefield commander as her brother, but like her father was something of a thinker. Her reforms of the AFFS capably cut away the fat and transformed it into the most powerful military in the Inner Sphere in less than fifteen years' time. She is, in fact, directly responsible for the AFFS as it stands today. Leading her nation from New Avalon, she oversaw the reclamation of Robinson before contracting and dying of Joshallan Fever in November of 2892.

The Hasek family is heavily invested in the political and military landscape of the Capellan March, but that is not the only realm in which they interest themselves. Long before Duke Michael Hasek-Davion attempted to build a wide base of power throughout the nation, the Hasek family had spread its wings. Distant relations to the current ducal family can be found in every government ministry and department and in a wide variety of professions.

George Michael Hasek(-Davion)

Firstborn son of Morgan Hasek-Davion and Kym Sorenson, George Hasek became Duke of New Syrtis and Minister of the Capellan March after his father was murdered while leading an assault force to the Clan homeworlds. A true Hasek in every sense, he was driven toward accomplishment and devoted to his people. Yet unlike his grandfather, who sought power only for himself, or his father, whose integrity often came into conflict with doing what was best, George was a pragmatic leader whose only interests were to protect the people of the Capellan March and make their lives better. This brought him into direct conflict with New Avalon on numerous occasions. His control over the purse strings and industrial output of his march, however, ensured that the majority of his policies received the support they needed.

Angela Morgan Hasek(-Davion)

Angela is the second of Morgan Hasek-Davion's three children. Born a year after her brother George, and little more than a year before her brother Cyrus, Angela and her two siblings grew up a close-knit group. All three entered the AFFC—George via the Warrior's Hall, Angela via the NAIS, and Cyrus via the Albion Military Academy. After each serving initial separate assignments, they all returned to the Capellan March, Angela serving within the Department of the Quartermaster on New Syrtis from the days following the Clan Invasion right up to the time her brother assumed their father's ducal title. At the new duke's behest, Angela left the AFFC and became his closest advisor, concentrating on keeping the March's massive bureaucracy and political machine running efficiently while George focused on matters of military and national import.

HOUSE SANDOVAL

Having carved out a powerful fief in the form of Robinson in the earliest days of that world's history, House Sandoval could well have reached its zenith as another among slightly more than a hundred other ducal families in the Federated Suns were it not for the facts that they had virtual control of the former Terran March capital and had turned their backs on General Dmitri Rostov during the Davion Civil War. In return for their support, First Prince Alexander Davion rewarded the Sandoval family with command of the Draconis March.



In subsequent years, the Sandovals have proven completely dedicated to their people, at times locking horns with their Prince in order to get what was best for the worlds of the Draconis March. Even when the 'Mechs of the Dragon came and savaged their homeworld of Robinson, they did not turn their backs on the needs of their people, caring for the wounded and displaced, and ultimately leading the charge that pushed the Kurita forces back across the border. Their fierce dedication has come with a price, however; their deep hatred for the Kuritas has often negatively impacted interstellar relations, especially over the past decade of increasing détente with the Draconis Combine.

Tancred Aaron Sandoval

Tancred Sandoval assumed the ducal throne on Robinson after his father's mental and emotional breakdown at the height of the FedCom Civil War. One of Victor Steiner-Davion's staunchest supporters, he is a man who has broken the



Sandoval mold, accepting the Federated Suns' changing relationship with the Draconis Combine to the point of opposing his father's invasion of the Combine during the FedCom Civil War. He instead threw his support behind Victor, a betrayal that his father and many others within the Draconis March never forgot or forgave. Nevertheless, on the strength of his name and position as firstborn son of Duke James Sandoval, he became the Duke of Robinson (though he has spent the majority of his time serving as personal advisor—and some say paramour—to Princess-Regent Yvonne Steiner-Davion, leaving his cousins Jerome and Mordecai run the Draconis March in his stead).

Jessica Eliana Sandoval-Groell

Jessica Sandoval-Groell is the undisputed matriarch of the Sandoval family. The youngest and last surviving of James Sandoval's three siblings, she made Castle Sandoval something of her own private fief after the untimely death of her husband during the Combine counterattack in the War of 3039. After that, she concentrated on taking care of her widowed father and their family, calling her nephew back to Robinson and convincing him to take command from his father. While her nephews wield the titular power in the Draconis March, it is clear that she is the kingmaker, subtly tugging on the reins of power to nudge the family in the right direction.

MINOR NOBLE HOUSES

The Davions, Haseks, and Sandovals may well dominate the political landscape in the Federated Suns, but they are not the only families operating in that realm. Each of the following families plays an important role in the makeup of their nation's government and military.

House Cunningham

The Cunninghams of Kestrel gained their fortunes long ago as owners of the largest agricultural concern on this breadbasket world, so it was only natural that they received the ducal title to their homeworld by First Prince Simon Davion. Today the Cunninghams are consistently among the top ten wealthiest families in the Federated Suns. Much of the family concentrates on their expansive business empire, which was initially built upon an agricultural foundation but has since swelled to encompass a broader range of commerce. At the same time, there are those that have branched out to involve themselves materially within the political structures of the Federated Suns, though their opponents note that their relatives within the government are only out to look after their family's concerns.



House DuVall

As one of the original First Families of New Avalon, House DuVall has remained an important player in the Federated Suns for well over seven centuries. Though their fortunes have fallen and risen again several times, their influence in New Avalon's political and social circles has never faltered. Many DuValls can be found serving within the halls of the Royal Court, but many more occupy positions of authority in the government structures of New Avalon as well as the Crucis March. Count Horatio DuVall, current family patron, is both New Avalon's representative to the High Council as well as that body's president.



House Stephenson

To the First Families of the Golden Five, House Stephenson is nothing but an upstart family whose members think they are better than they really are—uncivilized new money living the life of kings among the rest of the unwashed. Of course, the reality



26. First Prince Joseph Davion II (b. 2864, d. 2935)

Served 2892–2931

The youngest son of Michael Davion, he was the half-brother of both Carl and Melissa Davion (Michael had remarried after the death of his first wife), but just as much of a warrior-Prince as his two siblings. His preoccupation with the war effort above all else caused significant damage to the Federated Suns' economy, while his pro-MechWarrior attitudes led to the rise of the MechWarrior brotherhoods, which he was forced to deal with in his third decade of rule. He was critically wounded in the invasion of Xhosa VII and abdicated in favor of his son, Peter, dying four years later.

27. First Prince Peter Davion (b. 2899, d. 2961)

Served 2931–2961

The fourth in a series of Warrior Princes, Peter Davion spent his three decades of Principality dealing with the fallout from his father's missteps. A MechWarrior himself, he spent his reign as the greatest proponent of aerospace in the history of the nation, building an opponent to the MechWarrior brotherhoods. Though he died at the hands of the Warrior's Cabal, his efforts to destroy the Cabal paid off shortly after his death. Additionally, his reign was marked by particularly successful operations against the Confederation, reclaiming the Terran Corridor and winning the Great Lee Turkey Shoot.

28. First Prince Andrew Davion (b. 2932, d. 2999)

Served 2961–2999

Andrew Davion, the only child of Peter Davion, finished what his father began, eradicating the Warrior's Cabal and enacting reforms to ensure that a similar power could never again rise within the Federated Suns. The campaigns on the Confederation and Combine fronts stalled during his tenure, though the Suns did not lose any territory. His greatest accomplishment was giving his sons a stable and secure position from which to end the war.

29. First Prince Ian Davion (b. 2980, d. 3013)

Served 2999–3013

Just nineteen when he assumed the Principality, "the Hound" concentrated the great majority of his energies upon the war with the Draconis Combine, entrusting the day-to-day governing of the nation to a number of close advisors. Under his direction, the AFFS made significant inroads into the Combine, though at the same time the machinations of the Hasek family led to numerous failures on the Capellan Front. Ian Davion died in battle against the Combine on Mallory's World, his only heir being his brother, Hanse.

30. First Prince Hanse Davion (b. 2983, d. 3052)

Served 3013–3052

Hanse Davion, "the Fox," led the Federated Suns into its greatest era of glory since Alexander Davion. Before the end of the Third Succession War, he'd established the New Avalon Institute of Science and created an alliance with the Lyran Commonwealth. Just a few years later, he revolutionized modern warfare, accomplishing more in the seventeen-month Fourth Succession



War than in any previous war. Though unable to replicate that feat in the War of 3039, he nevertheless permanently changed the face of the Inner Sphere. Under his leadership the Federated Suns climbed out of economic failure while reintroducing lostech to its citizens. He led the AFFC during the Clan Invasion, dying of a heart attack shortly after its conclusion.

31. Regent (Archon) Melissa Steiner-Davion (b. 3010, d. 3055)

Served 3052–3055

Having served as Archon of the Lyran Commonwealth since her mother's abdication in 3039, Melissa Steiner-Davion ruled the nations of the Federated Commonwealth jointly with her husband, Prince Hanse, until his death. First Prince Victor Steiner-Davion refused to assume the throne on New Avalon, instead naming his mother, Melissa, as regent. She ruled only three years, concentrating on rebuilding the economy and military of the Federated Suns (and Lyran Commonwealth), before her assassination.

32. First Prince Victor Steiner-Davion (b. 3030)

Served (as First Prince) 3052–3055; (as Archon-Prince) 3055–3060

Coming to power following the death of his mother, Archon-Prince Victor Steiner-Davion ruled over the Federated Commonwealth for little more than two years before his missteps resulted in the Marik-Liao invasion of the Sarna March and the secession of the Lyran Alliance. His refusal to recall troops or reclaim shipping assets from the Lyran Alliance, or even to retake territory lost in the Chaos March, put the Federated Suns at a significant disadvantage but also delayed the FedCom Civil War. He led the assault that ended the Clan War, however, and after concluding the FedCom Civil War abdicated to resume his duties as ComStar's Precentor Martial.

33/35. Princess Regent Yvonne Steiner-Davion (b. 3039)

Served 3060; 3067–present

Placed on the New Avalon throne to safeguard the Federated Suns while Archon-Prince Victor fought the Clans, Yvonne Steiner-Davion's inexperience led to Archon Katherine's usurping of power on New Avalon. After the conclusion of the FedCom Civil War, she resumed her position as "Princess Regent," as she is legally ineligible to claim the Principality.

34. Archon Katherine Steiner-Davion (b. 3032)

Served 3060–3067

Accused of the murder of Archon Melissa, Archon Katherine seized power within the Lyran Alliance during the Marik-Liao invasion of the Sarna March and later maneuvered herself into power on New Avalon as well. She illegally claimed the title "First Princess" and proceeded to secure her own position through a variety of criminal means. Her power-hungry maneuvers incited the FedCom Civil War. She ultimately surrendered the throne and was exiled to the Clans instead of standing trial for her multitude of crimes.

is that the Stephensons control one of the richest, most advanced, and most populous worlds in the Federated Suns, as they have for centuries. In fact, they have fully eclipsed almost every ducal family in the nation in wealth and prestige, something the old families have long resented. From their position on New Ivaarsen, the Stephensons are a prime target for the Combine and have suffered numerous attacks and a full occupation during the Succession Wars. Perhaps it is because of that fact that their scions have long been among the Davions' and Sandovals' staunchest supporters.

House Zibler

House Zibler is not as much a noble family as it is a steadfast military family. Rising to the fore during the First and Second Succession Wars, the Ziblers have since provided the AFFS scores of generals and other senior officers. Over the years, members of the family have been granted various knighthoods, baronies, and even a few countships in recognition of their service and sacrifices. Currently, ten Ziblers serve as AFFS general officers, with dozens more serving the AFFS in other capacities.



MINISTRIES

The civilian government of the Federated Suns is divided into eight ministries, each devoted to a particular social domain or an astrographic region and led by a minister appointed by, and responsible only to, the First Prince. Sitting as members of the Privy Council, these ministers have a significant say in the policies of their nation, more so than their counterparts in any of the other Successor States, and likewise wield a great deal of discretionary power in the way they interpret and enact their Prince's decrees. In many ways, their power exceeds even that of the most senior of the nation's dukes; as they control the national purse strings and other resource allocations, they can—and certainly have—withheld support from those noble leaders that stand in opposition to them in one way or another. Though this has led to a number of tense political stand-offs throughout the years, the fact of the matter is that this ensures the First Prince has several different means of punishing insubordinate or rebellious nobles.

MINISTRY OF ADMINISTRATIVE SERVICES

Known commonly as AdSer—a term that long ago entered the Federated Suns parlance as an epithet—the Ministry of Administrative Services is something of a catch-all within the nation's bureaucracy, taking responsibility for all of the programs and services not under the purview of another ministry. It is by far the largest and most bloated of the Federated Suns' ministries and has long been the butt of jokes and derision by the people it serves—thanks to literally centuries of poor performance, incompetence, and occasional corruption on the part of its personnel. Events of recent years, especially the oppressive rule of Archon Katherine, have only further cemented the ministry's poor status in the eyes of its citizens.

AdSer is organized into a wide variety of departments and offices, as follows:

The Department of the Judiciary is perhaps the most well known and also the best run of these. This department has several important bureaus. The Federal Prison System has responsibility for all federally run prisons and correction facilities (some run in coordination with MIO and the AFFS). The Federal Marshal Bureau is the national police and investigative service, and it has local offices on most worlds and is charged with enforcing federal law, while the officers of this bureau also provide security services for various government officials. The Office of the Sheriff of Federal Law has responsibility for publishing and promulgating the laws, regulations, and rules of the Federated Suns; this office also reviews local and regional laws to ensure that there are no conflicts. Finally, this Department provides the personnel



that maintain the Federal Courts; though independently run by the judges appointed at the various different levels, the court system is nevertheless administered through the Department of the Judiciary.

The Department of Information and Communications is charged with routine internal communications within the government bureaucracy (secure priority communications are handled by MIIO). Primarily utilizing ComStar's HPG services and courier services, the DIC passes hundreds of thousands of official messages each day. This department also oversees the Federation Parcel and Post Agency, the Federated Suns' postal service. The Department's inefficiency and regular blatant gaffes are famous throughout the Inner Sphere, as is its incredibly bloated staff and poor customer service.

The Department of Federal Administration runs the Federal Missions located on each member world. These missions serve as the middleman between the local and federal governments, routing requests to the appropriate departments and handling all the work required in the normal course of relations between the member (and associate) worlds and the Federated Suns government. The missions also function as something of an embassy to the local populations, the only contact local people often have with the outside.

Interstellar transportation, unsurprisingly, is the purview of the Department of Transportation. It manages space traffic control centers throughout the realm, works with spacecraft manufacturers to ensure new DropShips and JumpShips conform to appropriate safety regulations, and licenses all such ships—as well as their masters—for use in the Federated Suns. The department requires periodic spaceworthiness inspections of all those ships that are registered within the nation, as well as other commercial vessels that operate here; international agreements ensure that foreign certifications also cover the majority of those vessels operating within the federation. Licensing and inspection offices are located on every major world and transfer station within the Federated Suns, while large shipyards are often granted certification authorization to aid in easing the bureaucratic burden. When it comes to licensing and certifying commercial vessels, this department regularly coordinates its effort with the Ministry of Ways and Means' Federal Customs Agency.

The Minister of Administrative Services is Garek Davion, one of the Victoria Davions and Count of Roussa Tel.

MINISTRY OF EDUCATION

The Ministry of Education has a broad mandate to educate the Federated Suns' citizenry, though it is not responsible for educating every citizen of the nation. Instead, it determines minimum curriculum standards, licenses teachers, certifies the nation's various schools and universities, selects government scholarship winners, and disperses what funding it has.

The ministry runs only a mere fraction of the nation's schools and universities. It is the responsibility of local planetary governments to provide primary education to its people, though in actuality many of the primary schools in existence in the Federated Suns are privately run, financed and operated by local businesses or private concerns (including religious and social organizations). What the ministry does, however, is not only certify these schools but also employ inspectors who ensure that these schools meet the educational standards. It also provides limited funding for teachers and textbooks.

The majority of this ministry's efforts go towards its prime education initiatives. The Federated Technical Colleges, Regional Finishing Schools, and Vagabond Schools (see *Education*, p. 139) are all major programs operated by the Ministry of Education, while it also oversees the NAIS and coordinates curricula for the nation's military academies and training facilities. Furthermore, for decades it has provided training and support for the thousands of volunteers that help educate the disadvantaged on Outback and Skid Row worlds, a program currently contained in the Citizens for the Suns campaign; originally administered by the Ministry of Administrative Services, the program shifted to the Ministry of Education after it had become bogged down in the incompetence and graft typical of AdSer.

The Minister of Education is Mandeep Vizha, Duchess of Leipsic and long-time advocate for strengthening the nation's educational system.

MINISTRY OF FOREIGN RELATIONS

The Ministry of Foreign Relations, or Foreign Ministry, is responsible for the diplomatic missions dispatched to the nations with which the Federated Suns has formalized relations (as well as unofficial missions in every other nation). Ambassadors to foreign nations are appointed by the First Prince and are delegated the power to negotiate treaties and speak on behalf of the Federated Suns. The primary diplomatic mission is headed by the Senior Ambassador and resides on the capital world of the nation to which it was dispatched. These negotiate directly with the noble and political leaders of the nation and, in cases where formal alliances have been established, may regularly advise those leaders on a variety of matters. Likewise, it is through these missions that foreign aid is dispersed.

The Federated Suns typically also dispatches a number of permanent secondary diplomatic missions; these missions base themselves upon important worlds and generally work to create or maintain smooth economic or military relations. Additionally, the First Prince, through the Foreign Minister, regularly creates temporary diplomatic missions to negotiate for aid in a particular matter, such as a trade delegation sent to establish economic relations between particular companies or worlds. All of these secondary missions are under the direction of the Senior Ambassador, who has final authority over all diplomatic matters within his or her assigned nation.

A second, but no less important, function of the Foreign Ministry is to aid Federated Suns' citizens currently traveling or residing within foreign nations. It issues passports and travel authorizations to its own citizens (and likewise visas and extended stay permits to foreign nationals), maintains extensive information on potential travel dangers, and advocates for its citizens. That last function is primarily carried out at embassies located on every major foreign world, as well as quite a few minor worlds and even some of the largest and busiest recharge stations. When a citizen of the Federated Suns runs into difficulty while abroad, he or she needs only contact the nearest embassy for assistance.

Ambassadors and embassies may be the most visible facets of the Ministry, but those account for only a fraction of its manpower and efforts. It has its own security force, which provides protection to foreign missions, visiting dignitaries and, on occasion, even to important members of the Federated Suns' government (when the Federal Marshal Bureau is considered too incompetent or insufficient).



By and large, though, the Ministry's biggest and most important function is its Analysis Division. The people that work in this division are responsible for collecting every bit of information possible on every foreign power and significant personality in order to determine what is going on in the Inner Sphere and what is likely to happen in the future. Summaries of the reports generated by this division are read by the Federated Suns' political and military leaders on a daily basis. Both of these functions are made possible only through cooperation with the Ministry of Information Intelligence and Operations as well as the AFFS' Department of Military Intelligence and Department of Strategy and Tactics—perhaps the best cooperative relationship within the Federated Suns' entire bureaucracy.

Duke Aristotle Felsner, one of the oldest and certainly most respected diplomats in the nation, is the Minister of Foreign Relations.

MINISTRY OF INFORMATION INTELLIGENCE AND OPERATIONS

While the majority of the Federated Suns' massive government bureaucracy is focused on what is going on within the nation, the Ministry of Information Intelligence and Operations, or MIIO for short, for the most part turns its attention outward. Often working hand in hand with the AFFS Department of Military Intelligence and the Ministry of Foreign Relations, MIIO is tasked with ensuring the security of the Federated Suns' political and bureaucratic structures. Of course, its mandate goes far beyond providing mere security or investigating potential breaches.

Like any other intelligence agency, MIIO can trace its roots back to the earliest days of its nation, and beyond. MIIO has its genesis in a variety of agencies and organizations formed by the governments of New Avalon and the nascent Federated Suns, though they did not come under the aegis of a single ministry until the First Succession War. Created by First Prince Paul Davion, who had enough of the failures of the Department of Military Intelligence, MIIO became the united civilian intelligence and covert operations initiative the nation needed. Maturing in the years afterward, MIIO transformed from a gaggle of freelancing agencies into a professional and extremely competent organization, one widely regarded as the best in the Inner Sphere.

MIIO is organized into four major divisions, five if the command element is counted, along with six regional offices that oversee actual operations. The Bureau of Internal Investigation (BII) monitors the internal situation within the Federated Suns. It investigates all allegations of corruption and wrongdoing within the government, monitors the media and major groups for anti-governmental or other seditious leanings, and handles all background checks for governmental employees and nobles. The agents of this bureau are also responsible for following through on their investigations, conducting raids, interrogating suspects and their accomplices, and making arrests (or otherwise concluding the investigation).

While the BII concerns itself mainly with corruption and other wrongdoing, the Counterintelligence Division (or CID)—whose members are often referred to as "Rat Catchers"—focuses on stopping foreign agents from operating within the Federated Suns. They root out spies and informants, eliminate terrorist cells, and otherwise prevent covert threats to the nation. Oftentimes CID's operations

cross over with active investigations on the part of BII or even the Department of Military Intelligence, though thanks to MIIO's and DMI's long-time close relationship, these joint operations very rarely fall prey to inter-agency bickering.

The Covert Operations Division plans and carries out operations in foreign nations. The COD recruits agents, engages in espionage, and executes covert actions against enemy governments. Because of the nature of their actions, the agents of this division regularly coordinate their efforts with other MIIO divisions and the DMI.

WHOSE JOB IS IT ANYWAY?

Law enforcement within the Federated Suns is a complex and often confusing issue, a problem stemming from the fact that there are so many different agencies responsible for enforcing different laws under various circumstances.

For the most part, planetary governments have complete jurisdiction over matters within their own systems, with responsibility either delegated to the localities or split up to a number of sub-offices. A wide variety of sheriffs, constables, police departments, law enforcement agents, and peace officers serve at these local levels. But even then, on some of the largest—or most political—worlds, there are a number of different agencies, each serving a different political or noble master, that battle each other for control over the law. In extreme cases, these agencies could be embroiled in a veritable war with each other, while even under the best of circumstances hard feelings and grudges are commonplace.

Adding a plethora of federal law enforcement agencies only complicates matters. Usually, these agencies have no interaction with local law enforcement—at least until they have to step in to investigate federal crimes, in the process usurping local authority. Here, too, tension between those agencies is common, even expected, especially as the majority of local law enforcement personnel consider federal agencies practically an enemy, causing trouble whenever they show up.

Worse still, there exists a rivalry among the various federal agencies. The Ministries of Administrative Services, Ways and Means, Information Intelligence and Operation, and even Foreign Relations all have sub-agencies that are charged with enforcing various laws. Overlapping investigations are not uncommon, leading to inevitable confrontation.

That is not to say that every law enforcement agency in the Federated Suns hates every other agency. Many have good working relationships with each other. The Federation Customs Agency relies upon its contacts at the local level to track down smugglers, and the Federal Marshal Bureau likewise tries its best to maintain as good a relationship as it can with other agencies.

And then there is MIIO, which has virtual carte blanche to investigate corruption and treason. Operating under the cloak of secrecy before storming in to take over and prosecute the innocent—or at least that is how they are often perceived—MIIO agents protect the security of the nation and so are given the widest latitude possible.



Spies and undercover agents are not the only method of attaining intelligence on other nations and powers. MIIO's Information-Gathering Services division concentrates on these other methods, including electronic surveillance, tapping into communications lines, intercepting and decrypting foreign transmissions, and similar electronic intelligence (ELINT) means. IGS personnel staff listening posts on certain border worlds and in systems where civil unrest threatens the security of the Federated Suns, and they likewise are widely thought to operate specially equipped JumpShips and DropShips that covertly patrol the Inner Sphere's shipping lanes, intercepting everything they can.

The Regional Commands direct MIIO's actual operations and activities. There are six regions, each of which corresponds roughly to a Federated Suns political division: New Avalon (which also has authority for all operations outside of the Federated Suns), New Syrtis, Robinson, Addicks, Jesup, and Markesan.

The Command Group consists of the directors of each of the divisions and commands, as well as the ministry's senior agents and controllers and a Military Intelligence Liaison office. Additionally, all of the administrative and bureaucratic personnel required to run the ministry that aren't a part of another division or command are assigned to the Command Group.

Cole Williams, a retired AFFS colonel and a former MIIO deputy director, is the Minister of Information Intelligence and Operations.

MINISTRY OF WAYS AND MEANS

All matters financial and economic within the Federated Suns fall under the purview of the Ministry of Ways and Means. It has responsibility for the nation's money, from collecting taxes to administering the budget to printing and distributing hard currency, and it also enacts economic policy. Though not the largest of the ministries, it is arguably the most important, while also being well run. In fact, the Ministry of Ways and Means regularly recruits the best and brightest of university graduates and bureaucrats working for other ministries—another reason often cited for why AdSer remains in such a shambles.

The Chancellor of the Exchequer has the broadest mandate of all the ministry's divisions. It collects federal taxes, disperses those federal funds to various government agencies, prints and mints money, and maintains the treasury. It also enforces all economic laws related to those responsibilities; Exchequer Agents work with other law enforcement agencies to uncover and prosecute counterfeiters, tax evaders and those who attempt to rob the federal treasury.

The Economic Trade Committee approves and oversees all interplanetary economic agreements involving entities within the Federated Suns. For routine agreements where all parties are within the Federated Suns and the agreement would not impact national economic policy, the ETC rarely does more than ensure that appropriate federal laws are followed. In cases of international agreements, the ETC becomes far more involved (as does the Foreign Ministry), having final approval over all provisions of the agreement in addition to ensuring that it conforms to all applicable laws.

While the ETC has authority over interstellar trade agreements, the Federation Customs Agency has responsibility for the interstellar

shipment of goods. It monitors the manifests of all cargo ships for restricted or illegal goods, conducts spot inspections for the same, collects trade tariffs at all border crossings, and licenses all commercial cargo and passenger starships (in this latter function working alongside AdSer's Department of Transportation). Customs agents patrol border systems and have primary responsibility for tracking and eliminating smugglers and pirates operating within the Federated Suns, often requiring coordination with the AFFS and/or local and other federal law enforcement agencies.

Another division of the Ministry of Ways and Means that enforces Federated Suns economic law is the Sheriffs of Economic Policy, often known as the Business Police. Five sheriffs, and hundreds of deputy sheriffs, travel throughout the realm, uncovering violations of economic laws by businesses. The sheriffs have the power to immediately impose fines and other penalties, as well as a wide latitude when it comes to dealing with habitual violations and even the power to prevail over local laws, at least when it comes to interstellar commerce.

Finally, the three Sub-Ministers of Regional Finance administer the federal appropriations within the nation's Marches. They are delegated nearly complete control over all federal monies spent within the Marches. They can prevent money from being dispersed to companies, organizations, and local governments that have not conformed to the law, or that otherwise have been placed on a "hold" list. The First Prince and Minister of Ways and Means have often used these sub-ministers to cow local leaders or major contractors into line.

The Minister of Ways and Means is Duke Tames DuVall.

REGIONAL MINISTRIES

Where the other ministries focus on particular social domains, the Federated Suns' Regional Ministries are each devoted to keeping one of its three Marches operating. Something of a holdover from the era of the Five Princes, these ministries encompass all of the functions that do not fall under another, such as social programs, health care, disaster assistance, and the like. The ministers of each are also the noble rulers of the corresponding March, though commonly oversight of the day-to-day operations are delegated to a trusted deputy—often the noble ruler's heir or another close family member.

The Regional Ministries are broken down into a number of subdivisions, or Administrative Areas, each encompassing anywhere from ten to thirty inhabited worlds and typically identified by the planet on which the administrative headquarters is located. The Capellan March has eight Administrative Areas: Almach, Acala, Emerson, Daniels, Hobbs, New Syrtis, Pleiades, and Sirdar; the Crucis March has ten Administrative Areas: Anjin Muerto, Broken Wheel, Islamabad, Kestrel, Killarney, Marlette, New Avalon, Point Barrow, Remagen, and Tsamma; and the Draconis March has eight Administrative Areas: Boondock, Delos, Fallon, Kentares, Ozawa, Robinson, Sakhara, and Tancredi.

The Minister of the Capellan March is Duke George Hasek, though his sister, Angela Hasek, runs this ministry in practice. Traditionally a post assigned to the Heir Apparent to the Principality, the Minister of the Crucis March is Duke Conrad Davion. Within the Draconis March, Duke Tancred Sandoval is the nominal minister, however Baron Liku Sandoval, the Duke's cousin, manages the ministry.



THE DARK SIDE OF FREEDOM

Bryan Nielsen: We're joined by noted author, lawyer, and human rights activist Sikra Trehn, whose book *Dark Side of Freedom* has taken an extremely critical view of the Davion government and its policies toward liberated terr—

Sikra Trehn: Conquered worlds, Bryan.

Nielsen: So are you trying to say that we haven't done the right thing by freeing these worlds from the oppression of the Capellan Confederation or the Draconis Combine?

Trehn: No, I'm saying that it shouldn't be called liberation when all that the Davions are doing is replacing one dictator with another. The people of worlds like Kaifeng and Tsingtao have been told for centuries that they should hate the Davions, but those who looked deeper may have seen something of the supposed freedoms on the other side of the border and felt some hope. And then came the Davion juggernaut, crushing the Capellan military and killing countless millions of innocents, all in the name of freedom. No, strike that. All in the name of feeding a madman's ego. And did—

Nielsen: Wait just a second. Are you trying to say that Hanse Davion is the next worse thing to Stephan Amaris? The man put an end to centuries of predations on the part of the Capellan Confederation that killed *billions*, not to mention Max Liao's attempts to replace him with—

Trehn: And in doing so perpetuating the same cycle of violence that has caused so much death and suffering over the—

Nielsen: Obviously you'd much rather roll over and play dead than protect the citizens of this nation. How can you then criticize the government for, let me see, "subjugating foreign peoples under the totalitarian thumb of a power-hungry regime,"—these are your words—how can you criticize them when you'd rather not even free those—

Trehn: It's easy to make your point when you take words out of context without regard for my point. That passage came from the introduction, from the POV of someone on one of those supposedly free worlds stuck under the thumb of a military dictatorship.

Nielsen: You have a problem with the concept of military governorships. Why is that?

Trehn: The problem is that we're not giving them freedom. This so-called freedom-loving nation, with its legacy of using war to settle its differences and hate-speech against its two neighbors, is removing the previous totalitarian regime and putting in its place another one. These so-called "military governorships" are nothing short of dictatorial juntas under the supreme leadership of one of Hanse Davion's handpicked generals. That is *not* freedom by any stretch of the meaning.

Nielsen: So you'd rather have chaos and anarchy, with rapists and murderers running rampant than build a real and lasting government? Or perhaps—

Trehn: Once again you miss the point. This isn't—

Nielsen: So educate our viewers. What is the point? You don't want to fight, ever, but if we have to fight it had better be to free the people from oppression. Oh, but we'd better not help them form a government so that they can be free.

Trehn: Listen, the problem is the way the Davions come in to impose their version of freedom. They call in the cavalry, literally, to enforce martial law. They bring in tens of thousands of soldiers, place them under the command of a general—not a politician, not a nobleman, but a general—and expect them to keep the peace. How can that ever work? Soldiers are trained to kill, not to enforce the law. Just look at the reports from the Capellan region. How ma—

Nielsen: You mean the Sarna March?

Trehn: How many cases of excessive violence, forcible relocation, assaults, and even rapes on the part of the Davion soldiers have there been? That's not freedom, that's terrorism.

Nielsen: Hold on there!

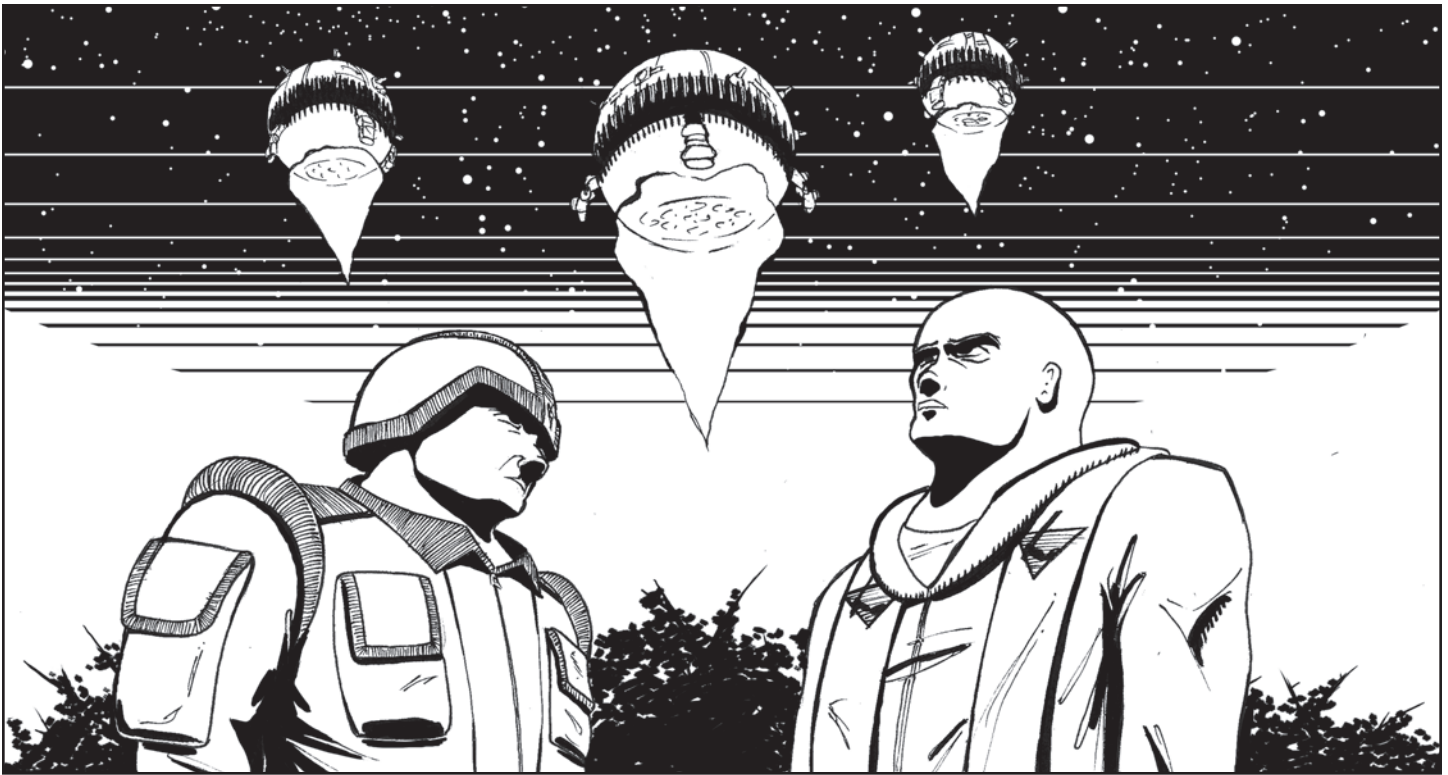
Trehn: No, that's exactly what they're doing, state-sponsored terrorism. They're not trying to build a government, they're subjugating a conquered people and taking everything of value. All in the name of freedom. They call it government-building, but it's really robbing these poor, uneducated, and unrepresented people of what little they have. And anyone who stands against them is either imprisoned as a suspected terrorist or killed in a supposed riot. If you're going to free them, give them freedom. Let them choose their own form of government!

Nielsen: And obviously let the Maskirovka and Liaoists still left on the worlds take over again. I guess we should just ignore the very criminals that subjugated them in the first place and hope that the people will somehow manage to stand up against those oppressors, all without giving them *any* support at all.

Trehn: Giving them the choice is always better than imposing your will on an unresponsive populace.

Nielsen: And giving them the opportunity to remove the criminals and rebuild their economy so that they can make that informed and free choice is better than leaving them out in the cold and blindly hoping they can overcome the chaos to build a free society."

—transcript of *From the Royal Court*, Federated Broadcasting Corporation, 9 March 3030.



REGIONAL AND PLANETARY GOVERNMENTS

Freedom is a hallmark principle of the Federated Suns. Freedom of expression, freedom of religion, freedom to choose one's own form of government. The nation may be a feudal monarchy in the big picture, but at the lowest levels it is not wholly so. At the local level—planetary and lower—the citizens are free to choose whatever form of government they wish. They may be ruled over by noble appointees directly responsible to the regional dukes, but few of those nobles interfere with the conduct of the local government. Most recognize that to do so, except in extreme cases, could easily incite unrest and spell their own political deaths. So long as the taxes are collected, federal activities are not negatively affected, and their own personal holdings remain secure and profitable, the typical noble ruler is content to let the people govern themselves, stepping in only when needed to mete out justice or to settle significant problems.

It is little surprise, then, that the Federated Suns claims such a wide variety of government types at its planetary, regional, and community levels. Representative democracies of some sort are by far the most popular, but even within this category there is a wide range of styles and forms. Close relatives, in the form of communism and socialism, are also in use. Various forms of feudal rule are, perhaps unsurprisingly, popular choices, but so are dictatorships, and even a handful of virtual anarchies (though only on worlds considered the worst of the Outback).

The local governments have wide latitude in the laws they enact and how they treat their own citizens, but that latitude is not absolute. When it comes to interstellar matters and national defense, federal law takes precedence. Likewise, certain rights are afforded all citizens of the Federated Suns, regardless of local law or custom (on the other hand, convicted felons are typically stripped of their rights as citizens, a fact that many socially conservative governments take to heart when meting out punishments).

There are other limits in place for worlds in the border regions. Both the Capellan and Draconis Marches are subject to the War Zone Actions of 2787, as they have been continuously since the outset of the First Succession War. The Actions ensure that the AFFS is able to operate without interference from local governments. Additionally, recently liberated worlds, and those experiencing a revolution deemed by the First Prince to be detrimental to the Federated Suns as a whole, may be placed under the rule of a Military Governor—a senior AFFS officer assigned a large military garrison and tasked with ending all organized threats to the nation. The rule of a Military Governor is absolute, but will last only as long as armed revolution continues to plague the world.





Long considered the best and most professional military force in the Inner Sphere, the Federated Suns' military did not always hold that honor. In fact, the earliest forces fielded by the Federated Suns had serious troubles—its soldiers had little to no training, poor equipment, and in many cases incompetent leadership. Even after the formation of the Federated Peacekeeping Forces, the nation's first standing military, it was decades before the nation's military could be considered professional and competent.

Under First Prince Alexander Davion's leadership, the reformed Armed Forces of the Federated Suns, or AFFS for short, did away with the last vestiges of the conflicting loyalties that so often in the past had prevented it from achieving the successes it could have. In short order, it became clear that the AFFS had the best leadership and most support from the people it protected, if not necessarily the most skilled soldiers. The Fourth Succession War, without a doubt, marked the AFFS' high point and greatest success, ushering in a new era of lightning warfare. But in the few decades since, the Federated Suns' military has declined in stature and capability.

Today's AFFS is battered and exhausted. The only good that came out of the Civil War—other than the removal of Katherine Steiner-Davion and her regime from power—is that what remains is experienced. That is, of course, little comfort to the families who lost so much.

STRUCTURE

Professionalism. Competent leadership. Public support. Those, more than sheer numbers and high technology, are the hallmarks of the AFFS and what have contributed most to its successes throughout the centuries. Nowhere are these qualities more evident than in the structure of the Armed Forces of the Federated Suns.

The AFFS is unhindered by a bloated bureaucracy and murky lines of command. The AFFS' organization supports its combat units without unduly hampering field commanders from doing their jobs. Centuries of experience have built the AFFS into an efficient organization; over the years, departments and commands have been merged, realigned, or newly formed to better serve the needs of the nation, while processes that were proven to stand in the way of efficiency have been eliminated or streamlined.

CHAIN OF COMMAND

The predominant concept when it comes to leadership within the AFFS is Unity of Command. Every officer and enlisted man and woman can trace their lines of command through single individuals; in short, no person serves more than one master on the field of battle. Noble rulers cannot recall forces that belong to them, and bureaucrats cannot second-guess command decisions. Authority extends from the First Prince all the way down to the lowest squad leader. Those outside of the chain of command exist to support those within.

First Prince

As the Supreme Marshal, the First Prince is the commander-in-chief of the Armed Forces of the Federated Suns, perhaps the most practical reason for the military service requirement before assuming

the throne. He or she sits at the head of the AFFS High Command, directs strategy sessions within the Fox's Den, and often takes direct command of decisive military operations. In fact, three First Princes—Carl, Ian and Joseph Davion—have died leading their men in battle, while many others have followed the dual axioms of “lead from the front” and “ask nothing of your men that you wouldn't do yourself.”

The First Prince appoints every member of the High Command, personally promotes all Field Marshals, and confirms or rejects the promotions of all officers to the rank of general or higher. This helps to ensure the loyalty of the officer corps and the unity of vision at the top levels. Unlike other armed forces, though, political standing and ideology play far less a factor in promotions than do ability and loyalty; many general officers that ideologically differed with their Prince, some very vocally, have served with distinction at the highest levels without hindrance or retribution. On the other hand, disloyalty and insubordination are dealt with severely.

Prince's Champion

In today's AFFS, the Prince's Champion occupies a uniquely powerful yet nebulous position. Not technically in the chain of command, this officer is nevertheless traditionally a senior field marshal, sits on both the High Council and the Privy Council, and serves as senior military advisor to the First Prince. In times when the Prince is away from New Avalon or otherwise unable to provide immediate leadership, this officer can make military or national security decisions on behalf of the First Prince.

Practically speaking, this officer is also something of a troubleshooter. He or she does not fall within the chain of command yet has broad discretionary power to fix problems that, for whatever reason, cannot be addressed through that chain. In the absence of other means, the Prince may dispatch the Champion to deliver sensitive communications. And in times of crisis, the Prince's Champion may take direct command of critical military operations (freeing the Prince or Marshal of the Armies for other important matters). The current Prince's Champion is Marshal of the Armies Jackson Davion, who accepted the dual posting at the request of both Princess-Regent Yvonne Steiner-Davion and Precentor Martial Victor Steiner-Davion.

Marshal of the Armies

The Marshal of the Armies is a position created when the AFFS and LCAF were merged into the united Armed Forces of the Federated Commonwealth. While both the First Prince and Archon were the supreme commanders of their respective militaries, in actuality both relied upon a dedicated officer to lead their vast militaries on a day-to-day basis—managing the bureaucracies, directing strategy sessions, and, when necessary, taking direct command of important operations.

After the Lyran secession, the AFFC eventually reverted to what it had been as the AFFS. Virtually all vestiges of the unified military were wiped away in favor of the traditions and doctrines of the post-Succession Wars AFFS. The position of Marshal of the Armies was one of the few innovations that remained.

This officer leads the AFFC High Command, oversees the Fox's Den, sits on the Privy Council, and serves alongside the Prince's Champion



as the senior military counselor to the First Prince. The Marshal of the Armies wields considerable influence in the Federated Suns' political arena and almost absolute power in the military; as with the Prince's Champion, only the most skilled and dedicated of military leaders could ever hope to be chosen for this honor.

High Command

Comprising the commanders of each major military department, the commanders of the three Regional Commands (the Marches), the Marshal of the Armies, the Prince's Champion, and the First Prince, the High Command is the chief governing and advisory body of the AFFC. These officers provide their advice to the First Prince, set the tone for the rest of the AFFC, enact their prince's policies, and determine the military's long-term goals. The High Command meets in the Fox's Den, ensuring they have all the information possible when making their decisions.

In addition to their strictly military duties, most of the members of the High Command also sit on the Privy Council. Together with the leaders of each of the Federated Suns' ministries, they likewise advise the Prince on matters of interstellar relations and civil policy. The High Command consists of the commanders of the eight military departments, the three regional directors, the Marshal of the Armies, the Prince's Champion, and the First Prince (or Prince-Regent). Additionally, the Chief of the General Staff serves as deputy to the Marshal of the Armies and as a non-voting member of the High Command.

General Staff

Where the High Command focuses primarily upon politics, the needs of the nation and the grand strategy, the General Staff oversees the details. It monitors the state of the AFFS, recommends changes to improve the military, and plans the grand operations dictated by the First Prince's strategies. The General Staff works from the Fox's Den, constantly monitoring the situation within the Federated Suns and the Inner Sphere as a whole.

Beneath the seven general officers that sit on the General Staff serves a greater staff of thousands. Though the General Staff does not technically fall within the chain of command, were it not for this body, the AFFS would not be the successful military force that it has been for so long.

The Chief of the General Staff is Field Marshal William "Wet Willie" Kossacks, former commander of the Second Davion Guards and an outspoken hero of the FedCom Civil War. Assisting him are a variety of general officers, each chosen because of their skills and devotion to the Federated Suns during the Civil War. Marshal Douglas Garrett is the G1, Director of Manpower and Personnel. Major General Stephanie Hoover is the G2, Director of Intelligence. Major General Jean-Henri de Jeruc is the G3, Director of Operations. Marshal Brian Gruber is the G4, Director of Logistics. Marshal Ranier Wolfram is the G5, Director of Strategic Plans and Policy. Field Marshall Roger Waters is the G6, Director of Force and Command Readiness.

LINES OF COMMAND

To the uninitiated, the AFFS chain of command seems convoluted and confusing. With a host of different departments, commands, and independent offices, it almost seems as if every soldier, spaceman, pilot, and MechWarrior reports to a number of different commanders.

The confusion lies in the fact that combat units receive orders and instructions through two or more different lines of communication. Each falls under the authority of one of the AFFS Departments, depending on the nature or mission of the unit—BattleMech units report to the Department of the Army and Navy, military police report to the Department of Military Justice, etc. This authority, however, extends only to what are considered administrative matters: activating new units and deactivating old ones, assigning replacement personnel, processing promotions, and the like. This is known as Administrative Command, or AdCom. AdCom does not extend to issuing combat or movement orders. Administrative command allows for transferring units or personnel from the control of one commander to another, though only after either the losing commander willingly gives up that command or the AFFS High Command directs the transfer. AFFS departments, commands, and combat organizations wield AdCom.

Combat Command, or ComCom, is what most people think of when they consider command. ComCom gives the authority to issue combat orders, to move units, and to detach units and assemble them into temporary units. Ultimate ComCom rests with the First Prince and is delegated down from there to the Marshal of the Armies, the Directors of the Regional Commands (or officers specially appointed by the First Prince to command major military operations), theater, PDZ, and then to individual unit commanders. ComCom technically ends with the commander of the RCT or brigade/regiment (if not part of a larger combat organization); officers below that level operate under the authority of their regiment/brigade/RCT commander but do not exercise ComCom and thus cannot initiate combat operations or issue movement orders on their own.

ComCom becomes murky when units are detached from one command and temporarily assigned to another, as the commanders of each exercise similar authority; the AFFS has detailed rules of engagement to cover instances such as this where there is an absence of directives from higher authority.

Combat organizations play an interesting role, in some cases seemingly wielding both AdCom and ComCom separate from the bureaucracy and the regular chain of command. They wield AdCom over all units assigned to their organizations, even though those units all report to different military departments; in short, the departments assign them assets, and they put those assets to use in the way they best see fit. They also exercise limited ComCom, moving sub-units around between regiments, brigades, or RCTs. At the behest of the First Prince, they may also issue direct combat or movement orders, though in recent decades this has become a rare practice.

—from *A Primer on Command*, AFFS Staff Officer School, 3060.



DEPARTMENTS

The eight departments exercise administrative command over the entirety of the AFFS and provide support to its actual operations. They are the bureaucracy that keeps everything running, but their directors do not exercise any actual combat command authority. Instead, they ensure that units have enough trained manpower and sufficient supplies, that transport is available, that new equipment is purchased, that commanders are able to talk to their subordinates, and the like.

Department of the Army and the Navy

This department handles all personnel matters within the regular army, including filling depleted units with fresh troops, processing transfers, and dealing with all complaints from the field, coordinating as necessary with the Departments of Military Intelligence and Military Justice. This department is divided into three major divisions, each led by a director: the Army, the Navy, and the Mercenary Liaison. The Director of the Army has authority over all BattleMech, armor, and infantry units; the Director of the Navy likewise exercises administrative control over all aerospace, DropShip, JumpShip, and WarShip forces in the AFFS; the Director of Mercenary Liaison hires mercenary units to complement other AFFS forces and handles all relations with those units.

Field Marshal Xerxes Davion, former deputy commander of the Lyrn State Command under the old AFFC and an Argyle Davion, serves as commander of this department. Assisting him are Field Marshal Suzanne Zellner, who became Director of the AFFS Regular Army after giving up command of the Kathil Theater, Admiral Andrea Petain, Director of the AFFS Navy, and General Tomas Gulliver, Director of Mercenary Relations.

Department of Military Administration

The Department of Military Administration is responsible for many of the tasks that do not fall under the other departments. It is responsible for such functions as payroll and recordkeeping services for the entire AFFS, the Historical Archives, the Medical Corps, and the Chaplain Service. Field Marshal Sharon Zardetto commands this department.

Department of Military Communications and Research

The name of this department is somewhat deceptive as it has nothing to do with routine communications within the AFFS. Instead, it conducts research and development into interstellar communications, advanced technologies, reverse-engineering lostech and captured ClanTech, and the like. It also coordinates all research and development programs conducted on behalf of the AFFS with manufacturers and educational institutions. Field Marshal Sidney Zweibel commands this important department, as he has for more than fifteen years.

Department of Military Education

This department is responsible for the training and education of all AFFS personnel, from the raw recruit to the battle-hardened veteran. It runs each of the state-sponsored military academies and training centers and likewise runs a number of continuing education schools and programs, giving veteran officers and NCOs

the opportunity to advance their command of the military arts and their own educational levels. The Department of Military Education is also responsible for recruiting and retention, and it oversees the AFFS Library and Combined Data Bank, which includes copies of the Helm Star League memory core as well as the naval service's astrogation charts. The commander of the Department of Military Education is Field Marshal Frederick Hastings, former Commandant of the Albion Military Academy.

Department of Military Intelligence

The military counterpart of the Federated Suns' Ministry of Information Intelligence and Operations, the Department of Military Intelligence (DMI for short) gathers intelligence and information on all the nation's enemies, be they current or potential. It also carries out covert operations against those enemies, roots out enemy agents operating within the AFFS, maintains operational security, collects military intelligence, and operates classified communications networks.

The Department of Military Intelligence is divided into a number of sub-divisions, each tasked with a different aspect of its mission. MI1 is DMI's Command Division, which includes the DMI Command Council as well as all the administrative personnel needed to keep the department running. The Command Council consists of the directors of each of DMI's six other divisions as well as the Commander of the DMI. Field Marshal Christian McCarthy is the commander of DMI.

MI2 is the Analysis and Speculation Division. It takes all of the raw intelligence and information gathered by a multitude of sources and turns that into useable information and predictions. MI2 personnel are assigned at every level within the AFFS to immediately analyze any relevant intelligence while interview and interrogation specialists work to uncover information from uncooperative prisoners and suspects. Marshal Daniel Darwith serves as director of MI2.

Electronic intelligence, or ELINT, is the realm of MI3, the Electronic Information Gathering Division. It runs listening posts and surveillance satellites throughout the Inner Sphere, while specialists serve in every major combat unit to ensure that any enemy transmissions or digital files are immediately decrypted and analyzed for useful intelligence. MI3 is run by Marshal Romulus Colcetti.

Commonly referred to as the "Stealthy Foxes," MI4 is the Covert Operations Division. It recruits and runs moles and places undercover agents within enemy organizations to gather HUMINT—human intelligence—and to disrupt enemy activities. MI4 specialists may be assigned at the regimental level during particularly important military operations, though typically they work at the regional level or higher. Marshal Andrea Gavin is director of MI4.

The Counterinsurgency Division, or MI5, works to discover enemy agents and spies operating within the AFFS and to ensure the security of military secrets. Also known as the "Relentless Hounds," MI5 personnel enforce security protocols, investigate potential breaches and track suspected collaborators. MI5 is run by Marshal Melora Li-Vehn.

MI6 is the DMI's Special Forces Division. The personnel assigned to this division are commonly known as the "Rabid Foxes" because of the nature of their assigned missions: infiltration behind enemy lines to collect intelligence, sabotage of enemy facilities, extraction of



POINT OF THE SWORD

The AFFS was once the largest and most powerful military in the Inner Sphere. Now, in the wake of the FedCom Civil War, it is reeling. More than a quarter of the regular army units were destroyed in that war and ultimately disbanded. Moreover, the majority of the surviving units remain understrength, many critically so. Under the direction of Marshal of the Armies Jackson Davion, the AFFS is rebuilding, but it will be decades before it can possibly reclaim the status it once had.



Davion Brigade of Guards

This so-called Royal Brigade began life as the personal guard of the Davion family but became a permanent part of the Federated Suns' military under Reynard Davion's presidency. Since that time it has been given the best equipment and the best personnel possible. It has also been devoutly loyal to its royal patrons, backing them through every crisis. Once composed of eight full RCTs, two were disbanded following the FedCom Civil War while the rest had to be rebuilt to one extent or another. The First Davion Guards, destroyed by Archon Katherine's machinations and reconstituted at the end of the war, has the further responsibility of protecting the Royal Palace.



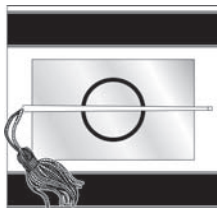
Avalon Hussars

The origins of the Avalon Hussars lie with the Terran Alliance Marines Hussars that chose to remain on New Avalon after the Alliance's Demarcation Declaration. They formed the core of the first Avalon Hussars regiments raised in the Federated Suns' earliest years, and, along with the Royal Brigade, became the first two major fighting organizations. The Hussars took significant damage during the FedCom Civil War, its units fighting for both sides in almost every major battle.



Crucis Lancers

The Crucis Lancers regiments came into existence following General Kerensky's Exodus, organized around SLDF troops that chose to swear allegiance to the Federated Suns rather than leave the Inner Sphere. The eight Crucis Lancer RCTs were premier units within the AFFS for decades, each named after a Crucis March Administrative Area. As in every other war the Federated Suns has fought in the past three centuries, the Crucis Lancers were deeply enmeshed in the FedCom Civil



friendlies or other important targets from hostile territory, and hostage rescue, to name a few. The Special Forces Division is commanded by Marshal Carver Felsner.

Because MIO is tasked with many of the same responsibilities as the DMI, the operations of each agency potentially interfere with the other. As a result, each has set up a liaison division of some sort, to coordinate the operations of each and provide a conduit to pass information and raw intelligence back and forth. MI7 is the MIO Liaison Division within DMI. The MI7 Liaison is Marshal Erik Trejo.

Department of Military Justice

Dealing with all matters of justice within the AFFS—including law enforcement, investigation, prosecution, and punishment of offenders—the Department of Military Justice has a broad mandate to maintain order within the Federated Suns' military, which includes worlds under military governorship. Personnel assigned to this department include lawyers, magistrates, and paralegal researchers. Inspectors assigned to the Inspector General's office ensure that AFFS property is properly handled and that rules and regulations are followed. It also has responsibility for the AFFS Military Police corps. Field Marshal Damien Treller is chief of the Department of Military Justice. The AFFS Inspector General is Marshal Veltor Burunes.

Department of Strategy and Tactics

Formed at the same time as the unified AFFC, the Department of Strategy and Tactics was once part of the General Staff, one that has grown steadily in size and responsibility since the beginning of the Fourth Succession War. The Department analyzes past military campaigns as well as situations involved in each current or potential military campaign to create viable battle plans that the AFFS may employ. It also coordinates with the Department of Military Education to develop training curricula that represent the AFFS' current combat doctrines. Field Marshal Kilian Reason came out of retirement at the behest of his old friend, Field Marshal Kossacks, to become director of this department.

Department of the Quartermaster

The Department of the Quartermaster is the vital link that keeps the AFFS operating and supplied with all of the weapons, ammunition, food, clothing, and other materiel it needs to fight. It coordinates with the other departments to develop requirements and specifications for materiel to be purchased, requests bids from interested contractors, and issues contracts to military industries located throughout the Inner Sphere to purchase new and replacement equipment. Upon receiving that materiel, it disburses it to the field and keeps it operating. The department has set up supply depots within each combat theater to better serve the needs of the units in the field, and during major military operations it establishes forward depots to keep the supply lines as short as possible. Field Marshal Stephen Davion, one-time deputy commander of the Sarna March, is the Commander of the DQ.

REGIONAL COMMANDS

The various departments may control the flow of personnel, equipment, and money into the field, but it is the regional commands that have the actual responsibility for the defense of the nation. This is where operational control of the AFFS' combat units is exercised and where the real fighting takes place. The chain of command flows down from the First Prince, through the Marshal of the Armies, to the regional directors, and down to the MechWarriors, soldiers, and spacemen in the field.



Marches

With only a few notable exceptions, all of the AFFS' combat forces are assigned to its three Regional Commands—its marches. Each of these marches is commanded by an AFFS Field Marshal who also holds a seat on the High Command. Traditionally, the Directors of the Capellan and Draconis March Regional Commands are also the noble leaders of their respective marches (though there have been notable exceptions when a particular noble has felt that his or her responsibilities necessitated the appointment of another director).

The directors of these regions are often given the latitude to prosecute any military actions within their regions as they see fit, with the High Command giving them the support they need to do so. Many times in the past, though, the commanders of the two border regions have taken it upon themselves to launch their own operations without the consent of the First Prince. The risk they run in doing so, however, is that all support from the AFFS bureaucracy, especially the Department of the Quartermaster, may be cut off, thereby prematurely ending any operation.

Combat Theater/Operation Area

Each Regional Command is further divided into either two or three Combat Theaters (known as Operation Areas within the Crucis March), preventing the supply and command lines from stretching too thin. These Theaters are purely military structures, serving no civilian governing purposes. The Combat Theaters are given either core or edgeward designations, depending on their relative distance from Terra.

Polymorphous Defense Zone/Combat Region

The smallest astrographic subdivision within the Federated Suns, the Polymorphous Defense Zone, or PDZ (known as a Combat Region within the Crucis March) encompasses a region that includes anywhere from ten to more than three dozen worlds. Each PDZ takes its name from its command and logistics center. Directly responsible for the defense of its worlds, each PDZ is permanently assigned a March Militia unit, plus additional conventional and/or BattleMech Regular Army forces.

Capellan March

The Capellan March has been the front line of aggression with the Capellan Confederation since long before the coming of the original Star League. This region has been a hotbed of military activity throughout the years, even during times of so-called peace, and since 2787 has been under the Federated Suns' War Zone Actions. Subversive Capellan nationalist activities and terrorist actions are not uncommon on worlds throughout this region, especially those most recently claimed by the Confederation; of course, as much of the region was once claimed by either the Confederation or one of its precursors, it remains a hot zone, where both MIO and the DMI concentrate a great deal of effort in ridding its worlds of Capellan influences. Likewise, the military units assigned to the Capellan March remain on high alert, always looking for the next Liao incursion and eagerly awaiting their opportunity to once again punish Sian.

Crucis March

Both literally and figuratively the heart of the Federated Suns, the Crucis March has seen comparatively little action over the years, the FedCom Civil War notwithstanding. Piracy along the Periphery border is, perhaps, the greatest military threat to the region of late, though troops assigned here know they could be called at an instant to help reinforce either of their nation's borders when the next foreign invasion comes. Command of the Crucis March lies technically with the First Prince though, like many of his or her duties, military authority over the region is delegated to a trusted officer (typically the Prince's Champion).

War, where they all took heavy losses. One group—the Eighth RCT, which seized the Combine world of Proserpina in the first waves of the war—fell to the Dragon's counterattack and has been disbanded.

Ceti Hussars

The three Regimental Combat Teams of the Ceti Hussars are the most misunderstood units in the AFFS. Unlike the Federated Suns' other RCTs, the Ceti Hussars completely integrate all of its forces into combined arms Combat Commands. Even open-minded officers and generals often have difficulty employing Ceti Hussars units in battle, and many have disparaged the Hussars as inexperienced and their officers as difficult. Given the chance to fight without command or tactical constraints, however, they are perhaps the most capable of AFFS units, as evidenced by their performance during the FedCom Civil War.



Deneb Light Cavalry

The Deneb Light Cavalry organization was built up around the SLDF's Fourth Deneb Light Cavalry, a special operations unit that remained behind on its homeworld of Deneb Kaitos during Kerensky's Exodus. The unit joined the AFFS after the Federated Suns claimed Deneb Kaitos and soon thereafter began to train additional units raised to mimic their organization and tactics. The regiments of the DLC have been workhorses for the AFFS, serving admirably in every significant military operation the Federated Suns' military has fought. Like every other combat organization, the Deneb Light Cavalry fought hard and took heavy casualties in the FedCom Civil War, losing two of its RCTs in the process.



New Ivaarsen Chasseurs

The Chasseurs occupy a unique position within the AFFS. Its two regiments began life as the ducal guard to the Stephenson family of New Ivaarsen, but, unlike other traditional family guard units incorporated into the AFFS, their duke retained a fair amount of control over them even after their integration. At least one of the regiments remains garrisoned on their homeworld at all times, and Duke Stephenson likewise retains administrative control over the units. On the other hand, the Stephenson family—who have long been among devout allies of the Davion family—is also responsible for equipping and maintaining the regiments, effectively giving the AFFS two loyal, veteran 'Mech regiments for free.





Robinson Rangers

The original Robinson Rangers were a volunteer brigade raised to defend their homeworld from Combine attackers. That brigade was destroyed when the DCMS took Robinson in the First Succession War, but after the Federated Suns retook the world in the early 29th century, First Prince Peter Davion ordered the AFFS to raise two new regiments of Robinson Rangers. The regiments recruit almost exclusively from the population of Robinson and graduates of the Robinson Battle Academy, and as a result they are fiercely loyal to the Sandoval family—as evidenced by their activities during the FedCom Civil War. A third regiment, raised just before that war by Archon Katherine and filled with MechWarriors loyal only to her, fought on New Avalon and was subsequently destroyed.



Syrtis Fusiliers

Once the Hasek family's private army, the Syrtis Fusiliers were absorbed into the AFFS after the Davion Civil War but never lost their steadfast loyalty to their homeworld and their duke. Over the years, that loyalty has brought them both glory and scorn—depending upon the political machinations of their leaders. Though all three Fusiliers RCTs fought during the FedCom Civil War, they battled on neither the Allied nor the Loyalist side, instead fighting to maintain their duke's control over the Capellan March. They recruit heavily from New Syrtis and the surrounding worlds, further ensuring the units' loyalty to the Haseks.



Independent Commands

Six major independent regiments serve within the AFFS, two of which became permanent additions following the FedCom Civil War. The First Federated Suns Armored Cavalry is without peer on the battlefield and has long been the point of the sword on the Capellan front. The First Federated Suns Lancers are all that is left of the now-defunct FedCom Corps; formerly known as the First FedCom RCT, the unit fought on Nanking against Loyalist forces, ensuring the world would not fall to either the Archon or the Capellans. Once the household guard of Kestrel's House Cunningham, the First Kestrel Grenadiers are a powerful and loyal demi-RCT. The two Borderers regiments—the First Aragon and First Kittery—are units comprised mostly of locals, formed early in this century to further prop up the Capellan front. Finally, the First Royal Cavaliers RCT was formed from various militia and conventional AFFS elements during the FedCom Civil War to battle the Allied forces, but, when its officers proved loyal to the nation and not to the Archon, the unit remained active and was permanently added to the AFFS' rolls.

Draconis March

A great deal of emotion is built up within the Draconis March, stemming directly from the Kentares Massacre and centuries of other atrocities committed by the Combine and directed by its Kurita masters. Moreover, the people of the Draconis March have never had the opportunity to exact the same kind of retribution that the Federated Suns visited upon the Capellan Confederation during the Fourth Succession War. No matter the views of the current Duke of Robinson, or how much détente exists between Luthien and New Avalon, no true citizen of the Draconis March will ever accept peace with the Dragon—at least until their need for vengeance has been sated in blood.

Like the Capellan March, this region remains under the War Zone Actions of 2787. Most of the units assigned here have long histories within the Draconis March and are ready to jump at a moment's notice, especially if a chance to punish the Combine presents itself.

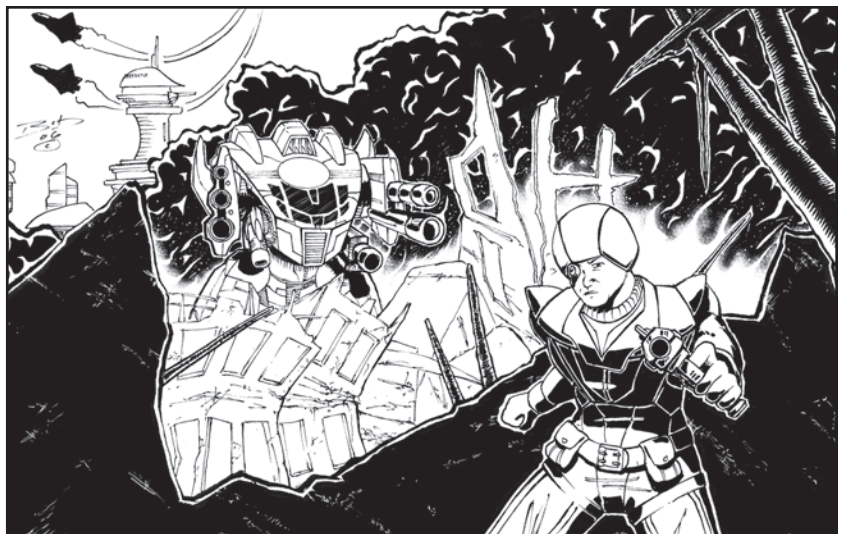
COMBAT UNITS

The bread and butter of the AFFS are its combat forces. Professionalism and quality leadership may make or break a battle, but it still takes boots on the ground to actually fight it. In this realm, too, the Armed Forces of the Federated Suns excels.

As in the militaries of each of the Successor States, BattleMechs take to the front and center, predominating over all other types of forces within the AFFS. Yet unlike those other militaries—save, perhaps, for the Com Guards—the AFFS has long embraced combined arms warfare. Instead of completely segregating its different types of forces and leaving conventional forces like infantry and armor to deal with minor battles and clean-up operations, the AFFS integrates these forces into its line units, creating an undeniable synergy on the battlefield.

The regiment is the standard formation into which combat forces are organized and deployed. Apart from certain training cadres, no unit smaller than a regiment is considered an independent command—all are part of a larger unit that provides command and control, logistical, and administrative support. Even mercenary units smaller than regimental size are grouped together into ad-hoc regiments for administrative and logistical purposes.

Above the regimental level is the brigade, a grouping of two or more regiments. Only conventional forces—infantry and armor—are assigned into permanent brigade formations (though some larger organizations, such as the Davion Guards, are given the brigade designation, even though they consist of many brigade-sized formations). Temporary brigades are formed for the duration of specific operations.





The regimental combat team, or RCT, is unique to the AFFS. Consisting of a BattleMech regiment, along with both an armor brigade and an infantry brigade as well as other support such as fighter wings and artillery, these are the keystone formations of the Federated Suns' military. This combined-arms approach ensures that the RCT can and does dominate the battlefield, even against an enemy that tries to likewise employ combined-arms formations—as most do by combining units in an ad hoc fashion.

BattleMechs form the core of the AFFS fighting units. Their mobility coupled with devastating firepower makes them decisive in almost every situation. As a result, the BattleMech corps receives the lion's share of financing and political backing. Likewise, MechWarriors tend to fill the majority of the command billets within the AFFS and garner the public's adulation. In short, when it comes to fighting the war, BattleMechs lead the way.

Still, both infantry and armor play a vitally important role. The typical RCT includes a brigade of three armor regiments and another brigade of five infantry regiments. Additionally, the AFFS fields quite a few independent armor and infantry brigades, deployed around the realm so they can react quickly to developing crises and reinforce other units.

The AFFS does not skimp when it comes to aerospace forces. Aerospace fighter wings are attached to all RCTs, as well as most other independent 'Mech regiments and many permanent brigades. Likewise, fighter units are grouped together into aero regiments and serve as key elements in other naval formations. Several assault DropShips can be matched with one or more aerospace fighter squadrons to become an escort or assault flotilla, designed either to protect other DropShip formations or to destroy enemy shipping. All AFFS WarShips are permanently assigned their own aerospace fighter and assault ship complements, giving them formidable self-defensive capabilities and an even better assault potential.

Combat Organizations

Many of the largest and most important combat units are part of a larger organization, such as the Davion Brigade of Guards. Though historically these organizations effectively functioned as an independent military, with their own regulations and supply lines, they were all eventually absorbed into the AFFS chain of command in the days following the Davion Civil War.

The commanders of these organizations still retain a great deal of authority, coordinating reassignments with the High Command and ensuring their subordinate units receive the support they need. Some commanders have even been known to secretly funnel supplies to subordinate units cut off due to political struggles or bureaucratic problems. In difficult times, the Prince has also used these officers to bypass the High Command entirely and issue orders directly to their units.

NON-COMBAT UNITS

Every combat regiment is supported by a wide variety of non-combat personnel hailing from nearly every department in the AFFS. In fact, for every combat troop in a unit, two to four non-combat personnel are typically also a part of the overall unit. These personnel are assigned into companies and battalions just like their combat brethren, each sub-unit assuming a particular function such as supply, transportation, or medical. This ensures that the parent combat regiment has all the support it needs to operate away from its home base while still providing its personnel the basic necessities of life.

That is not to say that the whole support mechanism deploys with the unit when it is dispatched on a combat assignment. Only those functions that are absolutely required are deployed along with the parent unit. This is done for two reasons: first, not all support pieces are needed for every mission, and second, there is rarely enough DropShip and JumpShip capacity available to transport everyone.

March Militias

Prior to the Federated Commonwealth Alliance, the Federated Suns was unique among the Successor States in that it was the only nation that possessed a strong regional militia system. Each March Militia is effectively a regimental combat team, though deploying only two instead of three armor regiments, giving the AFFS a strong defensive backbone. Personnel are recruited from the worlds that the March Militias serve, ensuring that the units are steadfastly loyal and that defensive operations are vigorous. The FedCom Civil War was particularly hard on the AFFS March Militias—nearly a quarter were destroyed, though a number of these have been at least partially reconstituted.



Regional Training Battalions

The Regional Training Battalion concept was also unique to the AFFS prior to the Davion-Steiner alliance. Four were established on worlds close to the Capellan or Draconis fronts, providing an alternate method to military academies for training MechWarriors. These battalions are not just training units, however, and they can see a fair amount of action, though usually they are employed alongside veteran units to help ensure the trainees do not break.

Military Academy Cadres

Most of the major Federated Suns academies that graduate MechWarriors employ some sort of training cadre. The NAIS College of Martial Sciences and the Albion Military Academy are the standouts, fielding multiple regiments each; the rest are typically a battalion in strength. Because of the nature of the schools, the cadres themselves vary widely in the loyalty of their students and the quality of the equipment used. Both Albion and the CMS get the best equipment and, as they are based on New Avalon, have the most loyal cadets in their corps.





TRAINING

The Armed Forces of the Federated Suns prides itself on the training it provides to all its personnel, from enlisted troops to NCOs to officers. Boot camps across the nation churn out countless new recruits each year who must then be educated in their assigned fields. Many leave after their initial enlistments are up, but those that stay have the chance to receive more advanced training or even to increase their own educational levels. Officers are given the best educations possible, and throughout their careers they are afforded opportunities typically available only to the social elite in other nations. Receiving a good education or quality training is just one of the many reasons so many citizens choose military service.

MILITARY ACADEMIES

Academies are traditionally the path to both the officer corps as well as the choicest of assignments, such as MechWarrior or aerospace pilot. They are the toughest to get in to and also have the most difficult training curricula, but those able to pass muster are readily accepted into the military elite.

There are currently ten major military academies operating within the Federated Suns that funnel trained officers, leaders, and specialized personnel into the AFFS. Some are operated directly by the AFFS, while others are privately run academies certified by the Department of Military Education. They vary, sometimes significantly, in the quality of training afforded, but all provide at least a minimum level proscribed by the basic approved curriculum.

Albion Military Academy

Often considered the most difficult and perhaps most respected academy in the Federated Suns, the Albion Military Academy is also the oldest, dating back to the 25th century. Located on New Avalon, it boasts the most physically and emotionally challenging program of any AFFS military academy—some say too challenging. Excellence is both expected and demanded in the Academy, and hazing is not unknown. Its dropout rate is far higher than any other Federated Suns academy, but its graduates are also among the most decorated in the AFFS. It is this, coupled with the fact that so many of the AFFS' senior leaders (including quite a few of Davion stock) are graduates of this Academy, that ensures Albion's difficult curriculum remains undiluted.



NAIS College of Military Sciences

Originally formed as the New Avalon Military Academy, this institution was overshadowed by the Albion Military Academy for many centuries until First Princes Ian and Hanse Davion turned the NAMA into the premier institution it is today. It is lavishly equipped and has the most difficult academic program of any military academy within the Inner Sphere. Competition for acceptance is fierce, even more so among the cadet corps. Those that can survive the intense pressure graduate as some of the most skilled personnel in



the AFFS. Still, many jealously deride the cadets and graduates of the CMS, resentful of the possibilities granted to those lucky enough—or connected enough—to gain admittance. The Albion and CMS cadets in particular nurse a long-standing rivalry that is demonstrated year after year at sporting events and in the prank wars fought between the two cadet corps.

Warrior's Hall

The Warrior's Hall on New Syrtis was once nothing more than an officer's club where AFFS member-officers had built two training gauntlets so they could settle disputes with their SLDF counterparts in mock battle. It eventually expanded into a full-fledged military academy, producing warriors for the regiments of the Capellan March, ultimately becoming the personal recruiting grounds of the Hasek family. This academy's curriculum focuses on perfecting its cadets' military skills at the expense of all but the most basic of academics. It has an extremely political atmosphere—unsurprisingly, due to its location—and fosters both an atmosphere of strict discipline and deep hatred of the Capellan Confederation.



Robinson Battle Academy

The Robinson Battle Academy is the Draconis March's counterpart to the Warrior's Hall, and it serves as something of the personal fief of the Sandoval family. It, too, is an extremely political institution whose staff actively encourage an intense hatred of the Draconis Combine, though considering the fact that the academy has been destroyed three times and targeted by countless raids during the Succession Wars by Combine forces, it takes little effort to do so. The Battle Academy has always stressed a full curriculum of academic and military studies, focusing more on practical hands-on and field experience than pure theory.



Sakhara Academy

Sakhara is a small, privately run military academy that is devoted to turning out the best combat soldiers possible. Only the wealthiest families can afford to send a child to this academy, but it is not an elitist institution by any means. In fact, it fosters a close-knit family dynamic, where tradition and concepts such as duty and personal honor are emphasized rather than strict discipline and blind obedience. Members of the Academy family look out for each other; cadets who experience difficulties with their studies can expect assistance from one of their fellow classmates while alumni in ranking AFFS positions commonly seek out Sakhara graduates to fill key vacancies in their commands.



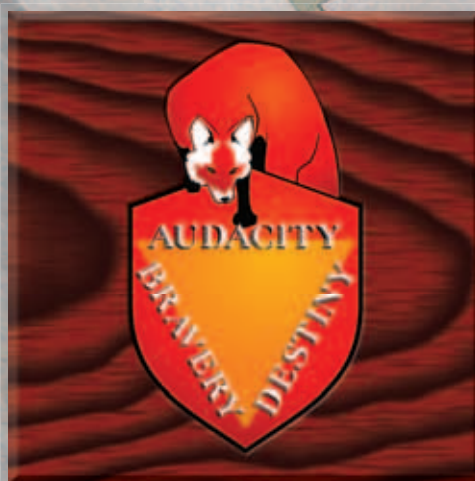
HANDBOOK: HOUSE DAVION





Federated Suns Crest

House Davion Crest



Princess-Regent
Yvonne Steiner-Davion

Unlike most ceremonies held in the Grand Court of Davion Palace, where decorum is almost law, Federation Day is a time of merriment, and even the most stodgy nobles are encouraged in boisterous celebrations of Prince Alexander Davion.



Pope Gallant VII
New Avalon Catholic Church



Federation Day

The Unfinished Book Movement is a conglomerate body of representatives from almost every major religion practiced today and holds significant influence (some say too much) within the Federated Suns.

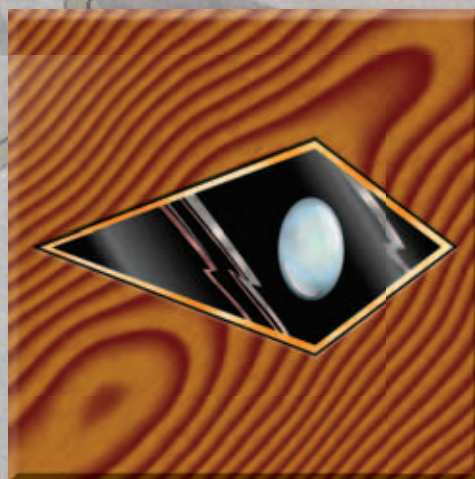


Unfinished Religion



As one of the largest corporations in existence, General Motors flexes that muscle by "encouraging" the Exchequer to tweak international trade regulations to best suit the company's needs.

Commerce is All

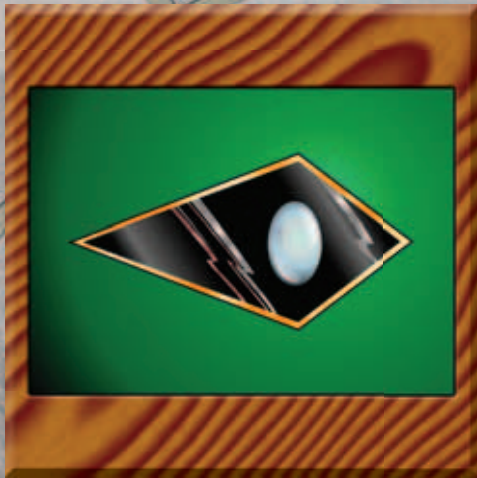


Hasek Family Crest

New Syrtis Shipyards



Duke George Hasek
Minister of the Capellan March



New Syrtis Flag

With centuries of war between House Liao and the Capellan March, the people are quick to support action against their ancient foe; a cultural mentality the March Lords are not above manipulating as needed.



Marches to War

The Armstrong Flight Academy, in conjunction with Federated-Boeing Interstellar, has begun experimenting with Marik-based Kensai Holographiks' Recreational Hologram Environments in an effort to create a usable military equivalent; in this case, a full-scale invasion scenario of the entire F-B shipyards (this includes a complete sensory environment of near space, to within a handful of kilometers of Galax's surface).



AFA Class of '67
Final Training Simulation



New Avalon Flag

Corean Enterprises



As the head of the Ministry of Foreign Relations, Thedrica Kannenberg exerts immense power; authority most fail to see due to her young looks.



Thedrica Kannenberg
Foreign Minister



Sandoval Family Crest

Robinson Standard
BattleWorks

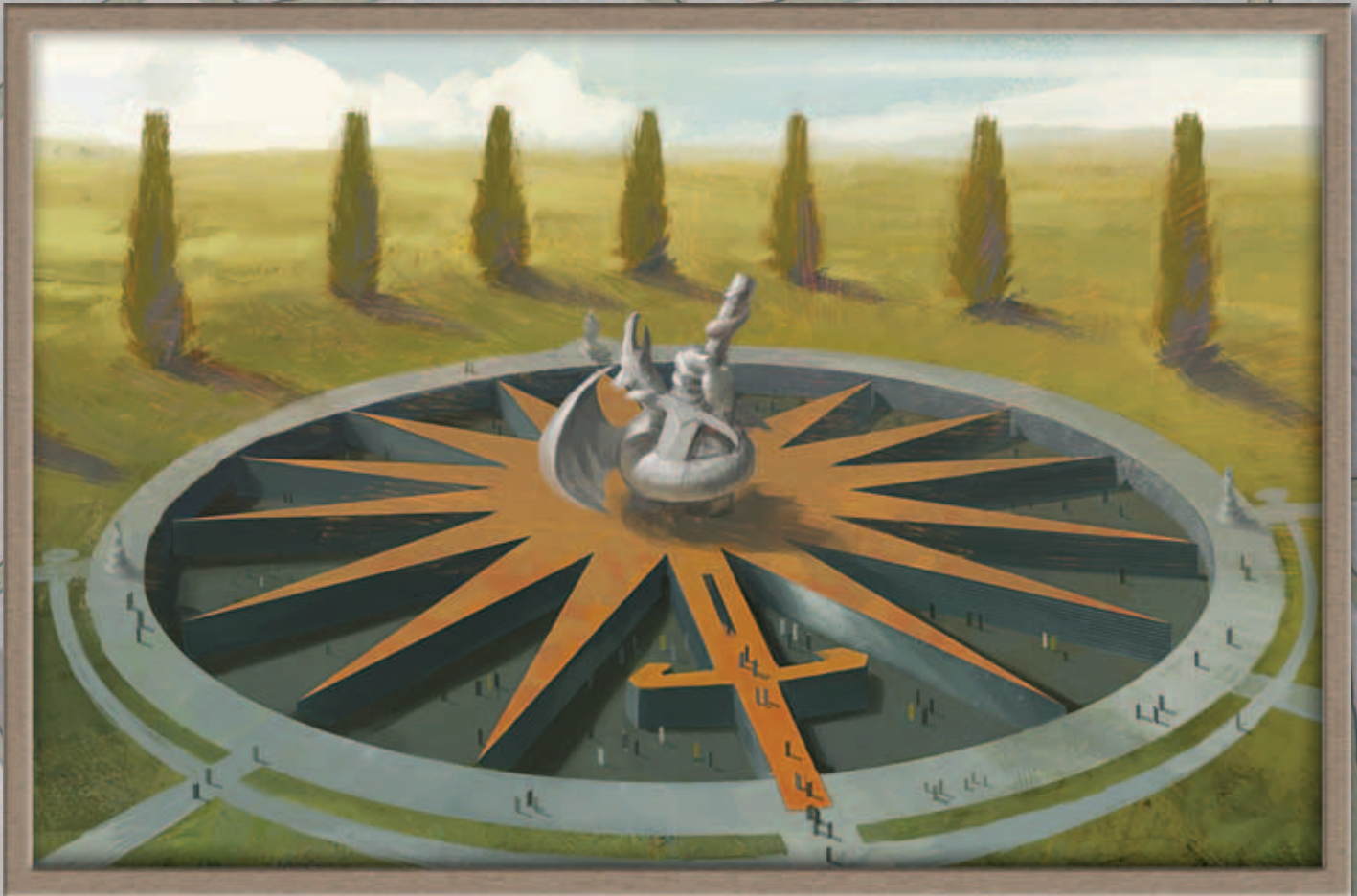


Duke Tanerzd Sandoval
Minister of the Draconis March



Robinson Flag

While any border region will come to fear and perhaps even hate the enemy fought across centuries, the Draconis March have almost turned hatred of House Kurita into a religion, with the penultimate cathedral the Kentares Memorial; a monolithic reminder of the 52 million people butchered by Kuritan swords in 2796.

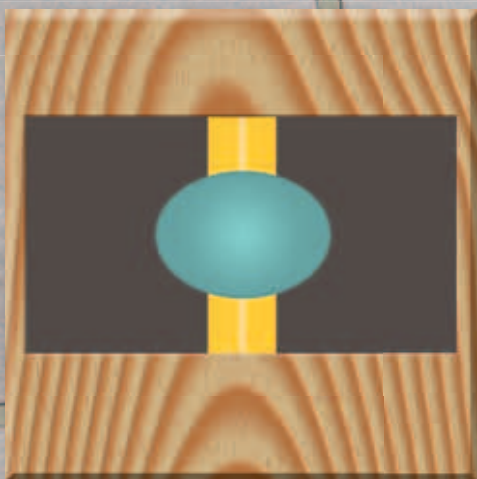


Mourning Worlds

While all nations of the Inner Sphere have “skid row” worlds, the disparity between the Outback and the rest of the Federated Suns is shockingly large, leaving many worlds lagging decades and some times centuries behind, with only infrequent merchant-captain visits a reminder that a universe of high technology exists beyond their horizons.



Farmer's Sun



Filtvelt Flag

Cerulean Waters



Though in her mid 60s, Marquess Trempeleau is hard as nails and the leader of a resistance movement—centered on Filtvelt—against the treatment of the Outback worlds.



Marquess Helen Trempeleau



General Motors

Achernar BattleMechs



Jackson Davion
Marshal of the Armies



Medal Excalibur

Second only to the Draconis Combine in idolizing their military, the Federated Suns lavishes on their men and women in uniform the resources of some of the best military academies and most advanced arms manufacturers, arguably creating the finest military force in the Inner Sphere.



Martial Bliss



Marshal of the Armies



Field Marshal



Marshal
(Fleet Admiral)



General
(Admiral)



Major General
(Vice Admiral)



Lieutenant General
(Rear Admiral)



Colonel
(Commodore)

As though to trumpet their disdain of ComStar and the history of that Order's secrecy surrounding technology—and to reinforce the commitment of House Davion to its military academies—the NAIS College of Martial Sciences now displays a partial HPG-generator in its primary lecture hall.



Lieutenant Colonel
(Light Commodore)



Major



Captain



Lieutenant



Subaltern



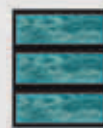
Cadet



Command
Sgt-Major



Sergeant-Major



Sergeant



Corporal



Private, First Class



Private



Recruit



Pontbriand Hall
NAIS Lecture Room 6c



Armstrong Flight Academy

Unquestionably the premier flight school in the Federated Suns, one with more than three centuries of history producing the AFFS' most talented pilots, the Armstrong Flight Academy specializes in training pilots and aerospace and naval technicians. Located on Galax, it employs Federated-Boeing Interstellar's brightest aerospace engineers, physicists, and test pilots to help train its cadets to be the best pilots and technicians in existence. On the surface, Armstrong seems to have a lax atmosphere, but "hot dogs" are tolerated neither by the faculty nor the cadets themselves; cadets make up for the stress they feel in the cockpit or in the middle of a fusion engine during ground-based activities. Moreover, potential candidates must pass a far more rigorous mental, physical, and psychological battery of testing than the majority of those applying to the AFFS' other academies.



Point Barrow Military Academy

Once at the center of terrorist activity, the Point Barrow Military Academy cleaned up its act decades ago and today is regarded as one of the Federated Suns' most demanding academies. Its students do not have access to the advanced simulators that other academies possess, and instead they must conduct nearly all of their training in or on the real thing. As lives are literally on the line every time cadets conduct field training, health and mental problems brought on by extreme stress are not uncommon. PBMA specializes in the technical ratings but also offers training in almost every military specialty. Instructors emphasize practical skills over academics, though, as many of their students have poor educational backgrounds, they also teach intensive remedial classes.



War College of Goshen

This school began life as the Goshen BattleMech Academy, founded in order to turn around the plummeting skill level of the soldiers on the Capellan Front. It quickly attracted more students than it could handle, and within a decade was rechristened the War College of Goshen, teaching almost every combat specialty to students hailing from across the nation. The College's curriculum focuses on military history and strategy, with students spending far more time dissecting the methodologies of great military leaders than in their specialty studies. Furthermore, all combat training is accomplished using actual 'Mechs, vehicles, and weapons on live-fire ranges. This environment produces some of the AFFS' most proficient combat leaders. Attendance at the War College is often a family affair, with many graduates hailing from long and distinguished lines of alumni.



Kilbourne Academy

The Kilbourne Academy has never been a premier military academy, but it is considered the people's academy, one of the few institutes of higher learning in the Draconis March's Outback. In fact, it hosts a civilian university at its site, giving the inhabitants of the region the chance to attain an education and a better life. Competition for admission is stiff, and attendees who cannot perform to the minimum standards may find themselves expelled. Some government scholarships are available to civilian hopefuls, though recipients that do not enter the AFFS must enter national service in some other capacity. Kilbourne graduates do not generally win choice assignments within the Davion Brigade or Crucis Lancers upon graduation, but that is rarely a concern for those seeking only to escape lives of poverty.



Filtvelt Military Academy

Located "just this side of nowhere" along the Federated Suns' spinward reaches, the Filtvelt Military Academy is devoted to training the region's extraordinarily under-educated population. It has no high-tech simulators or research laboratories, instead relying upon the dedication and innovation of its staff to teach advanced subjects employing only the meager resources at hand. Still, a degree from Filtvelt is often considered second-rate within the AFFS; most of those who attend Filtvelt, though, see it as a ticket to a new life. The atmosphere within the Academy is one of ravenous competition; many see it as their only hope to escape their otherwise dead-end lives and will do anything to gain admittance to the school. Many cannot handle the school's academic demands, however, and are forced to drop out, leading to a high turnover rate.



OTHER TRAINING FACILITIES

Military academies provide the best educations to those entering the Federated Suns' military, but they only supply around five percent of the new manpower for the AFFS every year—the great majority come from other training sources. Basic military training camps provide most of the manpower, while other schools and facilities give the AFFS' current complement additional training opportunities.

Basic Military Training

The AFFS operates scores of Basic Military Training camps throughout the Federated Suns, while dozens more planetary militias and private concerns operate their own. All recruits must pass a simple physical examination and a rudimentary skills test before being accepted into the training regimen. Recruits then receive an average of three to six months of instruction to prepare them for service in any branch or specialty, though from there they must complete advanced training in their assigned specialty.



Specialty Schools

After graduating from the initial training camps, all AFFS recruits are screened for aptitudes and sent on to a Specialty School to learn their occupational specialty. Most have the capability to train recruits in only the most basic specialties, such as infantry or cavalry; only a few facilities in each March—rarely more than one per PDZ—are capable of training recruits in highly skill-intensive specialties.

These schools do not simply graduate classes of new recruits, however. Thousands of tenured officers and NCOs cross-train in different specialties every year, providing the AFFS a far more flexible and skilled soldiery than any other in the Inner Sphere.

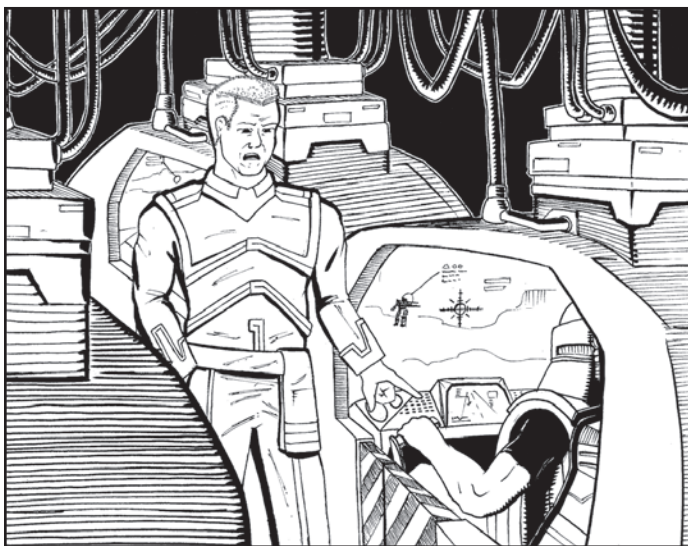
Regional Training Battalions

The nation's four Regional Training Battalions train promising candidates who want to become MechWarriors but lack the political connections or academic record to enter an academy. The course of instruction relies heavily on practical skills, with very little theoretical learning. In fact, most of the classes are taught within the repair bays or around a map in the field.

Cadets do not graduate until they can demonstrate a mastery of all the requisite skills, leading to an uneven turnover rate. Some outstanding cadets have been known to graduate from a Training Battalion in less than two years; many commonly take six or more years to learn the necessary skills. Trainees graduate as both qualified MechWarriors and capable technicians.

Combat Training Centers

The Federated Suns' Combat Training Centers (CTCs) give military units a place where they can train in the most realistic combat setting possible. Each is equipped with sophisticated computer networks that record every simulated weapon attack and assign appropriate battle damage. Combat units regularly rotate through the CTCs to ensure their readiness level and battlefield prowess. These sophisticated high-tech centers are found on New Syrtis, Novaya Zemlya, New Avalon, Defiance, Robinson, Woodbine, and Spica



UNIFORMS AND INSIGNIA

The Federated Commonwealth era marked a significant change in the look of the militaries of both the Federated Suns and the Lyran Commonwealth. Following the Lyran secession, however, many Federated Suns units began to once again wear traditionally influenced uniforms. That became official at the end of the FedCom Civil War when the Federated Suns and AFFS were reestablished.

DRESS UNIFORMS

The AFFS dress uniform combination is something of a cross between the classic uniform and the one introduced with the advent of the Armed Forces of the Federated Commonwealth. The uniform coat is a relatively plain design with a deep green color, its cuffs set apart in green, silver, or gold, depending on whether the wearer is enlisted, an officer, or a general officer. Subtle piping in the color associated with the wearer's branch of service set apart the cuff and highlight the rest of the uniform coat. The high collar completely hides the plain shirt or blouse worn underneath. Epaulets bearing rank insignia are mounted on the coat's shoulders, and decorations are worn on the coat's left breast. Additionally, all personnel wear a green cape with this uniform to official state functions; enlisted personnel wear a half-cape, while officers wear a full cape with silver trim, and general officers wear the full cape with gold trim. Graduates of a Lyran academy may wear their school rag around their waist, with the end of the rag extending down their left leg, though that tradition is rapidly fading following the FedCom Civil War.

The uniform's trousers are likewise a deep green, with a single stripe indicating branch of service running down the side of each leg. The trousers are a stirrup design, extending over the wearer's black shoes or boots. MechWarriors commonly wear metal spurs with this uniform.

When worn on a daily basis, most officers shed the coat and simply wear their rank insignia on the shoulder epaulets of a simple shirt or blouse. This shirt is a pale shade of the wearer's service branch color.

The colors of the service branches are as follows: MechWarriors wear red, aerospace pilots blue, infantry light green, armor tan, naval crew black, technical and service gray, administrative yellow, medical white, legal silver, and logistics and transportation brown.

FIELD UNIFORMS

The AFFS today utilizes two major field uniform combinations. Those in non-combat specialties wear a simple jumpsuit, colored or camouflaged as dictated by the local commander based on conditions. It is constructed to allow a full range of movement by its wearer and provides ample storage space in the form of several different pockets.

Combat and other field troops wear two-piece fatigues in a variety of styles, depending on weather or environmental conditions. Over that they wear a field jacket made with a bullet and laser resistant polycarbonate weave, giving them a basic level of protection against enemy fire and the elements. Infantrymen further wear form-fitting body armor, combat helmets, other protective gear, and field packs or other load-bearing equipment.



RANKS AND INSIGNIA

The officers and enlisted personnel of the AFFS each wear different styles of rank insignia upon their various different uniform combinations. On the dress uniform, officers wear their rank of insignia upon shoulder epaulets of the same color as their service branch; general officers further have their epaulets edged in gold. On the field and other utility uniforms, officers may either wear subdued versions of their epaulets or alternately wear a series of triangular collar insignia (or a sunburst, for field marshals).

Enlisted insignia is based on a system of stripes, known as “scars,” upon which a black sword is superimposed. Scars are worn either on the uniform’s shoulders (below any unit and region patches) or on plain green epaulets. On service uniforms, these scars are of the color of the wearer’s service branch, though on field uniforms these are subdued. Enlisted personnel belonging to a planetary militia (instead of either the Regular Army or a march militia) have their scars edged in dark green, while the scars of AFFS regulars are edged in black.

Marshal of the Armies

The Marshal of the Armies is the most senior officer in the AFFS and has responsibility for the day-to-day operations of the Federated Suns’ entire military. He sits on the Privy Council and is one of the First Prince’s closest advisors. This officer wears an insignia consisting of a sword set upon a sunburst, both in silver. When wearing a military uniform, the First Prince wears a golden version of this insignia.



Field Marshal

Field Marshals command great responsibility within the AFFS. They lead the eight departments, three Regional Commands, Combat Theaters, the AFFS’ navy, major military organizations consisting of multiple RCTs and brigades, such as the Davion Brigade of Guards, and occasionally prestigious major combat units. During wartime, these officers also command major task forces. The insignia for this rank is a silver Federated Sunburst.



Marshal (Fleet Admiral)

Marshals command premier Regimental Combat Teams, major PDZs, and large divisions within a military department. The naval equivalent is a fleet admiral, who commands an entire fleet of WarShips, JumpShips, and DropShips. These officers wear epaulets with four broad bands upon them.



General (Admiral)

AFFS Generals often serve as executive officers within PDZs and RCTs, though several have been given complete responsibility over these organizations. Generals also head divisions within a military department and the largest planetary militias. The naval equivalent is admiral, who commands a flotilla of ships formed around a single WarShip or even a naval repair yard. The Insignia for a general is an epaulet with three broad bands and one narrow band.



Major General (Vice Admiral)

Major generals head important schools and institutions, command march militias or major brigades, serve as key officers within a PDZ or RCT command staff, or, in the Naval Service as a vice admiral, command one of the nation’s few WarShips. Major generals wear epaulets with three broad bands.



Leftenant General (Rear Admiral)

Leftenant generals are the lowest rank of general officer, an honor bestowed only upon the most capable—and politically adept—colonels. They commonly command infantry and armor brigades, entire planetary militias, major staff sections, and they serve as command staff members in an RCT. In the Naval Service, rear admirals command multiple squadrons of DropShip, small JumpShip flotillas, and serve as WarShip executive officers. The insignia for this officer is an epaulet with two broad bands and one narrow band.



Colonel (Commodore)

Colonels are in many ways the most important officers that serve in the AFFS. Generals may plan the campaigns and set policy, and the lower ranks actually fight the battles, but these officers command the modern battlefields at the head of the nation’s combat regiments. Within the military bureaucracy, they lead sub-departments, important offices, and priority projects. Within the Naval Service, these officers are known as commodores and commonly command DropShip squadrons or whole JumpShips. Colonels and commodores wear an epaulet with two broad bands.



Leftenant Colonel (Light Commodore)

A leftenant colonel is usually a senior battalion commander or a regimental executive officer (sometimes both), or, in many militia units, the commander of an infantry or armor regiment. In the Naval Service, these officers, known as light commodores, command DropShips and Assault Ships. The insignia for this officer is two bands, one broad and one narrow, set upon the epaulet.



Major

Majors command field battalions and large staff organizations. This is usually the first make-or-break level in an officer’s career; only those who prove both capable and loyal are promoted from captain to this rank. The insignia for a major is an epaulet with one broad band across its base.



Captain

Captains command companies of soldiers, and, like sergeants in the enlisted ranks, are collectively considered the backbone of the AFFS officer corps. Captains wear epaulets with one narrow white band across the base.





ARMED FORCES OF THE FEDERATED SUNS

Leftenant

Senior leftenants command 'Mech lances and armor and infantry platoons, while junior leftenants serve as their executive officers or simply as staff officers. Former sergeants major who complete officer training are promoted directly to the rank of leftenant. The insignia for a leftenant is a branch-colored epaulet with a white border.



Subaltern

Individuals that graduate from officer training, be it via a military academy or Officer Candidate School, are promoted to subaltern, the lowest of the AFFS' officer ranks. They are not immediately given command over any unit or staff section but instead must complete at least a six-month probationary period in a regular assignment, after which they may be promoted to leftenant. The insignia for a subaltern is a plain green epaulet, trimmed in the branch color.



Cadet

Cadets wear plain green epaulets during their stay at an academy, though they are authorized to wear the academy's cadet rank upon the epaulet. After graduation, those who have completed officer training are promoted to subaltern.



Command Sergeant-Major

The senior enlisted man or woman within each regiment or command is the command sergeant-major. They advise their commander on all matters related to the enlisted ranks, serve as ombudsman for the enlisted personnel, and may lead certain staff sections. In many cases, their commanders may call on their years of experience for advice in a wide variety of matters, and further may give them command of ad hoc field units. Command sergeants-major wear a v-scar with three chevrons and a silver sword.



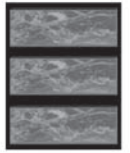
Sergeant-Major

Sergeants-major are among the AFFS' most capable and experienced enlisted personnel. These non-commissioned officers can lead entire lances, platoons, crews, or staff sections, depending on their service and specialty. The standard insignia for a sergeant-major is a v-scar, consisting of two downward-pointing chevrons with a disc upon which the black sword is centered. Sergeants that received their rank because they graduated from an academy without having completed officer training may earn promotion to sergeant-major, but wear the v-scar with two curved chevrons; this is the highest rank an academy graduate can hope to achieve without attending an officer training school of some sort.



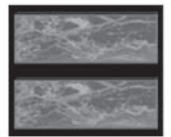
Sergeant

The weight of the chain of command rests squarely upon the shoulders of its sergeants. These non-commissioned officers are truly the first line of management, leading squads, commanding vehicles, leading technical and gunnery crews, and taking responsibility over staffs throughout the AFFS bureaucracy. Individuals who graduate from a military academy without completing officer training enter service as a sergeant. Except for academy graduates, who wear three curved scars, sergeants wear three standard scars.



Corporal

Corporals lead infantry sections and small staffs or work details. Soldiers may earn a promotion to corporal not only by proving his or her capability to follow orders but also by showing good potential for leadership. The insignia for a corporal is two scars.



Private, First Class

The rank of private, first class denotes basic training honor graduates and those privates who have shown themselves capable and worthy of additional responsibility. Privates, first class wear one scar with a silver sword.



Private

Recruits are immediately promoted to the rank of private after graduating from a basic military training program. Privates continue on at this rank throughout their advanced training courses and into regular service. Privates wear one scar.



Recruit

Recruits are the lowest enlisted personnel and attain this rank upon enlisting in the AFFS. Recruits wear a black sword set upon a green field as their insignia of rank.



MEDALS AND HONORS

The AFFS has a plethora of different medals, ribbons, and other awards that its personnel can win, but the most prestigious are only given out for exemplary service or heroism under fire. The High Command is the approving authority for all but the most important, which are only awarded by the First Prince.

Medal Excalibur

The Medal Excalibur is the highest honor the Federated Suns can bestow upon an individual and is awarded only to someone whose actions have resulted in some major enhancement to the Federated Suns. So rarely is this medal given that, in the centuries since the fall of the Star League, it has only been awarded 35 times. The medal itself is a gold disk engraved with the image of King Arthur's mythical



sword embedded in an anvil and set upon a Federated Sunburst. This award also confers with it the title of “Knight of the Realm” and an accompanying land grant.

Sunburst Medal

The Sunburst Medal is awarded for exceptional duty, devotion, and sacrifice in the name of the Federated Suns and exists in three ascending levels: Silver, Gold, and Diamond. The Sunburst Medal can be awarded to both military personnel and civilians, as with the Medal Excalibur; the only requirement is that the recipient must perform a heroic act with statewide import. The medal is a black disk with a silver, gold, or diamond sunburst.

Federated Suns Medal of Honor

The Federated Suns Medal of Honor is awarded to those soldiers who show unflinching bravery at risk of life and limb in service to not only the Federated Suns but also to their fellow men. A majority of these decorations are presented posthumously, as most of the awardees are killed while performing the actions that precipitate the awarding of the medal. Surviving awardees and the immediate families of the deceased receive a pension from the AFFS and preferential admission to Federated Suns academies and universities. This award has been renamed from the Federated Commonwealth Medal of Honor and still exists on the books, though it has not been awarded since the beginning of the FedCom Civil War. The medal is a platinum disk showing a gloved hand wielding a sword set upon a sunburst.

Federated Suns Star

The Federated Suns Star is awarded to those soldiers who show unquestioned bravery and honor under combat situations and whose actions have a positive and measurable impact upon a major military endeavor. The Star is a platinum medallion in the shape of a classic five-pointed star.

Order of Davion

This prestigious award is given to those soldiers who show a tremendous amount of loyalty to the Davion family and is therefore only awarded by the First Prince. Since the end of the FedCom Civil War, all of those Orders of Davion bestowed by Archon Katherine have been vacated, restoring the prestige of this honor. The badge of the order shows the Davion family crest—a crouched fox with red eyes set above a blood-red shield.

Knight of the Federated Suns

Membership in this select group is limited to the Federated Suns’ one hundred brightest and most heroic citizens. As with the Order of Davion, membership in the KotFS is for life and includes a land grant and a generous yearly stipend. Members of this elite group are unquestioned leaders within the Federated Suns, both military and civilian. The insignia of this order is a Federated Sunburst upon with an embossed silhouette of a man (or woman, depending upon the sex of the recipient) holding a sword over his/her head.

Syrtis Medal of Honor

Only the commander of the Capellan March Regional Command has the authority to award this medal, which likewise can only be awarded to troops under his command. This diamond-shaped medal, made to look like the Hasek family crest, is made from gold, silver, and highly polished ‘Mech armor. In addition to the medal itself, recipients of this award are given the title “Knight of the Capellan People.”

Robinson Medal of Valor

This award is given by the commander of the Draconis March to those of his troops who go beyond the call of duty in service to the March. Much as with the Syrtis Medal of Honor, this medal is often given for purely political reasons. The medal consists of a burnished red disk upon which a Federated Sword and Sunburst over a star of David is emblazoned.

Dragon Slayer’s Ribbon

Originally an LCAF decoration, the AFFS began to award this ribbon just before the Fourth Succession War, when quite a few different regiments won it following their successful campaigns along the Draconis Front. During the FedCom Civil War, both the Seventeenth Avalon Hussars and the Davion Assault Guards won the Dragon Slayer’s Ribbon. The ribbon itself is green and white and shows the symbol of the Draconis Combine rent by a Federated Sword.

Limp Sword Flag

Awarded for wildly successful action in which a severe blow has been struck against the Capellan Confederation, scores of individual regiments received this award following the Fourth Succession War. Fashioned to parody the Confederation’s national symbol, the Flag shows a drooping sword being held by a smashed ‘Mech hand, set against an inverted green triangle on a black background.





To be a citizen of the Federated Suns means at the same time a great deal and very little. A dichotomy, to be sure—one that has stumped academics for centuries—but also the quality that gives this nation its incredible strength and determination.

The citizens of the Federated Suns possess a rich and storied culture, one that traces its existence directly back to more than a dozen different Terran societies. But instead of allowing one (or more) to predominate, the people of the Federated Suns created a culture of their own, drawing from all of its progenitors. Taking elements primarily from ancient Terra's Western European and North American civilizations, with a healthy injection from a smattering of others, this new culture both encourages personal freedom and initiative while demanding a strong central government headed by a single, powerful royal.

It takes only a simple comparison to the other Successor States to see the strength of the Federated Suns. Its people have the most freedoms and a tremendous say in their government. Its people do not as a rule discriminate against those hailing from other backgrounds—because they more likely than not share at least some common threads. To be sure, there are some peoples that are almost universally hated—the common citizens of the Federated Suns, and especially the Draconis March, rarely show a denizen of the Draconis Combine anything but contempt—but that is the exception and not the rule.

Worlds once considered enemy, claimed in military expeditions or through political means, are welcomed into the Federation unlike in any other Successor State. Some half of the Capellan March worlds were once claimed by the Capellan Confederation, but their people are accepted as if their worlds had been members of the Federation for centuries. Even within the Draconis March, the people of newly conquered worlds find themselves accepted with few preconditions.

Acceptance must be earned, however. Membership within the Federated Suns is not granted to a world automatically or without certain conditions being met. Likewise, citizenship is not assured. Continued opposition to the government or culture of the Federated Suns will do little more than guarantee a response designed to crush that opposition.

PEOPLES AND CULTURES

The Federated Suns may seem like it has one of the most homogenous societies in the Inner Sphere, but beneath the surface it supports an incredibly diverse populace. In the almost seven centuries of Federated Suns history, languages and cultural groups have come and gone and come once again, perhaps not the same yet nonetheless fully recognizable. What sets the Suns apart from most others is its level of acceptance and integration—on the part of the nation as a whole as well as with the individual cultural groups.

SOCIAL GROUPS AND LANGUAGES

English may be the national (and predominant) language of the Federated Suns, but by no means is it the only one that is used on a daily basis throughout the nation. Likewise, even those who consider themselves native English speakers demonstrate a significant amount of difference in the way they lead their lives.

Crucis March

Owing to the fact that many of the original colonists that settled the worlds of the Crucis Reaches hailed from Western Europe and North America, languages such as French, German, and Spanish were used almost as much as English in those early years and on through today. On some worlds, though, two or more of these languages have merged over the centuries into a hybrid; the High Torrence dialect spoken by the most elite of that world's upper class is actually an amalgam of English and French, with more than a fair amount of Farsi and Arabic added into the mix.

These hybrid languages are common on the Golden Worlds and those oldest and most prosperous worlds that surround them, so much so that they are regularly used in schools and even taught to diplomats and executives that conduct business on these worlds. Outside these worlds, however, matters normalize a bit more. Languages outside of the Crucis Reaches are commonly used across several nearby systems or even large regions of space.

Capellan March

The people that call the Capellan March home descend from a few major cultural backgrounds that give them the languages they speak. Along the Capellan border, extending up to the borders of the former Tikonov PDZ, one can find Chinese in its various dialects spoken on a daily basis. Cantonese and Mandarin are the two most common, the former especially among the most rabid anti-Confederationists. More coreward, within the former Sarna March, Spanish, Russian, and Vietnamese are far more popular than any of the Chinese dialects, as they have been since the earliest days of the Capellan Confederation. Also used in that region, scattered on just a handful of worlds, are a diverse collection of languages like Arabic, German, Greek, Polish, Portugese, Romanian, and Slovak.

Draconis March

The Draconis March is very different than the Capellan March, thanks to the Kentares Massacre and its aftermath. Anything Combine related, and by extension, Japanese related, is regularly persecuted by the people of this region. Though not formally forbidden, the Japanese language is not regularly spoken in either official or social circles, and those that speak it on the street might find themselves shunned or even assaulted. Even on worlds recently added to the Draconis March—worlds with long-standing ties to the Combine—a significant cultural shift is expected before the world and its people are truly welcomed into the nation.

English is the predominant language within the march, with French, German, and Spanish each claiming not-insignificant percentages. Hebrew is a popular second language, one traditionally taught within families alongside English, and it finds its greatest use in religious services and business. Finally, despite the fact that a significant percentage of March residents are rabid anti-Combine activists, Japanese remains in use within enclaves on every world once claimed by the Combine. As could be expected in the wake of the most recent conflict with the Combine, there are almost daily reports of anti-Japanese activity within the March; while the region's leaders have made an effort to erase this blatant racism over the years, if human history has taught us anything, such racism will never be totally eliminated.



Outback

Encompassing a region of space made up of the outer reaches of each of the Suns' three marches, the Outback is widely considered a frontier just a step above the wild Periphery. The truth is actually little better. Some worlds in this region were colonized not long after New Avalon while others were founded recently, meaning there are relatively few worlds that share common cultural backgrounds. At the same time, the Outback claims the lowest levels of industrialization, income, and education in the entire Federated Suns. It is no surprise, then, that language within this region can be generously called a mish-mash.

English is probably the widest-used language, with Italian and Spanish running somewhat behind, though just about every other language still spoken can be found used within this region. In practical terms, however, most of these languages have radically evolved over centuries of misuse and cross-language mixing. Just as unique dialects have developed on the Golden Worlds, so too have they within the Outback. Varying muddles are used throughout the region, with almost every planet having one or more of its own dialects. Unfortunately, this situation expands the continuing economic and educational rift between the Outback and the rest of the Federated Suns, making it

RACISM AND THE PURGE

Look in almost any history textbook, and you will see quote after quote describing just how bloody and hellish the First Succession War was. Battles engulfed and leveled entire cities, nuclear weapons were used indiscriminately, and armies battled not to annihilate each other but to destroy the industrial base that kept their enemies supplied. Those are the stories that are commonly told, but what is often overlooked—or even actively repressed—are the tales of tragedy inflicted by a nation on their own citizens. Such is the case of the Purge.

By 2794, the Draconis Combine had made tremendous gains into the heart of the Draconis March, threatening New Avalon itself. Likewise, the continuing war against the Capellan Confederation along the nation's other major border was sending far too many sons and daughters to early graves. The people of the Federated Suns were afraid and angry, and, unsurprisingly, they turned their rage against anything they perceived as Asian in nature. Blatant racism and discrimination became the norm, but it didn't reach the boiling point until the prime minister of Strawn issued an order that stripped all citizens of Asian descent of their property and belongings before confining them to relocation camps.

Otherwise rational citizens gave in to paranoia and hysteria. Those with even a hint of Asian ancestry—regardless of whether they were born-and-bred, multi-generation citizens of the Suns—could find themselves accused of being an agent of either the Capellan Confederation or the Draconis Combine. The lucky ones were stripped of their belongings and jailed. The unlucky ones were pulled from their homes and beaten or killed. Unfortunately, there were far more unlucky citizens than lucky.

Worse, the hysteria spread beyond Strawn. Incidents of anti-Asian violence were reported on seemingly every world, but many planetary leaders were able to prevent mass hysteria from overtaking their populations and keep the violence in check. Just as many leaders, however, bought into the hysteria, actively encouraging their citizens to purge anything and anyone of Asian heritage. There was no rationale and no logic to these acts. Businesses were looted and burned—even those with only Asian terms in their name or displaying Oriental logos—further damaging the already-fragile economy.

At first, the Purge was isolated to just a few worlds, but as the Combine drove deeper and deeper into the Federated Suns, the hysteria spread farther and farther. Still, it took Prince John Davion a full two years before addressing the problem, and even then he did so in a decidedly laissez-faire manner. His Proclamation of Freedom of January 2796 decreed that "... any form of racism is contrary to the rights of freedom granted every citizen of the realm." That was followed by a similar decree from New Avalon Catholic Church Pope Clement XX, where he said "... racism cannot coexist with the love of God, and those that practice it will find themselves outside of the Grace of God." The Pope then instructed his church to excommunicate those that actively participated in the Purge.

The Purge began to slow over the next several months, likely because most of the targets had already been struck rather than as a result of Prince John and Pope Clement's efforts. But it erupted once again in full force, spreading to worlds otherwise unaffected once the hysteria inspired by the Kentares Massacre spread throughout the realm.

All hell broke loose across the Suns over the next few months. Citizens were illegally imprisoned, beaten, and killed, businesses run out, and temples and shrines of Buddhist, Shinto, and other religions with Asian roots were destroyed. The government was all but powerless to stop the hysteria—until the Wesley Yoshido Incident finally began to turn the tide of public emotion. A captain in the Avalon Hussars, Wesley Yoshido returned to his homeworld to find his parents brutally murdered and a few surviving members of his family hospitalized, barely clinging to life. Overcome by grief and rage, the young captain waded into the middle of a lynching, freeing the intended victims before falling to the mob.

Yoshido's story spread like wildfire. Not long after, Prince John and Pope Clement appeared together in the company of the few surviving priests of a prominent New Avalon Buddhist temple. Together they exhorted the people to end the senseless violence and to concentrate on the real enemy—the Draconis Combine.

It was some months before the Purge truly ended, but the shame continued to blight the people of the Federated Suns for decades to come. Yet, this travesty was all but excised from the history books—some say to speed the healing process. But isn't it more likely the Davion family was simply covering up yet another dark period in its history?

—From *The Darkest of Ages*, Dr. Simeon Qong, Tikonov Grand Publishing Company, 3034.



difficult for people of the Outback to communicate with those on nearby worlds, let alone government officials or businessmen from another region.

FESTIVALS AND TRADITIONS

Among the elements that set a nation apart from its neighbors are the traditions followed by its people. While the people of almost every world follow their own particular traditions, there are some that have spread to a particular region and beyond. The following is just a sampling of the many holidays and festivals celebrated by the people of the Federated Suns.

Day of Honor

Celebrated on the third Wednesday in each July, the Day of Honor was instituted by Prince Alexander Davion on the ten-year anniversary of the end of the Davion Civil War to honor all veterans of Federated Suns military service. Government offices and many civilian businesses are closed on this holiday, giving the Suns' citizens the opportunity to enjoy the parades and special presentations that happen in almost every local community. To be sure, the average citizen often looks at this holiday more as a day off of work than a way to honor those that have served their nation, and many liberal and opposition groups use the opportunity to protest the Federated Suns' government. On the other hand, veterans groups, government officials, and clergy alike never let this holiday pass without proclamations and ceremonies that recognize the contributions of all the nation's veterans.

Festa Piepa

Festa Piepa, alternately translated from a variety of local dialects as "Festival of the People" or "Festival of the Pope" (or pontiff), originated in the Amaris Civil War. In the centuries prior, a pagan ritual known as the Night of the Sword grew to prominence, slowly transforming from a dark ritual observed by a relative few into a veritable celebration of inebriation and excess for the masses, marked by the celebrants carrying blades of all kinds (mostly novelty items, though occasionally actual blades) and making faux sacrifices during the revelry. For years, various Christian churches denounced these pagan and hedonistic celebrations, especially as it began on the evening of Easter Sunday and lasted for two full days. Of course, that only increased its popularity, and on many worlds it soon eclipsed Mardi Gras. In the wake of Amaris' bloody revolution on Terra, the nascent New Avalon Catholic Church co-opted the two-day event and began celebrating a festival of life on key worlds throughout the Federated Suns. Since then, it has steadily grown in size and importance, crossing denominational boundaries and becoming the most significant of the Suns' unique religious festivals. Nevertheless, the various religious groups that celebrate it have not been able to eradicate the more secular and still somewhat pagan celebrations of excess. Festa Piepa has become a balanced dichotomy: during the daylight hours, it is an upbeat religious celebration of life and salvation, while at night it is a wild and hedonistic celebration of life and all its secular joys.

Festival of Giving/Feast of Bounty

The genesis of this particular festival, known alternately as the Festival of Giving and as the Feast of Bounty, is lost to history. What is known is that it grew to significance on a group of Outback worlds, from Molino to Weldon, during the Reunification War and expanded out from there. Equal parts religious and secular, this festival is very popular within the Outback and on major agrarian worlds, and it celebrates the annual harvest (or whichever of a world's multiple harvests is typically the most bountiful). Of course, as every world has a different seasonal cycle, this particular festival is celebrated at varying times throughout the Federated Suns. In fact, there are several interstellar concerns, the largest of which is owned and

VICE VS. VIRTUE

Racine Finn: Mr. Hrond, Father Jironi, thank you for joining us. Public intoxication, fourteen thousand cases of alcohol poisoning and drug overdoses, and two hundred deaths on this world alone, tens of thousands of partially or entirely nude celebrants wandering throughout the city, many engaged in various sexual acts in doorways, on park benches, and right out on the street. Mr. Hrond, tell me how you can say Festa Piepa isn't anything but a nouveau Roman orgy?

Vernon Hrond: Sensationalism at its worst. What you're ignoring is the four years of hard fighting the citizens of our nation have had to endure. Look at the end of any war, and you'll see celebrations that have boiled over into the streets as the people finally let their emotions out. In this case, it just happened that they chose Festa Piepa as the victory celebration.

Finn: But this certainly isn't out of the ordinary for the festival, is it? I mean, we've had reports like this for years, just not in the same numbers.

Hrond: You're taking the extremist view. I think the average person is more pragmatic. Listen, this is nothing more than a celebration of life and freedom. A celebration in all forms. There are parades and picnics and ceremonies and fireworks displays. And, yes, a celebration traditionally at night where the people can give up their inhibitions and simply have a good time. It's cathartic. It's an outlet of emotions that, frankly, society needs from time to time.

Finn: Father, we've heard Festa Piepa called the largest display of hedonism and vice in the universe, a pagan celebration of all seven cardinal sins and then some. How can the Church possibly justify continuing to support it?

Fr. Duncan Jironi: We're talking apples and oranges. Festa Piepa is the culmination of a six-week festival celebrating our Lord's Sacrifice and Resurrection. There are many instances where pagan and other secular events have co-opted religious festivals, or even the opposite. We look at this as our opportunity to spread the Word of our Lord to those who need it the most.

Finn: But surveys over the years have indicated a sharp increase in the number of otherwise-religious citizens worshipping during the day and partaking in the revelry at night. Doesn't that tell you something's wrong?

Fr. Jironi: It tells me that we must continue tending to the spiritual needs of our nation's people. There are many who still haven't opened their hearts to our Lord.

—Transcript from *Sun Prairie This Morning*, 19 May 3067.



operated by the Green Star Corporation, that specialize in traveling from world to world to organize and run these celebrations. Every world observes slightly different customs in their celebration of the Festival of Giving or the Feast of Bounty, but in general the festival lasts from three to five days and includes the showing of animals, massive feasts, music, dancing, and sometimes a carnival.

Federation Day

Though Federation Day commemorates the signing of the Crucis Pact—and thus the formation of the Federated Suns—its origins were not on New Avalon or even any of the Golden Worlds. And neither did it begin in the first years of the Suns. Instead, Federation Day has its humble beginnings on the world of Nahoni after Alexander Davion's first military victory there. Though the Prince fled Nahoni rather than be caught between two aggressor forces, the world's people remembered their Prince and the cause for which he was fighting, and, 211 years after the Crucis Pact was signed, they celebrated the freedoms brought to them by Alexander Davion's forebears and the freedoms that Alexander was fighting to bring them again. As the young Prince battled across the stars and continued to gain popular support, people throughout the Suns began to celebrate Federation Day. That custom continues today, with each June 26th a national holiday, celebrated by parades, speeches, fireworks displays, mock battles, presentations by school children, and the like.

Kentares Day

Perhaps the most solemn holiday celebrated within the Federated Suns, Kentares Day is officially a national day of mourning and remembrance for those citizens who perished at the hands of any foreign invader. Named to specifically honor those murdered in the Kentares Massacre, this holiday falls on the first Friday of every October, a day in which every government office and non-critical business is closed, where even military operations are halted (when appropriate) and memorial services are held in every church. Additionally, almost every community hosts some sort of a memorial gathering, be it in a park, convention center, or coliseum, where the names of individuals that can be traced back to that community who perished due to foreign invasion are displayed. The memorial service held at the Kentares Memorial on Kentares IV lasts three full days and begins another seven days of mourning, during which almost every office and business remains closed and the citizens of Kentares open their doors to their neighbors to share their grief and hope with each other.

Rite of the Court

The Rite of the Court signals two things on New Avalon: first, the coming of spring, at least to the continent of Avalon. Second, and more importantly, it officially begins the three-month-long opening of the Royal Court. The Royal Palace is the sight of this grandest, most elegant, and most extravagant ball in the Federated Suns every 17th of September, presided over by the First Prince (at least when he or she is able) and his or her family. It traditionally begins with the Prince marching a seven-mile route through Avalon City and ending at the palace, followed by a grand parade that brings tens of thousands of soldiers, children, delegates, officials, and nobles past the Prince before the ball begins. Starting promptly at 6:26 p.m. local time, the

ball often continues until daybreak. Mere hours later, at 10:00 a.m., the Royal Court officially opens for business.

CLOTHING AND STYLE

Though the people of the Federated Suns share something of a common cultural background, they in no way share a common taste in clothing style. Not only is there a tremendous difference in style between the common citizen and royals and those of means, there is a huge differential depending upon the region one hails from. "High style" on an Outback world would barely qualify as cheap suits bought from a discount department store on a major world, while high style on a Golden World costs more than most make in five years in the Outback.

The Federated Suns has two major centers of fashion, one among the Golden Worlds and the second within the Terran Corridor (though to be more precise, the latter includes worlds that are technically a

THE COST OF DOING BUSINESS

I may be just a backwater plowboy to those high-falutin' fat cows livin' it up in their golden castles, but by God they'll listen to us now!

I ain't educated, ain't even a prince or nuthin'. But I ain't a slave neither. We're human-cacking-beings! It's time they started treating us like it!

We've taken the factory and the dorms, herded up the company slave-masters just like they like to do with us, run off the shiny suits and their cuff-lickers. They say this is our home. Well, it is now! And we don't want them here no more!

They'll use their fat cow friends' storm troopers to try to force us out. They'll use gas and grenades and guns. They can hurt us but there's no cackin' way they can stop us. They may be able to boss us around when we stand alone, but t'gether, t'ain't nothin' we can't do. They reckon we're weak, but we ain't. We're mighty, an' we'll show 'em.

We'll stand strong 'til we get what we deserve. Real pay, more'n half'a this minimum wage we all keep hearin' 'bout. Livin' quarters with heat and running water. An' no more creepy-crawlies livin' in the walls or our children's beds. Stores that don't jack up all the prices so'in we can't even afford to buy a bit of pretty every once in a while. Real food, not this processed dung.

We're not askin' too much here. Just to be treated as human beings. 'Til that happens, ain't no sparkly dresses gonna leave this factory!"

—Samuel Zimm, Chateau Clothing manufacturing complex Delta, Redondo, 3 April 3058.

On Redondo, a tense two week-long labor strike, in which local union workers took twenty-three hostages and threatened violence, was ended six days ago by police after negotiations failed. Six of the terrorists were killed and many more wounded, but all of the hostages were rescued. Chateau Clothing spokesmen report that shipments were not delayed and this season's latest fashions will debut on time.

—Belladonna Post, 23 April 3058.



part of the Chaos March). It is no surprise, then, that there is a nearly constant fashion war waged within the Federated Suns, a war that is fought on only a few dozen Federated Suns worlds—those that are home to the nation's best, brightest, and wealthiest. With new styles debuting every year in time for the opening of the Royal Court on New Avalon, those that live their lives in the highest of social circles find their wardrobes in constant flux.

For the rest of the Federated Suns' people, fashion varies widely based on regional preferences. The greater part of the Crucis March follows the styles made popular on New Avalon and the other Golden Worlds, albeit in more affordable and bulk-produced versions. Within the Capellan March, styles are heavily influenced by both traditional Han lines as well as a varying mixture of Eastern and Western European fashion. Patterned silks (and lower cost synthetics) tend to predominate, though business clothing and eveningwear currently favor conservative cuts.

The people of the Draconis March, unsurprisingly, shun traditional Japanese and Asian styles, preferring instead functional (some say severe) cuts that were once popular throughout the Suns but have since fallen out of favor everywhere else. The Terran Corridor is the exception, with residents often more than willing to jump on the faddish styles made popular by the region's many fashion houses.

And then there is the rest of the Federated Suns, including those who call the Outback home. The common dress often mirrors the predominant style of the region, mixing that of other Suns regions (and even those from outside the Suns); of course, it often takes years for styles to make their way across the Inner Sphere and the Suns. Still, styles within the Outback are the simplest and most functional. Relying mostly on natural fibers and hides, they are both simple and resilient, though over the course of the last few decades increasing industrialization has brought numerous clothing manufacturers to the Outback, making the worlds that host these factories virtual fashion bazaars where one can find extremely low-cost overstock and defects.

EDUCATION

Education within the Federated Suns is a study in contrasts. On one hand, the Suns is home to the best universities in the Inner Sphere, the pinnacle being the New Avalon Institute of Science. On the other, its general citizenry is among the least educated among the Successor States. So while its people have perhaps the best opportunities for education of any nation in the Inner Sphere, save the Blakist state and its incredible Terran universities, the Suns has too few schools and too many worlds. As a result, educational initiatives have traditionally concentrated on particular target segments of society, hoping that a trickle-down effect will slowly increase the level of education. Unfortunately, reality has time and again intervened.

PRIMARY AND SECONDARY EDUCATION

Traditionally, formal education within the Federated Suns begins at about the age of six with primary school (though depending upon a family's—or community's—means, that might begin at the age of four or five), continuing on through the age of twelve. At that time the child may either enter the workforce—if poor or unlucky enough—or may continue on to secondary school, which traditionally lasts from four to six more years. The purpose of primary school is to provide enough of an education for someone to be productive in the workforce.

Secondary school builds upon that groundwork, providing a far more in-depth education to prepare students for service as more than just manual laborers. Educational opportunities beyond secondary school include advanced technical/vocational training and university, which could last anywhere from another two to eight, or even more, years.

It is up to the local governments to provide a basic primary education to its citizens, yet it is there that the greatest breakdowns occur. Budgets at the planetary and community level vary considerably from world to world, and at times from continent to continent. As with anything else, the Golden Worlds and the other major worlds have much greater incomes and so have far more money to spend on their people; on average the great majority of their populations complete primary and secondary education, with a healthy percentage who continue on to university or advanced technical education.

Conversely, the Skid Row and Outback worlds typically have few resources to devote to education. Large cities usually have some sort of school, providing a bare primary school education to local schoolchildren (and sometimes even to adult students). Smaller settlements, if lucky, have a single teacher, qualified or not, to teach the community's children; this is the exception, however, and not the rule. The only education the majority of those who live in these regions usually receive is what a parent can teach among a day filled with work and chores. It's no surprise, then, that the literacy rate among these people is pathetically low.

On the rest of the Federated Suns' worlds, the literacy and education rates are much better, but still not acceptable to the powers that be on New Avalon. Public schools often have atrocious graduation rates, with religious schools and private academies producing the best and most successful graduates.

TECHNICAL AND VOCATIONAL EDUCATION

The Federated Suns' workforce is a diverse group, with a majority of the manual laborers in the working class not possessing a complete primary school education. On the other hand, many of the jobs performed by these individuals are skilled in nature and require a fair amount of intensive training before they can be accomplished satisfactorily. In the past, a great deal of this knowledge and training was passed down from generation to generation within families that were in some way associated with the particular field—a family of mechanics, plumbers, or metal workers, for instance. After the technological boom of the 3030s, however, the rapidly advancing industries found a need for more skilled laborers than were available.

That began the trend of industrial-sponsored technical schools that continues today. One can find at least one of these schools on every world housing a large manufacturer or a few smaller ones. Owned and operated by the corporations, these schools use their employees to teach tech-related skills and hire additional instructors to teach the basics like reading and math. The quality of education often varies considerably from school to school and even semester to semester.

The corporations do not give this training freely. Students who enroll must either pay their own way or sign a contract with one of the manufacturers to work exclusively for that company for a set amount of time. Of course, the supporting companies don't want to lose their employees to competitors, so they commonly offer additional education for free, so long as those employees sign contract extensions.



UNIVERSITIES

If there is a bright jewel of the Federated Suns' educational system, it is the nation's universities. The Suns can claim scores of institutes of higher learning spread throughout the nation, many ranking among the best in the Inner Sphere. Unsurprisingly, some of the most prestigious of the universities are those located on Golden Worlds. For example, the "Gilded Halls" are a group of thirteen universities on Belladonna, El Dorado, Galax, New Avalon, and Torrence that all claim histories extending back five or more centuries. All provide exceptional educations—to those with both the money and the social standing to be accepted, that is. These are the schools that produce the social movers and shakers in the Federated Suns, but for that reason they shy away from the hard sciences, instead concentrating on the liberal arts.

Since the uncovering of the Star League Memory Core, the Federated Suns' university system has gotten a shot in the arm. During his tenure, First Prince Hanse Davion poured more money into education than any ruler in the previous three centuries. As a direct result, more and more public universities have been appearing throughout the Suns—still not enough to radically change the education system but enough to begin to make a dent. Though not free, they still offer a relatively low-cost education for those lucky enough to make it in—sometimes after a decade or longer on a waiting list. For those without means or political clout, national service, be it in the AFFS or significant public service, is a way to be propelled to the top of the list.

The following list is hardly exhaustive, but highlights some of the most important universities in the Federated Suns.

The Colleges of Savonburg

Savonburg is a lonely world out on the Periphery rim of the Draconis March with only one inhabitable continent. But unlike the great majority of worlds like it, Savonburg is a ray of intellectual sunshine in the deep dark. It is home to a group of ten different colleges, each devoted to a different discipline (or set of disciplines). Perhaps the most famous is the College of Medicine and Bio-Chemistry in New Christos, training medical doctors in all fields as well as nurses and medical technicians. In addition to encouraging its graduates to spend at least some time caring for the destitute people of the Outback, this college further serves the region by providing free (or extremely low cost) treatment to those who can somehow manage to make their way to Savonburg; of particular note is the massive ward that treats nothing but children.

The most notable of the other schools include the William and James College of Literature and the Arts, Ariel School of Performing Arts, the Hulton-Quong University (specializing in history, political science, and interstellar relations), the Elesee-Beckett College of Physics and Nuclear Sciences, and the two Savonburg Tech colleges of Civil Engineering and Mech-Aero Engineering. It is these last two that have generated the most revenue on the world in the past few decades, mostly in contracts to supply construction materials. Strangely, however, few of the workers for these apparently immense construction projects were ever recruited on-world. Unremarkable DropShips belonging to what some claim are shadowy government organizations instead reportedly come in with thousands of workers, land in remote locations—including the otherwise-uninhabited

continents of Saxon and Solestra—and leave once their cargo is delivered. Since these projects first started more than four decades earlier, the DropShips have returned on irregular schedules, sometimes singly or in pairs while other times in large numbers, offering nary a clue as to their business or intentions.

DARK MYSTERIES OF THE DEEP OUTBACK

Savonburg. To most, it is just a world out at the ass-end of the Federated Suns, notable only because of the university located there. But to those in the know, it is much, *much* more. It is home to one of the greatest secrets in the Inner Sphere.

Back in 3021, the Colleges of Savonburg secured the funding to build a massive underground particle accelerator, but the deal fell through three years later when the school couldn't find enough skilled laborers to build the thing. Yet later that year mysterious DropShips began arriving on-world—landing on the uninhabited continent of Solestra. At first, a dozen ships landed, followed by four to eight more every month for the next six years, most stopping only long enough to drop off their cargo before leaving again. And after whatever they were building was completed, more unmarked ships would come every few months, at least until a new construction project was initiated, which started the process all over again.

Officially, all of these DropShips were listed as being operated by planetary survey teams and mining concerns. Yet, when the occasional ship would land in Carlsruth or some other city, it was clear their passengers were anything but surveyors or miners. Detailed registry searches revealed that all these ships belonged to Union TranStellar, a well-known AFFS shell corporation.

In all, at least nine major construction projects were completed between 3024 and 3054, five on Solestra, three on the continent of Saxon and one in the most remote and desolate reaches of Savonburg's only inhabited continent, Suluth. None are visible even from space, and no one is allowed to fly over these secret facilities. On the charts, these no-fly zones are simply listed as environmental dangers, but these in particular were set up by the AFFS, not the civil authorities.

So what goes on in these ultra-secret facilities? No one is talking, but from time to time spacefarers have reported a strange blue glow coming from one of the Saxon no-fly zones. Some think alien technologies are being tested, or they believe this is the new home of Clan Wolverine. A couple of rumors even say they're attempting time-travel experiments.

Whatever is going on, Savonburg Tech C&E and the Elesee-Beckett college are somehow involved. Staff from both regularly disappear into unmarked transport atmojets bound for places unknown, only to return days or weeks later as if nothing was wrong.

—From *The Unknown Revealed* information site, last updated 13 May 3067.



Federated Technical Colleges

The NAIS may be the bright, shining example of Prince Hanse Davion's educational initiatives, but there are others that have touched far more people across the Federated Suns, notably the Federated Technical Colleges. First opened on a handful of worlds that did not have other schools of higher learning but still served as a regional capital or possessed some amount of industry, the FTCs offer one- and two-year technical education certificates and associates degrees. Presenting more educational opportunities than just the variety of industry-sponsored technical schools, these schools train more than their share of technicians who are charged with caring for the millions of vehicles, 'Mechs, aerospace craft, DropShips, JumpShips, and other pieces of high-tech equipment operated by the military and government. Because they were initially set up to provide a wide base of skills for civil and military service, they all teach to specific standards—unlike any other technical school.

FTCs can be found on twenty-two worlds throughout the Federated Suns—ten in the Capellan March, five in the Draconis March, and seven in the Crucis March, though only four could be considered to be within the Outback. Providing a relatively low-cost technical education to the citizens of the Federated Suns—especially those who commit to a period of government or military service—the FTC is a resounding success.

Gogh-Bukowski University of New Avalon

Named for two great Terran artists of the distant past, the Gogh-Bukowski University is the most prominent school of arts in the Federated Suns, if not the entire Inner Sphere. Composed of three individual schools—the School of the Written Arts, the School of the Visual Arts, and the School of the Musical Arts—and favoring a decidedly liberal and anti-governmental political bent, this university is seemingly the exact opposite of the New Avalon Institute of Science.

In fact, the two schools' students often find themselves at odds with each other. It wasn't until the rise of Katherine Steiner-Davion to power on New Avalon that the bulk of both student bodies happened to be on the same side—for different reasons, of course. Dozens of Gogh-Bukowski professors and hundreds of students were arrested even before the start of the FedCom Civil War on charges of sedition. That act ensured this active student body would remain steadfast opponents to the Archon and her cronies, and that brought them into contact with students from both the NAIS and the Albion Military Academy. In this unlikely resistance movement, the Gogh-Bukowski students took charge of organizing demonstrations and other forms of civil disobedience.

Of course, with the end of that war, both schools are once again at political odds with each other, though the rhetoric being spewed back and forth has, at least, remained calm and civil.

Konradd College

Konradd College on Edwards is the largest private university affiliated with a religious body—in this case the New Avalon Catholic Church—in the Federated Suns. It began as a seminary attached to a monastery in the early 2500s and slowly expanded its operations, first to include training educators of all sorts by the beginning of the next century and then adding general liberal arts degree programs by the

end of that century. The college remained fairly stable throughout the Star League era and the first two Succession Wars, but at the height of the Third Succession War school leaders decided that they had a duty to prevent further loss of knowledge, and they devoted themselves to preserving what information they could. Within cavernous bunkers constructed deep in the bedrock below the college grounds, they secretly built a tremendous library containing everything from computer data tapes, books, personal letters and papers, plans and mechanical drawings, audio and tri-vid recordings, working models, and even paintings, sculptures, and other pieces of art. At the same time, the college assembled the single largest collection of religious artifacts and relics to exist alongside its massive collection of historical weapons and armor.

Safeguarding this incredibly priceless treasure for almost two hundred years, the college allowed few people to know of its existence, lest someone attempt to take it from them or destroy it. But by the end of the Fourth Succession War it was clear to school leaders that they could begin to slowly release some of its accumulated knowledge, and so they expanded the school's degree programs. Today, the college offers degrees in a variety of liberal arts and science and engineering fields, though it continues to concentrate on training clergy, teachers, and others in similar service professions. The library and archives remain off-limits to all but a select core of faculty and researchers, though the school has apparently digitally archived everything, making a significant portion available on the NAIS Information Network—certainly the cost for perpetual access to the NIN.

New Avalon Institute of Science

Formed in 3015 as the first significant and most visible of First Prince Hanse Davion's educational initiatives, the New Avalon Institute of Science quickly became the most important and prestigious university in the Inner Sphere. Still, it was an uphill battle for the new Prince, who faced opposition from the nobility (especially the new first families of New Avalon), from industry, and from the academic sectors alike. They put up a fight, but the headstrong Prince won the day, cementing the Federated Suns' position as the leader in lostech and new technology research.

Prince Hanse chose for the location of the NAIS a spot some thirty kilometers outside of Avalon City, a massive parcel of land part of the Davion family's personal hunting preserve that was adjacent to the New Avalon Military Academy (NAMA). Using the NAMA as the core of the new university, the NAIS rose slowly but surely, growing to a huge campus of more than 200 buildings in less than a decade. Arranged around the Lucien Memorial, the NAIS' eight different colleges have expanded even further over the decades. It is now its own small city, one with tens of thousands of residents, its own spaceport, and a huge attached military training center.

Clustered around the central memorial and open park are the main facilities—the administration buildings to the north, the main library to the west, sports complexes to the south, and the spaceport to the east. Further to the south are the residences, while further to the east are the military simulators and facilities.

The NAIS College of Biology and Medicine is arguably the most prestigious medical college in the Federated Suns and certainly the most advanced. Proponents point to the cutting-edge technology and



groundbreaking procedures taught to its students, though detractors argue that the school spends far too much time on the high-tech and not nearly enough on basic skills, thus all but ensuring failure when a graduate is deprived of their technology.

The College of Chemistry may be less prominent than some of the NAIS' other colleges, but it is no less important. Its students support every segment of society, while the research conducted by its faculty is directly responsible for the success of almost every advance pioneered by the NAIS and its related think tanks. Without the skills taught in this college, technologies like water purification, atmosphere reconditioning, microelectronics, designer pharmaceuticals, low-cost synthetic petroleum and lubricants, and even advanced fiber clothing would not be possible. It is no surprise, then, that the students and faculty of the College of Chemistry are involved in the great majority of NAIS research projects.

Within the civilian community, the College of Engineering is what the NAIS is best known for. No other school in the Inner Sphere can provide the same depth of knowledge and hands-on skill as this college. It is no doubt, then, that the graduates of this school are the most sought-after engineers in the Federated Suns. The school offers degree programs in more than a dozen engineering specialties, as well as continuing education technical certificates in many more.

Started at the behest of the Ministry of Ways and Means, the College of Finance provides the nation the economists and business financiers that it needs to expand and grow its economy. This college teaches not only the theoretical but also the practical, and students must complete an internship with an affiliated business or government agency before graduating, with the great majority serving within the Ministry of Ways and Means. It is no surprise, then, that many graduates continue their careers within the ministry. The most gifted can rise to the top positions within the ministry or even go on to careers in politics.

The NAIS College of Military Sciences was once known as the New Avalon Military Academy, built a decade after the SLDF took over the Albion Military Academy. Though the NAMA had fallen into disfavor in the years after the fall of the Star League, its image has turned completely about since the formation of the NAIS. The revitalized and re-imaged CMS, like the rest of the NAIS, produces the intellectual best and brightest. Of course, one couldn't expect any less from an academy that provides its students the best and most advanced equipment available. The CMS cadet corps includes not only those studying to be MechWarriors or pilots or armored infantry, but also those pursuing degrees in other NAIS colleges who will join the AFFS upon graduation.

The original mandate of the College of Mining and Metallurgy was to uncover the secrets of the advanced alloys used during the Star League era. The college now focuses its energies on releasing the metallurgical secrets of the Clans to the Federated Suns' industry. In fact, many of the Clan techniques have already been adopted by the most advanced of manufacturers, though for the time being the greatest barrier is not unlocking the secrets but the fact that nearly all of the nation's heavy industry (along with the international suppliers) would have to be overhauled to incorporate these advances.

As could be expected from its location on New Avalon, the NAIS has a college devoted completely toward training the nation's future

diplomats, politicians, and bureaucrats. The College of Political Administration is filled with the scions of the Suns nobility and social elite, sent there to learn the family business—politics. The college piggybacks courses in history, literature, and philosophy taught by its staff with presentations and practical discussions led by past and present Suns ministers and chief deputies.

The College of Theoretical Sciences is the most recent addition to the NAIS. Growing out of the think tank and research center led by Dr. Banzai in the 3020s, by the end of the War of 3039 this unofficial organization had grown into something far larger and more important. Its professors tackle topics such as expanding the theories of Kearny and Fuchida, unlocking the secrets of hyperspace communications, and creating micro-fusion reactors, all while teaching courses in astrophysics and sub-atomic particle physics.

Tiskilwa University

Located on the Capellan March capital world of New Syrtis, Tiskilwa University is considered by many to be the cornerstone of the Federated Suns' legal educational system. Though certainly not the only university in the Suns to offer legal degrees, it provides a first-class education without the pretension and class warfare of the Gilded Halls and other private universities like them. Named for Aaron Tiskilwa, the first Chief Magistrate of the Bailey Street Court and a scion of the ruling family of the world of the same name, Tiskilwa University has prided itself on graduating the best lawyers in the nation for some three centuries now: as the old saying goes, "the only chance for a good trial is one where the judge, the lawyers, and the accused are all alumni of Tiskilwa." More objectively, Tiskilwa graduates practice law in all fields, from criminal to contract to finance and tax to national and interstellar law, and more than a few have sat upon the Judicial Review Board and/or served as Chief Counsel to the Royal Court on New Avalon.

University of Saso

Likewise located on New Syrtis, in this case just outside of the world's capital city, the University of Saso is a series of five colleges, three specializing in liberal arts and two in sciences. Graduates of the Kekauna-Suul College of Arts and Literature leave the school with a solid grounding in the classics of literature, music, and visual arts along with a specialized degree in their chosen field, ensuring they have a full appreciation of the art they will practice. The Syrtis School of Humanities courses of study range from anthropology to contemporary human rights issues. The Niska College of Communications and Public Policy teaches just that—communications (including written, oral, and digital), interstellar relations, and courses related to human rights and other issues of public policy.

The Hasek College is the Hasek family's response to the NAIS. Though it doesn't have the same resources and access to cutting-edge technologies as the NAIS, the Hasek College is the best within the Capellan March. The final college, the St. Drummond Medical College, became a part of the University of Saso in 3042—though it was originally formed by the Star League in 2698. The Medical College does not try to compete with the NAIS on the technology front, instead focusing on traditional diagnostics and skills that its students are more apt to rely on in the decidedly austere conditions common throughout the Federated Suns.



OTHER EDUCATION INITIATIVES

The Federated Suns has come a long way in educating its masses in this century, though it still has a long way to go. Many local communities are far from able to provide even a basic education to their residents. The Federated Suns has supported several initiatives this century aimed at turning about the poor educational trends, but to date it has barely made a dent.

Vagabond Schools

The Vagabond School program was the first real successful education initiative of this century. The Ministry of Education purchased a number of old JumpShips and DropShips, refurbished them, crewed them with teachers, and dispatched them to the regions where illiteracy was the worst—the Outback. The ships would run circuits between a number of different worlds, picking up 12- and 13-year old students and running them through an intensive nine-month program that gave them at least a basic education before returning them to their homeworlds.

The Vagabond Schools educated hundreds of thousands of students over the years. Unfortunately, this program ran into numerous problems over the years. The ships used were old and always in need of repair, and tragic accidents were not uncommon. Money was always tight as well, preventing additional ships from coming into service. And when the Clans came on the scene, all of the Vagabond ships were dragged into service by the AFFC to transport personnel and supplies to the front.

The program briefly re-started in 3055 but was shut down two years later. Seven Vagabond ships operated during the FedCom Civil War, though three of them were little more than pro-Katherine propaganda

machines and transport for covert operations teams. The other four were privately funded and operated, partially by Duke George Hasek.

The Vagabond School program is once more operating, though at a much-reduced scale. Still, there are some private organizations—most notably the New Avalon Catholic Church—that continue to pursue this project on their own, temporarily filling the gaps, but they also teach their own doctrines as they do so.

Regional Finishing Schools

While the Vagabond Schools were very successful, they were also extremely expensive. In 3032, Duke Aaron Sandoval proposed a follow-on program, one that would put the budget to better use. The Ministry of Education would build new schools on the seats of each of the Federated Suns' Administrative Areas, along with a handful of additional prime worlds, where the illiterate and un-educated from those areas could travel to receive a basic education. The ministry would contract with civil passenger carriers, cargo liners, and independent DropShips to fill otherwise-empty berths and cargo holds with students, all for a flat fee. Students would spend up to two years in the school, their room and board paid by the ministry, in exchange for an eight-year commitment to national service of some sort.

The first of these Regional Finishing Schools opened on Sandoval's home world of Robinson, followed by half a dozen more within the Draconis March over the next five years. An additional twelve schools were constructed in the next ten years before the Clan Invasion put an end to almost every non-military related national program. No additional schools have been completed since.

Overall, the Regional Finishing Schools have been a moderate success, though those successes have been marred by a number of

TOP FIVE FEDERATED SUNS UNIVERSITIES

—As ranked by the *New Avalon Post*, 9 May 3059.

Top Five by Difficulty

1. New Avalon Institute of Science (New Avalon)
2. Colleges of Savonburg (Savonburg)
3. Lubrene University (Torrence)
4. University of Saso (New Syrtis)
5. Konradd College (Edwards)

Top Five Most Expensive

1. Lubrene University (Torrence)
2. Tiskilwa University (New Syrtis)
3. Sayer College (Belladonna)
4. Konradd College (Edwards)
5. Argeno University (Argyle)

Top Five Schools of the Arts

1. Gogh-Bukowski University (New Avalon)
2. Vandros University (Ipava)
3. Lumet-Merceau School of Performing Arts (New Rhodes III)
4. Breckly School of Fine Arts (Steeles)
5. University of Corydon at Biick (Corydon)

Top Five by Student Satisfaction

1. Colleges of Savonburg (Savonburg)
2. Konradd College (Edwards)
3. Palmyra A&M (Palmyra)
4. University of Kathil (Kathil)
5. Gogh-Bukowski University (New Avalon)

Top Five Well-Connected Schools

1. Sayer College (Belladonna)
2. Argeno University (Argyle)
3. Lubrene University (Torrence)
4. Tiskilwa University (New Syrtis)
5. Cebek-Nordstromm College (New Avalon)

Top Five Party Schools

1. Federated Technical College of Kathil (Kathil)
2. Galax Tech, Canaveral City (Galax)
3. Gogh-Bukowski University (New Avalon)
4. Federated Technical College of Bryceland (Bryceland)
5. University of Chesterton (Chesterton)

Top Five by Highest Suicide Rate

1. New Avalon Institute of Science (New Avalon)
2. Tiskilwa University (New Syrtis)
3. Lubrene University (Torrence)
4. University of Saso (New Syrtis)
5. Colleges of Savonburg (Savonburg)

Top Five Military Academies

1. NAIS College of Military Sciences (New Avalon)
2. Albion Military Academy (New Avalon)
3. Sakhara Academy (Sakhara V)
4. War College of Goshen (Goshen)
5. Armstrong Flight Academy (Galax)



problems throughout the years. From the very beginning, students have been selected by the local leaders, meaning that the great majority of the students have been political supporters of these leaders, not necessarily the most deserving individuals. There have also been problems with transporting the students across the stars.

Additional government controls placed on the program have supposedly eliminated these problems, though it remains likely that similar issues remain. On the other hand, the program graduates an average of thirty thousand students every six months, and there is no shortage of applicants looking to better their lives, ensuring the program will continue.

RELIGION AND PHILOSOPHY

The Federated Suns is the freest nation of the Inner Sphere, or even the Periphery. It is no surprise, then, that its people openly practice a great many different religions, none of which are elevated above others as a single national religion. There are, of course, some that are practiced by more people than others, including by national leaders, though that fact has alternately worked for and against particular religions, depending upon the prevailing mood within the nation.

The six largest religions practiced within the Federated Suns are described on the following pages, along with any significant denominations of those faiths. Additionally, a few of the most significant smaller theological groups—those that can claim more than just a relatively small number of followers on a handful of worlds—are discussed to provide a more complete picture of religion within the Federated Suns.

BUDDHISM

Buddhism within the Federated Suns has seen significant rises and falls over the years. The worst was during the Purge, when conservative estimates say 90 percent of the Buddhist temples within the nation were destroyed while their priests and monks were hunted down and imprisoned or slaughtered. The wholesale persecution ended with the Davion Appeal in 2796, but even then it was decades before attitudes truly changed for the better within the Suns.

The religion remained on the fringes of society until First Prince Michael Davion began dispatching Buddhist priests, at his own expense, to worlds recently liberated from both the Capellan Confederation and Draconis Combine. With this boost, people once again began to accept Buddhism as a legitimate religion. From that point on, its popularity grew in fits and bursts, slowly climbing until the beginning of this century, when it suddenly became the fastest growing religion in the Federated Suns.

Buddhism experienced one more sharp growth spike during the Fourth Succession War as worlds liberated from the Confederation were brought into the Suns, but the growth evened out in the 3030s and 3040s. Today, it remains a strong and vibrant religion within the Federated Suns. Attitudes of the common people remain mostly neutral, though there still are some scattered feelings of hatred, especially among those in the Draconis and Crucis Marches who still associate Buddhism with the Draconis Combine. No matter how hard the Davion family tries to eradicate these prejudices, they persist.

CHRISTIANITY

The Christian faith is, by far, the largest within the Federated Suns, though also the most fractured. Just as on Terra of old, it is actually made up of countless different churches, sects, and offshoot groups that seem to agree on only a handful of topics, the prime being that Jesus Christ is the Son of God and that the Holy Bible is their sacred scripture (though different groups claim that various books of the Bible are apocryphal in nature).

Christian churches can be found on every inhabited world within the Federated Suns, usually in large numbers, while practitioners of the faith can be found in every single walk of life, from the lowest

THE TRAGEDY OF THE PURGE

The Purge affected many millions of citizens throughout the Federated Suns. It is impossible to count how many businesses were destroyed, how much commerce brought to a standstill, how many people murdered, and all because of ignorance, paranoia, and fear. Many majestic structures were turned to rubble or ashes simply because someone thought that they looked a little too Oriental—never mind the fact that they were schools and stores and temples serving people who were anything but.

Just one of the many tragedies of the Purge was the destruction of the stunning Byodo-in Temple on New Avalon. It was considered a wonder in its time, and in fact still is. It was majestic, constructed of multi-hued marbles and granite, complemented by burnished metal roofs and structural members. Its windows were brilliant stained glass, and when the sunlight shone inside the colors would gleam off the polished stone, making the interior glow.

All that remains of the old temple are bitter memories of a beautiful creation senselessly destroyed. The Buddhist monks have constructed a new temple atop the site of the old Byodo-in, one that stands in stark contrast to its predecessor. Instead of celebrating the beauty of nature, it is dedicated to simplicity and functionality. Constructed of wood and rough-hewn stone, it is stunning in its own way. Its front gates are the charred remains of the original's massive timber joists, the low outer wall built from the broken bits of marble and granite that the monks could salvage, the beauty still vaguely recognizable beneath their rough and ashen surface. A remarkable design in its own right, but still one cannot help but remember the absolute magnificence that came before it.

Worse still, the Buddhist religion lost not only most of its temples and monasteries, as well as a great many of its leaders, but it also lost far too many of its priceless artifacts, some going back millennia. Many surviving priests and monks, however, considered that a blessing, focusing their efforts upon the future and rebuilding their religion upon a very stark foundation—even more so than was considered normal for the Buddhists.

—Dr. Banaster Ngido, *Our Time of Darkness*, New Times Publications, 3033.



janitor to the Princess-Regent. Yet there are significant divisions within the faith, divisions that in the past have led to significant troubles and occasional violence. Fifteen hundred years ago, the Christian faith split in two—the Catholic Church and the Protestants—and the rivalry continues today.

In general, the Christian denominations get along well with each other as well as with other religious groups. Some have joined the Unfinished Book Movement, though others have denounced the movement as a horrible muddling that can only lead to the eradication of God's word. In fact, a number of groups have put aside some of their differences to form the Christian Faith Council, their own answer to the Unfinished Book Movement. There are peaceful groups that live together in communes, and there are extreme conservative sects that advocate violence against a variety of "sinners."

Within the Federated Suns, the New Avalon Catholic Church boasts the largest membership, with the various Lutheran Churches—in all more than sixty different major synods, churches, sects, and organizations, the most significant being the Commonwealth Lutherans—making up the next largest group. The Roman Catholic Church accounts for a significant percentage, mostly clustered on worlds close to Terra, while the Greek Orthodox Church claims a large number of followers within the former Sarna March.

New Avalon vs. Rome

The formation of the New Avalon Catholic Church is ensconced in controversy, one that has pitted it and its leaders in a war of words and politics against the Roman Catholic Church for nearly three hundred years. In 2770, newly elected Pope Clement XXVII found himself and his Church under siege by Amaris and his infamous Greenhaven Gestapo. Rather than acceding to their demands for money lest every man, woman, and child in the Vatican be put to death—a ransom the Church could not pay (and there was little chance of Amaris upholding his terms even if they did)—Pope Clement sent a short message to the cardinals administering the church on the capitals of the five other Star League member-states. In that message, he stated that he was giving up the mantle of leadership, and he further gave those cardinals the temporary powers they would need to run the church until the Amaris war was over. When hostilities ceased, the College of Cardinals could meet once again and the Vatican could resume control of the church.

Cardinal Kinsey de Medici unfortunately received a partially scrambled message. From what he could decipher, he felt that Pope Clement had given him charge of the Catholic Church, and when he later learned that the Pope and nearly everyone within the Vatican had been murdered by the Greenhaven Gestapo, he acted quickly to ensure the Church would continue on. Despite communiqués from his fellow surviving cardinals informing him of Pope Clement's actual transmission, Cardinal de Medici appointed a new College of Cardinals, which immediately named him the new pope of the Catholic Church.

Seeing it as his destiny to reunite the Church and to bring it out of this dark era, de Medici took the name Pope Thomas X and immediately commanded all parishes to recognize his authority over the entire Catholic faith. When the cardinals and bishops in the other nations refused to acknowledge his authority, he branded them outcasts and excommunicated them.

Regardless, the church continued to operate under the emergency control of the cardinals within the other four nations until Terra was liberated and the College of Cardinals assembled in the Vatican to elect a new pope—John Paul V—whom Thomas X refused to recognize. Thus officially marked the split of the New Avalon Catholic Church from the Roman Catholic Church.

Initially, the schism was emotional and often bloody, with many worlds' Catholic populations split down the middle, each side fighting with words and money, and eventually fists and weapons, for the pope they believed was right. The worst of this fighting took place in the Suns' regions closest to Terra, but these conflicts were quickly overshadowed by Kerensky's Exodus and the coming of the First Succession War.

Since then, the two churches have maintained a peace, if oftentimes an uneasy one. Ideologically the two remain relatively close, at least until it comes to the powers of the papacy and the separation of church and state—where Rome has greatly loosened its bonds in these arenas, the NACC has tightened them. This is largely due to the Davion rulers, who supported the NACC from the very beginning as a way to draw popular support away from Terra and to promote nationalism within the Federated Suns. Even today, the Davion family remains members of the New Avalon Catholic Church, though while the church may have significant influence over lesser nobles and bureaucrats, the Davions have always gone their own way, even when that way has brought them into direct conflict with the Church.

HINDUISM

Though other religions may claim larger representation within the population of the Federated Suns, none other can claim as important a role in the history of the nation or its ruling family as the Hindu faith. At the height of the Davion Civil War, the United Hindu Collective, a group of seventeen star systems centered around Basantapur, sided with Alexander Davion to bring down the Varnays, later accepting admission into the Federated Suns as a semi-autonomous province.

Once a part of the Suns, the Collective dispatched its priests, teachers, and faithful out into the stars, spreading the Hindu faith throughout the nation. Hinduism grew steadily in popularity throughout the Star League and Succession Wars eras, though by the thirtieth century it had evolved into a number of offshoots, many diverging significantly from the "pure" Hindu still practiced on the Collective worlds, some even coming into conflict with those of other faiths. At the same time, many offshoots began to merge their teachings with other faiths, creating hybrid religions—especially on remote worlds isolated from regular communications. It was some of these hybrids that initially joined the Inter-Faith Council and brought Hinduism into the Unfinished Book Movement.

ISLAM

Once the dominant religion on Terra, Islam is today the smallest major religion in the Federated Suns, due significantly to a prohibition on inhabiting other worlds that kept many Islamic travelers from colonizing the stars for some four centuries. Those following the teachings of Mohammed can be found throughout the nation, though for the most part only in small numbers. The largest enclaves can be found on the worlds of Ankaa and Raman, with other large groups on



worlds like Greeley, Inman, Islamabad, and Necedah—all destination worlds for the mass Islamic exodus of the twenty-sixth and twenty-seventh centuries.

The Islamic faith contains several different sects, the two most significant within the Suns being the Sunni and the Azami. The Sunni, the largest group, are traditionally strong supporters of the Davion family, who have provided them a home where they can freely practice their beliefs without fear of persecution. In fact, owing to their support and the almost-fanatical loyalty of the Islamic faithful who entered service with the AFFS, the worlds of Islamabad and Raman were made home to major military command centers, while the former was also made a regional administrative capital.

The Azami, probably better known because of the fanatical Azami Warriors that serve the Combine, are often viewed with suspicion and disdain. Additionally, following a far stricter interpretation of Mohammed's teachings, they are often in direct conflict with the Sunnis. Though typically peaceful in nature, that conflict has more than once in the recent past turned violent. Nevertheless, the average Azami is a loyal citizen of the Federated Suns and, recognizing the bad name given them by their fanatical brethren within the Combine, most live a quiet life free from extremism.

JUDAISM

Followers of the Jewish faith can be found on almost every inhabited world within the Federated Suns in relatively large numbers, though nowhere as strong as on Robinson and its surrounding worlds, where large numbers of Terran Jews settled in the early years of the race to the stars. By the time it joined the Federated Suns, Robinson was already known as epicenter for Jewish culture and religion, and it wasn't much longer before it was the center for the Jewish faith within the entire nation.

If any generalization could be made about the followers of Judaism, especially those within the Draconis March, it is that they are

dedicated citizens and staunch enemies of the Draconis Combine. It doesn't take much to understand why: their homeworlds suffered the most during the Succession Wars, and their families bore the brunt of the Combine's vicious assaults and war crimes. Kentares did not have a majority Jewish population, but it was home to a significant number, most of whom were murdered during the Kentares Massacre.

Despite (or sometimes due to) those deep feelings, the average practitioner of the Jewish faith is devoted to the Suns. Many serve, or have served, with distinction within the AFFS, including quite a number of generals and senior combat leaders. Yet the Jewish faith is not a monolithic organization. Like any other major religion, it consists of many different sects, each interpreting the Talmud differently. For the most part there are few real difficulties between the sects, though in the past century there has been an ongoing argument concerning the Unfinished Book Movement. The more conservative elements have fought against including Judaism within the Movement, arguing that to do so would only hurt their religion by diluting it.

There are a number of extremely conservative, devoutly fanatical, and openly militant Jewish sects operating within the Federated Suns today. Most are small, but they often have significant resources available to them. Figuratively, or even literally, seeing the Dragon as Satan, they support the destruction of the Combine and its ruling family. Operating as something of a cross between warrior brotherhoods and communes, these sects continue to gain popularity.

UNFINISHED BOOK MOVEMENT

Not so much a distinct religion with its own faith and dogma as a conglomerate body with representatives from almost every major religion practiced today, the Unfinished Book Movement is nonetheless a major religious body with significant political and financial support. Based in the Federated Suns, the Movement had its humble beginnings in 2955, when renowned religious scholar Father Jasper Ovidon convinced First Prince Peter Davion to form an advisory

INSANE OR OPPORTUNIST?

Abraham Suell was an out-of-work salesman, failed artist, and budding—but entirely untalented—writer when he somehow convinced the government to recognize his Church of the Greater Zeitgeist. Likely in search of a tax shelter, he obviously took his Seventeen Precepts of Zeitgeist—which he would frequently modify to better his own position—from theories and concepts made popular by mass-published self-help books. His church's theology, on the other hand, was entirely his own—cobbed together from stories he wrote based on the scores of paintings he'd made in his teens and twenties. He claimed himself God reborn, his paintings visions of the creation of the Universe and Mankind. (Apparently God was born as a man every generation, but by his own design he would not be aware of his nature until the time was right and he was most needed.)

Suell built a small congregation around himself, many pulled from prisons and psychiatric hospitals, though a few were the spoiled progeny of the higher classes—and all loyal to their God thanks to his liberal distribution of hallucinogens during worship. He traveled to Terra just before the Amaris Coup but, as legend has it, left the Hegemony shortly after meeting with Amaris at the Star League Court—apparently Suell realized that, just as he was God reborn, Amaris was Mephistopheles reincarnate, and both would be forced to destroy each other—robbing the Universe of its God—if they did not separate.

He then took his show on the road, settling on Kentares, where he continued to preach his own gospel, all the time raking in tithes from those who he duped. He supposedly died a wealthy, and overindulged, man during the Kentares Massacre.

But that wasn't the end of the Church of the Greater Zeitgeist. It resurfaced when its God—another con man by the name of G. Chad Karras—realized his legacy and brought the church back. Since, it has been led by one con man or another, all with criminal histories, each of whom has done nothing but gather as many riches—and women—around him as he could.

—From *Unmasking Those Who Would be God*, 29th Edition, Christian Faith Council, 3065.



body to better promote good will between his nation's religions. Patterned in part after the Lyrans' successful Commonwealth Religious Council, this new Inter-Faith Congress quickly became much more.

Collecting the holy scriptures of as many different religions as he could, Father Ovidon bound them together into a series of ten volumes, appropriately labeled the Unfinished Book because his goal of including all of the writings of every religion's holy men and women within its volumes was far from complete. First published in 2959, it became an immediate and continuous best seller.

Since that time, the Inter-Faith Congress has grown tremendously. Though many conservative and fundamentalist religious groups condemn the Unfinished Book Movement as a group advocating the destruction of all religions and the idea that there is no true God, it has nonetheless attracted religious scholars, noted priests and ministers, monks, philosophers, and the devoutly pious to its ranks, as well as agnostics, pagans, and naturists looking for answers to life's questions.

It may not be a religion in the strictest sense of the term, but the Unfinished Book Movement is without a doubt a religious organization with significant influence within the Federated Suns. Its members hold regular meetings, and it has opened learning centers on worlds throughout the Suns. Movement members can be found in every stratus of society. After First Prince Hanse Davion swore his oath of coronation upon an Unfinished Book, instead of the traditional Holy Bible, the Movement's rolls swelled, with many coming from the upper crusts of society and government.

OTHER RELIGIONS AND FAITHS

The previous six religions may claim the largest congregations, any one of them more than ten times as big as the next biggest religion, but they are by no means the only faiths practiced within the Federated Suns. What follows is a description of just a few of the most notable of the smaller and fringe religions.

Church of the Greater Zeitgeist

Formed in the mid-2700s by Abraham Suell, the Church of the Greater Zeitgeist was recognized by the government of the Terran Hegemony as a free and protected religion based on the Seventeen Precepts of Zeitgeist. It eventually attracted a small but dedicated group of followers that ultimately left the Hegemony after Amaris seized control of Terra, relocating to the Federated Suns world of Kentares IV. It was thought to have been wiped out during the Kentares Massacre but resurfaced on Larned some fifty years after that tragedy. From there, the church and its congregation bounced from world to world like some sort of religious troupe for over a century, putting on a cross between a carnival and a metaphysical revival service. Ultimately, it found a permanent home on Salem, where its followers put down roots and began recruiting from the industrial world's population. It remains a relatively small religion, but one that has taken hold over the planet and has in the past directly affected Salem's industrial output when the Church's leaders have believed that their faithful have not been treated as fairly as they should.

Prophets of the Third Dawn

The Prophets of the Third Dawn came into existence at the outset of the Second Succession War when MechWarrior and former priest Ynguoule Drdenna was recovering from a nearly fatal head wound in an evacuation hospital on David. He believed that his near-death experience had allowed him to recognize the truth: that the Four Horsemen had already come (Amaris and his forces), the Rapture complete (Kerensky's Exodus), and the Apocalypse over (the Amaris Civil War and First Succession War). Everyone left "alive" was actually in hell, but there was still an opportunity for salvation—that a new savior would rise at the Third Dawn of Humanity to save those devout souls who had overcome their inherent evil and the hellfire to be worthy of ascendance to a higher plane. Those who did not earn their freedom would be finally destroyed at the Third Dawn, their ashes forming the foundation of the new universe.

Denounced by every mainstream Christian faith, Drdenna nevertheless found great support among an increasingly fatalistic population. To his supporters, he made perfect sense—their lives were hell, and they'd do anything to end their suffering.

Drdenna's new church grew rapidly, his teachings finding their way to hundreds of worlds across the Inner Sphere, but, toward the end of the thirtieth century, the Prophets' flocks were shrinking. The particular form of fatalism that initially brought so many people to the fold had given way to agnosticism and atheism, or just plain apathy. The Prophets of the Third Dawn remains a practiced religion today, though in much reduced numbers. Not surprisingly, it is still relatively popular among the ranks of MechWarriors, individuals who commonly see themselves as the guardians of humanity and who would willingly sacrifice themselves for their fellow man.

Tallestone Sybaris

That the Tallestone Sybaris is considered a religious body by the Federated Suns government is a topic of consternation to conservative ministers, pastors, priests, and rabbis throughout the nation—as well as a subject considered both humorous and titillating to youths across the stars. Officially, the organization is known as the Temple of Humanity and the Tallestone Sybaris, with a mission to "discover the truth of humanity and to see the face of our inner gods through the exploration of pleasure in all its forms." To the crass and uneducated, it is the religion of the over-sexed and over-dosed, while to political and religious conservatives, it is nothing but a group of heathens who delight in overindulging in all of the seven vices.

Regardless of what others might think of them, the followers of the Tallestone Sybaris are not ashamed of how they practice their religion. Convening in private, be it in designated Sybaritic Temples or within a member's home, their religious convocations are holy events to them, where their members can drop all their social and emotional pretenses and can instead be their own, true selves—allowing, as Sybaritic priests and priestesses would say, the "true light of god to shine out from within humanity's social prison." The religion's popularity has risen and fallen over the years, but has seen a relatively sharp increase as the FedCom Civil War came to an end, especially amongst the youthful generations of nobles and the wealthy.



POLITICS AND MOVEMENTS

Politics plays an important role in the conduct of business and government within the Federated Suns, just as in any other free nation. To the nobles and appointees that run the various local, planetary, regional, and national government agencies, politics is business as usual—the only way to get many things done. Most of the rulers of the Federated Suns may be able to rule by decree, but they must still keep their supporters happy lest they find themselves victims of an overthrow.

The political landscape of the Federated Suns is complex. Those who choose to live within and traverse it are more likely to become lost, mired, or turned about—or even to lose their lives—than to succeed. Still, any multi-system nation could not run without a massive bureaucracy, and no bureaucracy could survive without politics.

What follows is just a brief sketch of some significant political forces in the Federated Suns.

LABOR UNIONS

With the freedoms of speech, religion, and assembly come a few constants, including labor unions. Yet unlike those in the Lyran Alliance, where the unions can and have caused serious headaches for their government, unions in the Federated Suns simply don't have the far-reaching political might to bend the government or business to their will.

That wasn't always the case. By the beginning of the Star League Era, labor had organized throughout the realm and, as the power of the League grew, so too did theirs. Their power and reach continued to increase throughout the rest of the Star League Era, by the end of which the largest and most powerful unions could buy and sell political appointments on almost every major world.

Their power came crashing down, however, at the outset of the Succession Wars. When the United Congress of Steel and Service Workers (UCSSW) attempted to bring the nation's heavy industry to its knees, First Prince Paul Davion acted quickly. He declared any strike in a vital industry illegal, quickly arresting and convicting the strike leaders of sedition and treason. Further, he made it illegal for any union to contribute to, or even support in any way, political campaigns or otherwise influence governmental appointments. Finally, he permanently disbanded the UCSSW and seized its assets, proving to all his resolve.

It still took several decades before Davion could completely cleanse the Federated Suns union systems of their reported corruption and webs of influence. Those that survived refocused their energies on membership, and eventually the Prince allowed unions to elect representatives on each world to advise local governments on labor issues and even to serve on Ministry of Ways and Means boards overseeing the conduct of business within the Federated Suns. That system continues in large part today, despite a few shakeups and attempted strikes during the 3030s and 3040s.

CORPORATE LOBBIES

Despite a history of taking advantage of the working class, the business sector has been kept in check by the Davion government through strict regulations and oversight, ensuring that workers were treated well and that the nation's interests were served. At

the same time, the business sector has always had more than just a say in the government. Not only do corporate moguls contribute to political campaigns, hoping to forward their own agendas, but they also form advisory groups whose only purpose is to lobby government officials.

The Suns' government has limited the influence of business in the political arena, though not to the same level as with the labor unions. It is no wonder, then, that the average citizen could believe that the mega-corps can dictate their own terms to even the First Prince. Their lobbyists rarely stay in the shadows, instead constantly meeting with bureaucrats and elected officials and nobles to further the causes they represent. Yet behind closed doors with the appointed officials who truly make the most significant decisions, their actual level of influence isn't nearly as great.

POLITICAL MOVEMENTS

While labor organizations and businesses may be limited by the government in their ability to directly affect politics, private movements have far more freedom to operate. Those that wish to back particular individuals for election or appointment to office must be registered with the Office of Political Management, and they are usually affiliated with one of the nation's many political parties. Others are independent groups, organized for a variety of purposes. Some are benevolent or charity groups, formed to aid those in need, while others are merely social or fraternal orders for citizens with similar backgrounds or beliefs. And then there are the revolutionary organizations, officially unrecognized by the government, that seek radical changes in one form or another.

It would be impossible to cover every single major political movement—official or otherwise—in a volume such as this. Instead, what follows is a brief description of some of the more notable, or infamous, groups currently operating within the Federated Suns.

Political Parties

Despite the fact that most of the important governmental posts are appointed rather than elected, political parties play an important role within the Federated Suns. Regardless of whether they can directly impact the appointment of their leaders, the parties can and do vocally address the concerns of their members. Additionally, quite a few worlds have free elections for at least some leadership or major bureaucratic positions, giving the parties and their candidates a battlefield on which to contest each other. As there are no national or regional elected positions, most political parties operate on the local level, with only a few spanning more than a couple of worlds.

The Grand Union, or Centrist, Party is perhaps the oldest political party in the Suns, boasting members on more than half the nation's worlds and espousing ideals that are more conservative—and by that they mean less extreme—than the typically “war-mongering” Davion family. The Abacus Party prides itself on its fiscal prowess, though it supports increased funding of social programs at the cost of military and foreign relations spending. The Sword and Shield Party is dominated by former and current military leaders, and unsurprisingly concentrates its energies on promoting not only additional funding and support for the AFFS but also a strengthening of borders. The Committee for National Equality, or National Liberal Party, pushes



an agenda of increasing citizens' rights, especially the strengthening of unions, as well as the free elections of national leaders. Opposing the National Liberal Party in almost every respect is the Kestune Party, made up of wealthy industrialists, "old-school" nobles and a fair share of common folk as well. The Fox Party stands beside the Davion Family, regularly supporting their First Prince but also on occasion differing with their leader on matters of interstellar policy and defense. Finally, the Sarna Peoples' Front, or Sarna Party, is the newest major political party, formed after the Fourth Succession War within the Sarna March; it originally espoused a return to the Capellan dictatorial system of government, but, after thousands of party leaders were convicted of sedition and/or treason, it reformed into a party that simply fought for the total independence of the Sarna March people.

Citizens for Davion Purity

Apparently formed in the early 3030s in the furthest reaches of the Crucis March in response to the marriage of Hanse Davion and Melissa Steiner, the Citizens for Davion Purity initially opposed the alliance of the Federated Suns with the Lyran Commonwealth. As the years passed by, and the AFFS not only suffered defeat after defeat in the War of 3039 but also experienced what the CDP members called a weakening of its leadership—with the inclusion of "social generals" and "strategic incompetents." Attracting mostly disillusioned and cashiered AFFS officers, the CDP remained relatively small until the coming of the Clans and its fallout. Charging that the Federated Suns had borne the brunt of the monetary and manpower costs of the Clan Invasion, the Citizens claimed that the Steiner-Davion offspring had proved entirely incapable of leadership—political or military—and showed none of the traits of the true Davion line.

Their membership rolls increased tremendously in the 3050s. Several worlds unsuccessfully attempted to secede from the Suns in the middle of the decade—a proposition allegedly supported by the CDP—bringing the attentions of the FedCom government to the organization. Nevertheless, the CDP not only survived but continued to grow, especially after the Capellan/Free Worlds invasion called Operation Guerrero, its disastrous aftermath, and Archon Katherine Steiner-Davion's later rise to power.

Barely a drop in the political barrel twenty years ago, the Citizens are now something of a powerhouse. They support the complete removal of all the Steiner-Davion children from power within the Suns and the eradication of what they call the "Steiner bastardization of our military and nation." Members regularly clash on just who could be considered a "pure" Davion, but there is a faction that apparently supports the elevation of Duke George Hasek—whose opponents claim he has provided covert aid to the CDP—and his clan to the throne.

Warrior's Cabal

The Warrior's Cabal has its roots in the MechWarrior Brotherhoods that gave First Prince Peter Davion such trouble. Indeed, the original Warrior's Cabal was responsible for the death of Prince Peter, but by all accounts it was eradicated by First Prince Andrew Davion's purge. Nevertheless, a new Warrior's Cabal had re-emerged by the beginning of this century's fifth decade. Sharing many of the same ideals and political goals of the Citizens for Davion Purity, the two evolved separately—the Cabal existing entirely in secret and espousing

violent means of ending the reign of the Steiner-Davions. The two organizations apparently came into contact in the 3050s after it became obvious they shared a number of members.

Both organizations have long been the target of MIIO and DMI investigations—and even covert actions—though to date no major arrests have been made and both the CDP and the Warrior's Cabal continue to operate. The Warrior's Cabal remains a secret organization, planning and conducting terrorist actions to further their goals. Officially, they have no contact with the CDP, though there are indications that the CDP's senior leadership either coordinates with or are members of the Cabal.

MEDIA AND THE ARTS

The Federated Suns boasts an extremely large and diverse entertainment industry, perhaps the largest in the entire Inner Sphere, thanks in no small part to the freedoms it has granted its citizens from the very first. Art in the form of literature, paintings and drawings, sculpture, structural design, music, stage and holo-vid, landscaping—be it a park or the surface of an uninhabitable moon—and, of course, sports of all kinds abound throughout the nation, with no form taking precedence over another. As with anything else, tastes vary widely from planet to planet and from one social stratus to another, meaning that what's popular within the streets of upscale Avalon City won't much resemble the favorites in a remote mining town on Alta Vista. With such a wide variety of arts, media, and recreation options to choose from, it is no wonder that the Federated Suns has a far greater per capita ratio of professional artists than any of its neighbors.

PUBLIC MEDIA

The Federated Suns may have a wide public media sector, but unlike the other Successor States, there aren't just a few major corporations that dominate the media. Instead, there are more than two dozen large media organs that together control slightly less than half of the marketplace, with thousands of small and medium businesses battling each other for their share of the rest.

The largest of the media corporations operate in a variety of media, including tri-vid production, tri-vid and audio broadcast (including both entertainment and news), music (production, distribution, and concert promotion), print, and other assorted multimedia. The five largest broadcasters (which include the first three concerns detailed below) are the most visible, though that does not mean they are the most important or influential.

Federated Broadcasting Corporation

Purchased by Kelvin-Drahne Diversified after years of scandals and low ratings, FBC remains one of the largest broadcasters in the Suns, owning or operating broadcast stations on nearly half of the nation's inhabited worlds, including all of those considered major worlds. Its news department is rebuilding, but its entertainment division has continuously produced what many consider "mindless entertainment." Its stations have the exclusive broadcast rights for the sports teams owned by sister-company Harmon Entertainment Group.

Federated Independent Broadcasters

FIB is a loose coalition of slightly more than a hundred news agencies operating throughout the Crucis March and the Terran Corridor, as well as outlets on regional capitals and other important worlds. Its news arm is what it is known best for, and it is considered the most trustworthy of any major Federated Suns broadcasters. In the past half century, FIB has also added entertainment studios and production companies to its fold, increasing its market share by providing a wide variety of programs to audiences in at least four different nations.

Federated News Services

The granddaddy of media outlets in the Federated Suns, FNS occupies a significant market share with both its news and entertainment divisions. Its senior news editors and producers have long considered themselves watchdogs of the Davion government, and they regularly find themselves opposing the ruling family. FNS produces news in all formats—tri-vid, broadcast audio, electronic delivery and print media; its daily newspaper, the Avalon Pact Sentinel, has print subscriptions numbering in the tens of millions across thirty worlds, along with likely three times that number across the rest of the Suns.

Golden Star Entertainment Group

If any company could be considered the premier Federated Suns entertainment media giant, it is Golden Star Entertainment Group. Its various subsidiaries and divisions encompass all forms of entertainment, including travel, casinos, and even a few registered brothels. What makes Golden Star a media giant are two of its major subsidiaries: Golden Star Entertainments and Golden Star Music and Publishing. The former is the largest producer of feature tri-vids in the nation, not only releasing an average of more than two hundred tri-vids to holo-theaters throughout the Inner Sphere but also an incredibly massive number of vid-chips, which alone bring in hundreds of billions annually.

Three Houses Entertainment Agency

Three Houses not only represents a tremendous number of musicians and other entertainers, it is the largest international concert—both musical and other live act—promoter in the Suns. When it was organized in its current form, it produced and promoted concerts in not only the Federated Suns but also the Capellan Confederation and the Draconis Combine, lending the company its name. Three Houses later expanded into the Lyran Alliance (née Commonwealth) during the 3030s and remains a power there even after the Lyran Secession and FedCom Civil War.

Perhaps the most notable fact about this corporation is that Three Houses employees have, throughout the years, been accused of spying for the Federated Suns. The fact that its acts and employees are free to cross borders certainly gives credence to this theory, and in the past five decades eleven different company employees have been convicted on charges of espionage by foreign powers, including three in the Lyran nation, and scores more arrested and deported.

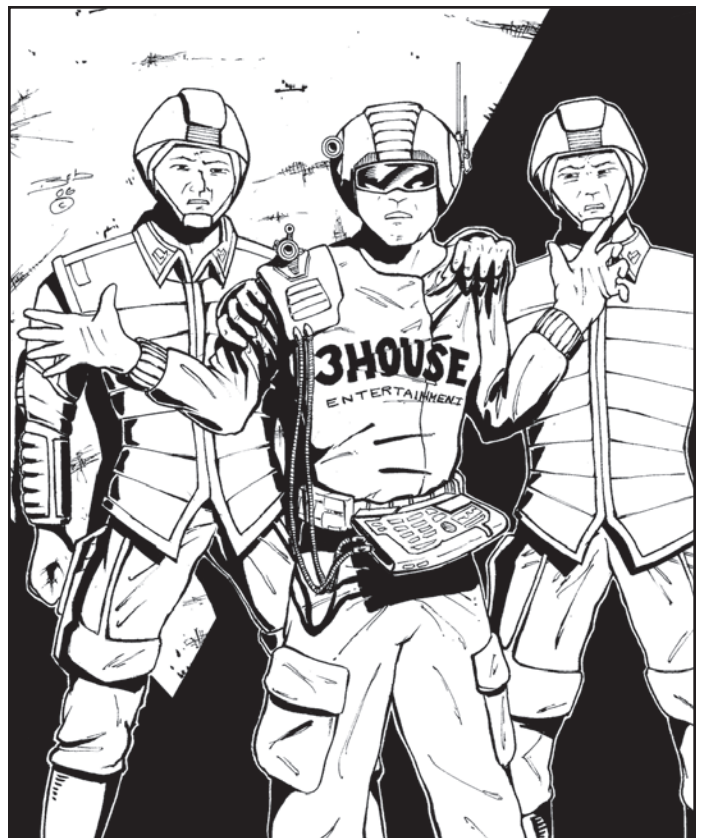
New Avalon Publishers

The largest distributor of books, magazines, electronic publications, and other information sources in the Federated Suns, New Avalon Publishers has more than fifty different divisions, each devoted to a different type of publishing. From educational materials, to children's books, to romance novels, to encyclopedias, to self-help books, to religious media, to art books, to games, New Avalon Publishers produces just about every kind of publication one can imagine. With production facilities on fourteen worlds and distributors on many more, the company serves customers throughout the nation.

THE ARTS

Art is a subjective term, a fact readily apparent within the Federated Suns. With such a wide gap in the educational and social backgrounds, it is no surprise that there is such a wide variety of art practiced or enjoyed by the nation's citizens.

Traditional forms of visual art, such as sculpture, painting, and the like, are popular among the educated, though in a variety of styles and movements that appeal to different classes and sub-cultures. Flashier visual art forms, such as holography and laser light shows, tend to be favorites of the less-educated, as do more simplistic abstract styles like fusion torch sculpture. Ancient Terran art collections are particularly prized by individuals from every walk of life, be it because of their tastes or simply because of its connection to humanity's roots; most of these collections can be found in the best museums, though a very few of the wealthiest citizens have amassed impressive collections on their own—some allegedly through less than legitimate means.





Performance arts are, by far, the most popular among the citizens of the nation. From theater to music to dance to comedy to living art, people regularly pack theaters on the weekends and after normal working hours on nearly every world in the Federation. To the affluent and noble, a night out is a way to retain one's social status and prove to all that they are cultured, while working-class folk see it as a way to blow off steam after a long day (or week, or longer) of work and to enjoy the social fellowship with their friends and associates.

Stage plays and musicals, both those of traditional origins as well as modern creations, have been particularly popular since the mid-3050s. Likewise, the music industry remains a powerful force, though live concerts have been on a decline since the FedCom Civil War prevented the largest and most popular acts from making their treks around the nation.

RECREATION

Sports, hobbies, and other pastimes all play an important part in the lives of the nation's citizens, giving them something to root for as well as something to be a part of in what free time they may have. Teams belonging to major sports leagues play regular games against opponents, giving their fans the chance to see those games in person or via broadcast (especially for off-world fans). Popular sports include clankball, polo, rugby, and sleekish, all of which produce tremendous profits through ticket sales and merchandising.

Likewise, animal sports and competitions are incredibly popular. Horsemanship and the size of one's stable are status symbols among the affluent, while even the common citizens enjoy horse and dog racing. Business in these sports is lucrative enough that broadcasters compete to gain the rights for distributing tri-vids of the events. In the Outback, there is a constant interest in animal blood sports; bull, cock, and even takooma fights can be found with regularity and are even spreading to more civilized worlds like Belladonna and Sakhara V.

With such an interest in sports of all kinds, it is no surprise that gambling on these events is a major and extremely profitable endeavor, one that is also rife with corruption. Businesses must be certified by the government in order to take part in the sports betting industry, paying a significant portion of their profits in taxes. Unsurprisingly, quite a few businessmen attempt to skirt the law and operate without license; every year, the Ministry of Ways and Means conducts thousands of raids, arresting these "entrepreneurs" and seizing their assets. Other forms of gambling and games of chance are not nearly as popular, though every major world is home to several massive casinos, while even the poorest worlds support gambling in appropriately registered saloons.

SCIENCE & TECHNOLOGY

Technology has come a long way in a relatively short time. It wasn't really all that long ago that the best engineers and techs in the Federated Suns were scrounging through junkyards and abandoned factories looking for spare parts to repair the centuries-old lostech machines that churned out bits and pieces of technology they had no way to manufacture themselves. That was before the founding of the New Avalon Institute of Science and the discovery of the Helm Memory Core. With those actions, the Federated Suns quickly jumped to the forefront of technological research and development. Most of the early R&D efforts were focused on technologies that had direct military applications, but it wasn't really all that long before those advances began trickling down to civilian markets.

After more than four decades of this, life for many of the nation's citizens has changed radically for the better. Not everyone has benefited equally from this—it will still be well more than a century before the most economically deprived regions of the Suns could achieve the current level of technology. Nevertheless, the

A MARKET FOR THE CLASSICS

Ms. Ngryi: Certain types of items would be in demand more than others. Only a small fraction of the surviving artifacts and works of art in the possession of museums are on display at any one time. Most is in storage, though on average something like ten percent is in the process of being shipped from one location to another. The nice thing about the museum pieces is that they're all cataloged. There's a huge number of pieces in private collections, which usually aren't so well-cataloged. And then there are the ones that still need to be found. I don't deal with that, but I have been known to liberate recently discovered pieces from those that do. For their rightful owners, of course.

Interviewer: Explain the process.

Ms. Ngryi: I receive all my assignments through <name expunged>. I would get a list of items, including descriptions and images, along with last known locations. For museum pieces, we've got a good ...

Interviewer: Who is "we"?

Ms. Ngryi: <Name expunged>, some of <that person's> colleagues and myself. We've got a good network of contacts within the museum systems that can help us out with locations, shipping timetables, and security. For pieces in private hands, it takes a whole lot more research. Anyway, once I've got a location, I take time to get a feel for security, make a few trial runs, refine the plan, and then execute.

Interviewer: Just as simple as that? Ever had any problems?

Ms. Ngryi: Just Mr. Murphy's regular interventions.

Interviewer: And how did you handle these problems?

Ms. Ngryi: By doing whatever I needed to so I could finish the job.

Interviewer: Apparently this regularly involves the use of violence. I have seven different reports of the use of weapons in the commission of your crimes.

Ms. Ngryi's Attorney: Objection.

Interviewer: I'll rephrase. In the commission of your "liberations," did you ever kill anyone?

Ms. Ngryi: I've never knowingly killed anyone.

Interviewer: But you've committed actions that could have led to the death of individuals.

Ms. Ngryi's Attorney: She's not answering that. Move on.

Interviewer: All right. What happens after you retrieve the object or objects you were tasked to "liberate?"

Ms. Ngryi: I return to <name expunged>, who arranges for my payment and the eventual turnover of the items.

Interviewer: So you never met your clients?

Ms. Ngryi: No.

Interviewer: So if you are nothing more than a, let me see here, ah, "someone who recovers lost and stolen antiquities," how can you be so sure who the rightful owners of the items are?

Ms. Ngryi: I view all documentation provided by the client. I dig deep into the history of the items in question. I use various subjective and objective methods to study the



client's interview with <name expunged> to determine his or her true intents. In short, I conduct research.

Interviewer: And has your research ever turned up inconclusive or incorrect findings?

Ms. Ngryi: Yes.

Interviewer: What do you do then?

Ms. Ngryi: I use my gut.

Interviewer: And if your gut is wrong?

Ms. Ngryi: Then it's wrong. It happens. Just like what happens when a museum gets its authentication wrong. Remember the case of the Massee on Atreus a few years ago? Seems like the museum director stole the painting from its rightful owner back during the Marik Civil War and forged the authentication documents. And then hung it in his own office. Wasn't until someone in my profession recovered it for its rightful owners that the truth came out.

Interviewer: Hmm. Okay, then. So you're an "antiquities recovery agent" who apparently goes out of her way to ensure that she only works for true and honest clients, but sometimes makes mistakes. Is that about it?

Ms. Ngryi: Yes.

Interviewer: And how much do you get paid?

Ms. Ngryi: Expenses plus a fee dependent upon the complexity of the job.

Interviewer: Depending on how hard it is to steal the piece in question or how many people you have to kill?

Ms. Ngryi's Attorney: Objection.

Interviewer: Withdrawn. So if you are so careful and honest, how is it that so many of the pieces you've "recovered" over the years have turned up in illegitimate auctions?

Ms. Ngryi: What my clients do with their own private property is up to them.

Interviewer: And how you always seem to claim fifteen percent of the proceeds after the auction?

Ms. Ngryi: My clients like me.

—From the deposition of Alexis Ngryi, Trebecc, Argyle, 4 May 3062.



standard of living has increased significantly, and while other nations have stolen or otherwise acquired many of the technologies that the people of the Federated Suns paid a heavy economic price to develop, the citizens of this nation have access to the best that money can buy.

EVERYDAY TECHNOLOGY

The first advances that trickled down to affect the lives of the common citizens were those related to water and air purification as well as energy production, all considered critical technologies. Finally, plants that had been on the verge of breakdown for decades, if not centuries, could be wholly repaired and brought back up to full capacity. Moreover, new facilities were eventually constructed, increasing capacity and allowing both populations and industrial output to grow.

It wasn't long before more and more lostech began finding itself in common use. Personal computing devices, portable media, broadcast and other holoivid equipment, and even clothing materials and manufacturing all benefited significantly from the research being done within the NAIS and other think-tanks. With most of these advances, prices were initially exorbitant but quickly dropped to more affordable levels as more and more items were produced.

The average citizen on a major or significantly industrialized world leads a life filled with technology, enough to make the difference between their lives and the lives of citizens of the Outback even wider. Despite this inequity and the resulting backlash generated among the have-nots, the Federated Suns tech sector continues to grow exponentially, making the lives of those lucky enough to live on the right worlds better and better every year.

MEDICINE

The recovery of lostech has, without a doubt, been an incredible boon for the field of medicine. A three-century regression in medical technology was reversed in the course of just a few short decades, allowing doctors to once again treat people for diseases once thought eradicated and problems that used to have simple solutions. Mortality rates dropped significantly in the 3030s and 3040s as techniques were perfected and new equipment made it possible for patients to survive injuries and complications that would have killed them just a few years earlier.

Life support and monitoring equipment were among the first to benefit from lostech. Where surgeons once needed entire roomfuls of equipment, they could now rely on just a few small machines, all portable enough to be used in field hospitals. Artificial organs and bionics were also redeveloped, giving options to those who had suffered grievous injuries, while advanced genetic therapies offer hope to the new generations.

Unfortunately, even today medical treatment is exceedingly expensive. The state runs medical centers all across the nation, though most must still rely on technologies now two decades behind the state of the art. Only those hospitals on the Golden Worlds or other major planets have access to the best equipment or doctors. To those lucky enough to live on one of those worlds, one can almost consider himself or herself immortal.

Still, many of the lost secrets of medical technology have been recovered and distributed to the furthest reaches of the Federated Suns. A hospital on Great Gorge may not have the newest and best diagnostic equipment that can fit in the palm of the hand, but it will have access to equipment that does the same job—even if it is the size of a standard cargo pallet. Likewise, doctors in the Outback likely would not be able to get their hands on the latest in micro-bionics or myomer replacement limbs—nor, likely, would they have the knowledge to be able to implant or attach them—but simple Type 2 and 3 prosthetics are a different matter.

The sciences of genetics and bio-chemistry in particular have made great strides forward. Scores of new pharmaceutical companies have sprung up since the



discovery of the Helm Memory Core, many growing to become major corporate powers. The drugs and synthetics they produce are, to many, the lifeblood of today's generations. Moreover, they produce some of the most important products—like antibiotics, comprehensive immunizations, synthetic blood and plasma, and vitamin/nutrition boosters—in great quantities, shipping much to the worlds that need them the most. While it is true that border worlds and those in the Outback might experience regular shortages, the situation has gotten steadily better since the end of the Third Succession War.

TRAVEL

Space travel was the greatest beneficiary of the technological boom. Orbital shipyards that had long lain dormant were repaired, renovated, and put back into service to likewise repair and refit the decrepit DropShip and JumpShip fleets that the people of the nation relied on. The rediscovery of manufacturing processes allowed the design and construction of new and far more capable ships, further easing the burden on worlds that relied upon interstellar transport to provide the supplies their populations needed just to survive. Similarly, the arts of hyperspace navigation leapfrogged with the debut of powerful, compact computers that could make the complex calculations needed to plot more accurate K-F jumps cut into transit times, allowing JumpShips to carry more cargo and more passengers than was possible before.

Of course, those same technologies that rejuvenated space travel brought about something of a revolution to the more conventional travel methods. Standard ground vehicles and aircraft got lighter, faster, more efficient, and less expensive. Ground vehicles are affordable enough for most families to purchase, and even on the most backwater worlds conventionally powered vehicles can be found running alongside pack animals; on almost every industrialized world one can find an assortment of mass transit options for those that don't have their own vehicle.

Moreover, the realm of aerospace, always the playground of the rich, has opened up to more of the regular citizens. Some families may save an entire lifetime for a trip across the stars, while others may just save for a few decades to purchase an aircraft, some sort of trans-atmospheric craft or even a space yacht. At the very least, air travel and sub-orbital flights are rapid and convenient methods of getting from one side of a world to the other.

Interstellar pleasure travel has always been, and continues to be, a relatively small but lucrative industry within the Federated Suns. Of the twenty-eight worlds on the so-called "Riviera Circuit"—the vacation playspots throughout the Inner Sphere for the wealthiest of the wealthy, where one can find entertainment in all its forms day-in and day-out, all year, every year—the Federated Suns boasts eighteen. Travel agencies and interstellar liners serve over three hundred worlds, booking trips of all lengths to any one of over five thousand vacation destination spots on hundreds of worlds across the Inner Sphere, though frugal travelers frequently book steerage-class accommodations on cargo ships looking to make a little extra money, "dead-heading" their way across the stars for far less money—though sometimes with a little more excitement than they had anticipated.

CRIME AND PUNISHMENT

The citizens and naturalized residents of the Federated Suns enjoy a vast number of personal freedoms, all stemming from the Six Liberties set down in the Crucis Pact: the rights to personal liberty, to own property, to own weapons, to expect fair treatment, to preserve privacy, and to participate in planetary government. Justice and the legal system are the shared responsibilities of the local and federal governments. The original provisions of the Crucis Pact left complete legal discretion of planetary matters to the member worlds themselves, with the federal government stepping in only when a particular legal issue crossed member-world boundaries or involved matters of significant national importance, such as security or diplomacy. But as the years passed, the Federated Suns' legal system became far murkier. Some new worlds became full members within the Crucis Pact, but others were merely granted status as an Associate World, Commonality, Territory, Trusteeship, or one of a dozen other categories. At the same time, as powers of first the presidency and then the First Principality increased, so too did the powers of the federal government, culminating with the vast emergency and plenipotentiary powers assumed by the First Prince during the Succession Wars.

Justice in the Federated Suns today is still a shared responsibility. Local governments retain almost complete jurisdiction over crimes committed on their soil against their citizens, though the federal government has broad leeway to prosecute "crimes against the people or government of the Federated Suns, including its officials, branches and its citizens in general." These provisions allow the nation's Department of the Judiciary to take charge of certain cases that fall under those provisions, as affirmed by a regional Judicial Review Judge, though this option is exercised only on very rare occasions—despite what some officials might think, the federal courts are just far too busy to interfere with the affairs of its local governments.

THE JUDICIARY

The judicial system within the Federated Suns is divided into five official levels, as well as a handful of civil courts that serve to pick up the slack. The official courts are mandated to preside over criminal justice trials; civil matters are often the purview of local nobles and elected officials, who may or may not be interested in fair, and rarely ever lengthy, proceedings. Private concerns, like federated arbitrators and judges or the Interstellar Brotherhood of Legal Professionals, provide an option to those who want justice in their civil matters and don't mind paying a fee for it. Likewise, crimes committed on property owned by large corporations and other private individuals—property that falls outside of the purview of the local criminal justice system—are regularly tried in courts run by these organizations. This sort of private justice is not available on every world. There are, however, some roving judges that travel the Outback from world to world, presiding over local civil courts for a few days before moving on to the next settlement or next world; they make their living and pay their expenses off the generosity of the communities they serve and by the fees they collect from court participants.

The official court system is far more organized and expansive. At the lowest level are the local courts, with some sort of a planetary review court the highest on that particular world. Judges may be elected, appointed, or otherwise selected to fill their positions depending



upon local laws. The quality and efficiency of these local courts vary widely from world to world and sometimes even from continent to continent. The particular rights afforded to the citizens that find themselves in these courts likewise vary from world to world; rights like the right to counsel and to avoid self-incrimination are widespread but not unilateral, making an oftentimes difficult-to-navigate criminal justice system even more challenging.

The next level is the Regional Review Court, of which there are some 200. Each presiding over a few worlds or, in the case of particularly populous and important worlds, one or more major continents, the Regional Review Courts are the lowest level at which federal cases are prosecuted. They are also the first level at which citizens may attempt to appeal decisions of the local courts; these courts have complete discretion on whether or not they will hear an appeal, and in fact choose to do so only in rare and extraordinary circumstances. Regional Review Court judges, chief bailiffs, and administrators are most commonly chosen by the nobles and leaders who have charge over the particular regions, though in the cases where these courts have purview over the few semi-independent member-nations, court officials are chosen as dictated by local law. These officials typically serve ten-year appointments, which may be extended.

Administrative Area Review Courts have authority over anywhere from three to more than a dozen Regional Review Courts. Not only do they represent the next level of appeals, they take charge of major, high-profile trials and those where the case crosses regional borders.

The three March Review Courts are the fourth level of courts; they hear appeals and oversee the largest and most important trials and also spend a great deal of time determining the validity of lower court decisions and the specifics of how local and regional laws and noble decisions interact with each other. Court officials at these levels are chosen by the march duke and serve for life unless impeached by a higher court.

At the top of the Federated Suns' legal system is the Court of the Old Bailey on New Avalon, home of the Judicial Review Court. Nine justices serve on this court, which hears and rules upon major conflicts between national laws and those imposed at lower levels, as well as

cases of major national importance. The majority of their time is spent on cases of an economic nature, though major appeals and rulings of significance come across their docket on a regular basis. The justices of the Judicial Review Court are chosen by the First Prince and may only be removed by the majority vote of the High Council.

PRISONS AND CORRECTIONS

Corrections are typically viewed as a punitive and deterrent measures within the Federated Suns. Court judges have a wide discretion in the penalties they impose; at the local levels, those penalties vary widely and mirror closely the regional feelings and attitudes of the citizens, while at the administrative level and higher they tend to reflect the feelings of the march duke and/or First Prince. As a result, while petty theft might be punished by a fine or a short imprisonment on one world, on another more traditionalist world it might be punished by disfigurement or, in the case of recidivists, amputation of one's hands.

On average, though, the punishment usually fits the crime. The corrections system does not make life easy for those that it has been given charge of, and many liberal rights groups have long argued for better treatment of prisoners. Executions, floggings, and public humiliation are used as much as tools to enact justice as they are to deter future offenses. Extenuating circumstances can and do significantly affect sentencing, though that works both ways: career criminals rarely have the opportunity to die outside of their prison cell after a third major conviction, while those with violent tendencies have found their way to death row. Likewise, when an individual is convicted of multiple counts of similar crimes, judges often impose punishments that are far in excess of just adding the typical sentences together.

Prisoners have no rights as citizens but are cared for while in the custody of the state. All who have been convicted of crimes in a Regional Review Court or higher are recorded on a national registry of criminals. Career criminals and those convicted of certain crimes find their ability to move freely significantly impeded, if not altogether prevented, and they may find themselves ineligible for certain jobs or even common freedoms.

SAMPLE CRIMES AND PUNISHMENTS

Crime	Typical Punishment*
Pubic intoxication	50-150 D-bill fine or 1-5 days confinement
Antisocial behavior	Banishment from local area and/or 3-6 months imprisonment
Vandalism	50-250 D-bill fine; 100-200 hours community service
Littering	25-50 D-bill fine; 50 hours community service
Personal slander	1-25,000 D-bill fine
Corporate slander	50-100,000 D-bill fine
Insider dealing	100-250,000 D-bill fine; 1-5 years imprisonment
Assault	6-18 months imprisonment
Petty theft	50-100 D-bill fine; 100-200 hours community service
Grand theft	50-100,000 D-bill fine; 3-10 years imprisonment

*For the first offense; further convictions may double, triple, quadruple, etc. punishments.

**For particularly heinous crimes or multiple convictions.

Crime	Typical Punishment*
Customs violations	Confiscation of goods, 50,000-500,000 D-bill fine and 6 months imprisonment
Tax evasion	100-1,000,000 D-bill fine; 2-5 years imprisonment
Fraud	50-250,000 D-bill fine; 3-8 years imprisonment
Intellectual theft	25-500,000 D-bill fine; 2-10 years imprisonment
Civil espionage	100,000-10,000,000 D-bill fine, 10-25 years imprisonment
Kidnapping	5-20 years imprisonment
Rape	5-30 years imprisonment, public castration
Manslaughter	3-15 years imprisonment
Murder	15 years to life imprisonment or execution**
Treason	25 years imprisonment or execution





Though the Federated Suns is the largest of the Successor States, both in population and in the number of inhabited systems, its economy has not kept pace with its size. The nation may boast the most advanced technologies in the Inner Sphere, but much of that technology has yet to reach the common citizen. Moreover, with so many mouths to feed across so many different worlds, the Federated Suns has struggled to meet the bare minimum of services needed by its citizens. On the other hand, all those people and all those worlds mean the nation has a greater potential for growth than any other Successor State. The nearly four decades of close alliance with the Lyran nation did wonders to prompt growth, but at the same time the Federated Suns was forced to shoulder much of the financial burden for reconstruction following the Clan invasion.

NATIONAL ECONOMY

Despite being home to a number of notably impressive and technologically advanced industrial giants, the Federated Suns depends upon small business for the health of its economy. Tech companies may make the headlines, but they represent a small fraction of the Federated Suns' gross national product. This contributed greatly to the nation's economic suffering during the Succession Wars—two and a half centuries of economic depression had hammered each of the Successor States, but none as hard as the Federated Suns. By the end of the Third Succession War, more than half of the nation's major interstellar businesses had failed, unemployment was hovering around twenty-five percent, and inflation was completely out of control. Worse still, the gulf between rich and poor was greater than ever, leading to even more social problems—especially as life on major worlds remained relatively prosperous while citizens on every other world subsisted. Agencies at all levels of government spent what little resources they had to ease suffering as much as possible.

The end of the Third Succession War brought with it not only a respite but an economic boom. Exhausted economies finally had the chance to rest and ultimately grow. Technologies lost during centuries of warfare began to resurface. Factories that had long lain dormant were refurbished and began rehiring *en masse*. Money once more began to flow, and life for the common citizen noticeably improved over the course of just a few years.

At the same time, the alliance with the Lyran Commonwealth and the technological revolution spurred on by the formation of the NAIS and the uncovering of the Star League Memory Core together brought on a golden age of economic growth. New markets opened up and new business partnerships formed. Business was so good that many of the largest FedSuns' corporations began expanding their businesses—with mergers, buyouts, and partnerships the chosen methods. Not every business succeeded, but it seemed for every failure three successes took its place. Even the addition of the Sarna March to the alliance had positive affects—though the Federated Suns hefted much of the burden for reconstituting the region's infrastructure, the budding free market matured quickly while the Terran Corridor immediately added its economic might.

The 3050s saw that golden age come to an end. The Federated Suns once more shouldered significant burdens in the wake of the Clan Invasion, from rebuilding the AFFC to emergency relief for displaced

Lyran citizens even to the formation of the new Star League and the associated anti-Clan military operations. And, of course, the FedCom Civil War.

POCKET FULL OF DEAD PRINCES: CURRENCY IN THE FEDERATED SUNS

Like any other nation, the Federated Suns prints and mints a wide variety of currency in both paper and coin forms, as it has for most of its history. Prior to the ascension of Simon Davion as First Prince, the Suns would often change currency issues based on the whims of its presidents, leading to a situation where there were often twenty or more different styles of currency in the most popular denominations. Prince Simon overhauled that system but still allowed for quite a bit of regional differences by authorizing the various March Princes to issue their own specialized versions of several popular denominations. This practice was all but ended following Alexander Davion's rise to power after the Federated Suns' Civil War—a conflict where each of the powers tried to gain leverage by issuing additional currency, actions that did nothing but devalue the pound and further damage the national economy.

At least in name, the current system has been in place since that time, with alterations to the images or the value of the denominations happening once or twice a century instead of every few years. Regional interests are still recognized and popular leaders memorialized, but changes must be authorized by the Minister of the Treasury and the First Prince. In 3045, the treasuries of both the Federated Suns and Lyran Commonwealth brought their economies into line by dropping the kroner and pound, and instead issuing a common Federated Commonwealth currency. That lasted for a little more than fifteen years before the Federated Suns Treasury finally acceded to the reality of the situation and began to once again issue FedSuns-specific banknotes and coins. Unfortunately, that has led to a very confusing half decade; many people retained their pre-FedCom currency, which remained in wide circulation despite attempts to retire it. Today, one can still regularly find a variety of different currencies in use, though the Treasury's efforts to remove both old currencies from circulation have met with far greater support.

Adding somewhat to the confusion is the fact that the currencies of several other nations are also in circulation. Both the ComStar C-Bill and the Lyran kroner are regularly seen, though the list of merchants willing to accept those currencies—and deal with the growing hassle of exchanging them—is rapidly diminishing. At the very least, the Lyran kroner retains a general parity with the pound, though the pound is steadily losing ground. Other currencies are far less common and often artificially devalued, especially the Capellan yuan.

CHANCELLERY OF THE EXCHEQUER

The Chancellery of the Exchequer is something of an oddity among the nations of the Inner Sphere. The best-known subdivision of the Ministry of Ways and Means, the Chancellery not only regulates the national economy but also enforces financial laws. In its latter capacity, it oversees interstellar customs (including trade tariffs), pursues and prosecutes smugglers, and regulates the exchange of technology between realms.



FEDERATED SUNS UNITS OF CURRENCY AND EXCHANGE RATES

Unit Value	Coin Metal (Image/Reverse)	Paper Color (Image/Reverse Image)
1 Pence (0.01 D-Bill)	Copper, small (Arthur Steiner-Davion/Seal of Kentares)	N/A
5 Pence (0.5 D-Bill)	Copper, mid (Sword/Sunburst)	N/A
1 Shilling (0.10 D-Bill)	Silver, small (Regional Leader/Insignia*)	N/A
Half-Crown (0.25 D-Bill)	Silver, mid (Simon Davion/Davion Throne)	N/A
Crown (0.5 D-Bill)	Gold, mid (Victor Steiner-Davion†/Sword & Sunburst)	N/A
Double Crown (1 D-Bill)	Gold, large (Hanse Davion/Mount Davion)	N/A
2 Pounds (2 D-Bills)	N/A	Yellow/Red (Andrew Davion/Royal Palace)
5 Pounds (5 D-Bills)	N/A	Blue (Ian Davion/an <i>Atlas</i> BattleMech holding a sword)
20 Pounds (20 D-Bills)	N/A	Red/Blue (Hanse Davion/the NAIS)
100 Pounds (100 D-Bills)	N/A	Blue/Purple (Melissa Davion/Raising FedSuns flag over Robinson)
500 Pounds (500 D-Bills)	N/A	Purple/Red (Alexander Davion/Davion Royal Court)
1,000 Pounds (1,000 D-Bills)	N/A	Green/Yellow (Robert Davion/World of New Avalon)
10,000 Pounds (10,000 D-Bills)	N/A	Yellow/Black (Lucien Davion/Signing of the Crucis Pact)

*Minted within each march with the likeness of the leader of the march on one side and his/her family seal on the other; currently, within the Draconis March it is Tancred Sandoval, within the Crucis March it is Yvonne Steiner-Davion and within the Capellan March it is George Hasek.

†Other coins currently in circulation have the likenesses of Katherine Steiner-Davion and Melissa Steiner-Davion.

EXCHANGE RATES (1 SEPTEMBER 3067)

D-bill (pound)	M-Bill (eagle)	S-Bill (kroner)	C-bill (C-bill)	R-bill (krona)	L-bill (yuan)	K-bill (ryu)
1.00	0.92	0.97	0.83	1.37	1.66	1.08

Its former capacity is the Chancellery's most noteworthy and important duty. It prints and mints the nation's hard currency, closely regulating the cash supply to help balance minor economic swings, sets official exchange rates with other nations' currencies, collects taxes and duties, issues government-bonded securities and sets the national interest rate. The Chancellery is based, of course, on New Avalon, but it operates through its major regional offices in each of the nation's marches.

As overseer of the national economy, the Chancellery is directly responsible for the health of the Federated Suns. But as with any bureaucracy, it is criticized for major economic failures, whether responsible for those failures or not, and rarely praised for its efforts to grow and stabilize a traditionally shaky economy. Despite Herculean efforts that have resulted in more than a thousand percent increase in the national economy in the past forty years, the Chancellery of the Exchequer is still negatively perceived by the common citizen, who believe the Chancellery to be interested only in cheating them out of their hard-earned money.

Federation National Exchequer

The Federation National Exchequer is directly responsible for the Federated Suns' national reserves and for the distribution of hard currency to regional banks. Like any of the other Successor States,

the Federated Suns maintains a considerable reserve of commodities, from germanium to precious metals and even gemstones, plus rumored caches of foreign currencies. Of course, the value of the pound is based on not just the reserves but also the whole economy. That value has been slipping somewhat over the course of the past decade, thanks to the breakup of the Federated Commonwealth, the nation's nearly constant state of war, and the significant foreign debt still held by the Free Worlds League.

Still, the pound retains a solid middle ground among the seven major currencies of the Inner Sphere, just a few pence lower than the kroner, which belongs to a nation just as heavily indebted as it is. That the only other currencies ahead belong to the Free Worlds League (the one nation that sits as creditor to each of the other Successor States) and ComStar (which is far more an interstellar corporation than a nation) is telling. It is also an indicator of just how much economic potential remains to be realized. Whether or not it can be realized is a question still far from being answered.

TRANS-FEDERATION STOCK AND COMMODITIES EXCHANGE

The economy of the Federated Suns may not be as robust or developed as that of interstellar giants like the Free Worlds League or the Lyran Alliance, but what it lacks in both value and volume it makes



up for in technological advancement. The Trans-Federation Stock and Commodities Exchange (TFSCE) sees almost three quarters of the securities, commodities, and futures exchanges transacted through official channels handled in or by one of its offices. Formed over five hundred years ago by a consortium of corporations and banks looking to trade securities without having to deal with the red tape associated with the other major exchanges, TFSCE became the largest Federated Suns exchange by the end of the Star League—gaining predominance after its biggest competitors failed during the Succession Wars. The TFSCE is still independent of the government, though the Chancellery of the Exchequer maintains close oversight of all the Exchange's operations.

The Exchange operates on all levels of trade, from international to intranational to regional and local. The TFSCE headquarters on Torrance handles all exchanges in other nations and serves as the hub for all Federated Suns internal trades as well as the central region. Other regional exchanges are located on New Rhodes III (serving the Terran Corridor), Wappingers (serving the bulk of the Capellan March), Sakhara V (serving the bulk of the Draconis March) and Minette (serving the old Outer March/Outback). From there, the TFSCE subdivides the Suns by one more level, placing one to three local exchanges in each Administrative Area. All are linked together via regular HPG transmissions, while the Torrance Exchange maintains close ties with every major exchange in the Inner Sphere and Periphery.

Furthermore, every one of those exchanges offers a robust set of tools for member companies and traders. Individuals can look up complete corporate profiles, price, and trading histories, and just about any other bits of public information that anyone looking to trade might want to know. Every exchange has a database filled with this kind of information concerning the types of trades most commonly made there, and this information is free to any member. Additional research or requests for information not available at the local level may be purchased for additional cost.

Companies must become members of the exchange before they can trade its stock, commodities, or futures, or before its financial advisors—who must be TFSCE-certified—can make trades. In general, the benefits of membership far outweigh the price. The TFSCE charges a small percentage fee upon every trade, which covers the exchange's operating expenses, the costs of assuring trades (including the absorption of price fluctuations), and the fees charged by the Exchequer.

FOREIGN TRADE

The Federated Suns has a healthy economy, but it is a nation that suffers from a serious trade deficit—a problem that affects every segment of industry. This, of course, didn't become a problem until after the Clan Invasion; in fact, if anything, the Suns had something of a trade surplus during the 3030s and 3040s that helped grow the economy. But saddled with critical military losses and the need to rebuild considerable infrastructure in the Lyran nation during the FedCom era, the Federated Suns was forced to rely heavily upon the industrial fortitude of foreign nations, particularly the Free Worlds League.

Today, the trade deficit exists on two separate levels. One stems from military purchases from the Free Worlds League during the 3050s, purchases that were made on credit and will not be fully paid until the early part of the next century. Yearly payments are made with

cash, goods, and some intangibles, such as technology transfers. The goods included in these payments technically come from excesses in national stockpiles of goods like grain and other foodstuffs, processed ores and fuels, specific kinds of machinery, and even reactors and generators. In practice, the government contracts with suppliers for mass quantities of these kinds of products to get the lowest possible price, then bills the full retail price against the foreign trade deficit. This results in considerable savings each year and keeps that money within the Federated Suns.

On the other hand, both Lyran Alliance and Free Worlds League companies do considerable business within the Federated Suns, more than Suns concerns do within their borders. That, as much as the instability of the nation during and following the FedCom Civil War, has led directly to the gradual devaluing of the pound. Based on long-term projections, that trend will not end any time soon, though it is prompting notable businessmen and civil leaders across the nation to call for increased trade tariffs and more stringent cross-border commerce laws.

The Federated Suns already has in place some of the most rigorous customs and international trade regulations, thanks to centuries of unrelenting hostilities with its two closest neighbors. The Chancellery of the Exchequer maintains customs stations and outposts in most border systems and employs a vast workforce in order to perform inspections, oversee transfer of goods to and from foreign agents (be they actual representatives of the government or just a shipping concern), and fly regular anti-smuggling patrols (often in conjunction with the AFFS, planetary militias, and/or local law enforcement agencies). Official trade must come through designated ports, though ships and companies hailing from favored nations—displaying both government-provided letters of authorization, covering the ships and crew, and certified manifests—may bypass the most rigorous inspections.

CIVIL INDUSTRY

The economy of the Federated Suns expands or contracts directly in relation to the health of the civil industry. Accounting for the greatest portion of the gross national product, this category also represents the great majority of companies operating in the Federated Suns. From farms to retail stores to banks to manufacturers to hospitals, this slice of industry is for, by, and of the people. What separates the companies grouped together in this category from the other two outlined in this report is the general focus of the companies; by and large, members of the civil industry concentrate on making products or providing services that directly benefit and affect the general citizenry. This segment of industry suffered the greatest from the Succession Wars-induced economic depression and likewise benefited the most from the unrivaled economic growth of the past half-century. As the largest segment of industry, it also underwent the greatest amount of technological advancement in this century, but it is still overall the least advanced segment of Federated Suns industry.

What follows is a brief description of some of the largest members of the Federated Suns' civil industry. For those that are publicly traded, the standard abbreviation used on the Trans-Federation Stock and Commodities Exchange is listed in parentheses following the company name.



APPLE COMPUTERS INTERSTELLAR (ApCmp)

Main Headquarters: New Delos (Macintosh)

CEO: Count Alia DeGrassy

Main Products: Computers and software

Profile:

Able to trace its origins back to 20th century Terra, Apple Computers Interstellar (ACI) is one of the longest-surviving companies in the entire Inner Sphere. For the first half of its life, it existed by producing computers for a more or less niche market, but during the Star League era the company grew into a truly interstellar industrial power, thanks to a succession of League government contracts. The fall of the Star League and the Succession Wars that followed nearly destroyed the company, though. All but one of its factories were destroyed, and it subsisted for years primarily by servicing the machines they had sold the Star League government—systems which proved largely incompatible with the bulk of the computers in service through the rest of the Inner Sphere—and by utilizing the tax base of the company's wholly-owned base world of Macintosh (formerly known as Drekos). Ultimately, the company diversified, debuting a number of computer and software lines that allowed the company to rebound and gain a lasting reputation for foresight and innovation. Most of its high-tech empire is based on Macintosh, but ACI has additional manufacturing facilities on a number of other worlds, including New Avalon, Donegal, Irian, and Grumium (several other factories were overrun during the Clan invasion and now produce computers for Clans Wolf and Jade Falcon). Its greatest business comes from industrial and government sales, but it also accounts for a not-insignificant percentage of personal computer sales across the Inner Sphere.

BASANTAPUR FINE METALS (BSFM)

Main Headquarters: Jupalpur (Basantapur)

CEO: Innebeth Hiccs

Main Products (Basantapur Mining): Minerals and metals

Main Products (Basantapur Petroleum): Petroleum, natural gas, and other fuels

Main Products (Semichi Consolidated Freight): Interstellar freight transport and warehousing

Profile:

Calling one of the many inhospitable worlds on the Federated Suns' Outback home, Basantapur Fine Metals is the largest supplier of rare ores and minerals to Federated Suns heavy industry, and it is likewise the fourth largest supplier of common ores. The company has mining operations in scores of systems throughout the Federated Suns and Periphery, and it maintains a handful of processing facilities, both land-based and space-based, which refine the raw ores. While the company supplies common ores, such as iron and aluminum, it focuses its efforts on rare resources, like germanium, uranium, titanium, and the like, as well as valuable metals and gemstones; if large deposits of other metals are discovered, they pursue those finds. The company

formed Basantapur Petroleum to pursue discoveries of oils, coals, and other natural fuels.

The company experienced several decades of poor management in the early part of this century, bad enough that the Federated Suns government seriously considered stepping in and nationalizing it. After giving the company one final chance in 3026, Prince Hanse Davion appointed an independent group of executives to oversee an internal reorganization. Within five years, profits were greater than they had ever been, and the company was continuously growing. By the end of the decade, it had outright purchased its own transportation company and was rapidly expanding. Today, it supplies every major corporation in the Federated Suns, and still many within the Lyran Alliance and Free Worlds League, with its goods and continues to expand both its customer base and its resource base.

CERULEAN WATERS (CeW)

Main Headquarters: Thousand Springs City (Cerulean)

CEO: Count Harcourt Trethel

Main Products (Cerulean Water Technologies): Water purification systems

Main Products (Cerulean Aqua): Drinking water

Profile:

Cerulean Waters is a company that specializes in producing water purification systems, as it has since before the rise of the Star League. Like just about every other corporation that relied upon high technology, Cerulean Waters was nearly destroyed by the Succession Wars. Thanks to the rise of the NAIS and the discovery of the Star League Memory Core, however, Cerulean Waters experienced a technological renaissance. Borrowing heavily to upgrade its factory on Cerulean, the company bounced back, ultimately opening factories on two more Federated Suns worlds, one in the former Sarna March and even one in the Lyran Alliance over the course of the next three decades. During that same timeframe, it began to construct major water extraction and purification plants on worlds, both major and minor, throughout the Federated Suns, marketing its product as Cerulean Aqua. Though not as high-end as other popular spring and mineral waters, the Cerulean Aqua brand is becoming more and more popular, with smaller purification systems now installed in food markets all over the Suns.

FEDERATED NEWS SERVICES (FNS)

Main Headquarters: Avalon City (New Avalon)

CEO: Bron Norburns, Jr.

Main Products (Federated News Services): Print and tri-vid news

Main Products (Federated Entertainment Group): Broadcast and feature tri-vid production

Profile:

Federated News is the largest independent news and entertainment outlet in the Federated Suns. FNS grew from its humble beginnings in the days before the Davion Civil War, when it was little more than a private news magazine that focused on uncovering crimes and injustices perpetrated by the various regents fighting for the throne, to become the corporate powerhouse it is today. Its focus has changed

BASANTAPUR
FINE METALS

somewhat over the course of its history; today, Federated News Services is distinctly pro-planetary and citizens' rights, with a marked slant against the Federated Suns' government. Its battles, both in and out of the courts, with the Davion family, the AFFS, and the various government departments are legendary. Yet with the exception of Archon Katherine's reign of terror, during which numerous corporate officers were imprisoned and news reports were regularly censored, FNS never experienced any true interference in its operations.

Following an incredibly successful several years during the Fourth Succession War and its aftermath, when ratings and profits soared, FNS diversified, opening up a new entertainment division alongside Federated News Services. Federated Entertainment Group started out slow, operating in the red for nearly its first decade thanks to a succession of flops that attempted to capitalize on its distinctly liberal outlook. It finally found its stride in the mid-3040s, producing simple-minded, high-budget, and often jingoistic tri-vids. Together, both divisions have market penetration throughout the Inner Sphere, making FNS the ninth-largest media corporation in the Inner Sphere.

GOLDEN STAR ENTERTAINMENT GROUP (GSEnG)

Main Headquarters: Dhuten Cor (Exeter)

CEO: Nicademus Hohti

Main Products (Golden Star Entertainments): Tri-vid feature production

Main Products (Golden Star Hotels and Casinos): Hotels and gambling casinos

Main Products (Golden Star Music and Publishing): Music recording and publishing

Main Products (Camelot Inns): Economy hotels

Profile:

Rescued from sinking profits and foreclosure on almost half of its locations around the Federated Suns by Interconnectedness Unlimited's hostile takeover in 3013, Golden Star Entertainment Group rebounded but didn't begin to truly turn around and become wildly profitable until IU sold the company in 3034. Capitalizing on increased Lyran traffic into the Federated Suns, Golden Star positioned itself as a premier hotel chain that catered to businessmen, a position that proved extremely profitable.

Now, more than three decades later, Golden Star has grown immensely. Golden Star Hotels and Casinos has massive hotel complexes on 103 major Federated Suns worlds and 21 Lyran worlds, located in the largest cities and near major industrial centers. Combining a four-star hotel with a casino, restaurants, nightclubs, tri-vid multiplex, athletic club and spa, and other entertainment facilities and often attached directly to spaceports, these hotels provide all-in-one services for guests who never have to leave the hotel if they don't want to. Of course, these conveniences come at a price, but Golden Star has earned the highest ratings in every review of its hotels. Camelot Inns is the cheaper cousin to Golden Star Hotels, with hotels on twice as many worlds and in more and smaller cities, making it popular with travelers on a budget.

Golden Star Entertainments was once the largest producer of tri-vid features in the Federated Suns. It slipped from that position in the 3040s, but still remains perhaps the most prodigious production house, if not the most profitable. Golden Star Music and Publishing actually has a number of different music subsidiaries, each focused on a different market and with its own core of signed musicians and significant music catalogs. Additionally, in association with its other sister divisions, it sponsors music festivals and interstellar concert tours throughout the Federated Suns and beyond.

GRAND FEDERATION BANK (GGFBa)

Main Headquarters: Somen (Torrance)

CEO: Duke Asem Lexian III

Main Products (Grand Federation Bank): Individual and corporate banking

Main Products (First Star Financial Trading): Securities, commodities, and futures trading

Main Products (Purain Financial Services): Personal investment and financial services

Main Products (Grand Federation Realty): Real estate

Profile:

The Grand Federation Bank, when it was known as the Federated Bank of Torrance, was one of the founding members of the Trans-Federation Stock and Commodities Exchange. Since that time, it has taken over or merged with numerous other banks, trading firms, and other finance-related companies to become the largest bank in the Federated Suns. With branches on more than three hundred Federated Suns worlds, twenty-six Lyran worlds, and thirty Chaos March worlds, the bank claims to serve more personal and corporate customers than any other financial institution. That claim may be up for debate, but Grand Federation is currently the largest bank in the Federated Suns, as it has been for over a century. Throughout its existence, many have wondered how the bank managed to thrive during the worst economic depression in the history of man, actually expanding its holdings during a time when financial institutions were crashing and major corporations were going bankrupt. One of the most popular theories has been that the bank manipulated the Federated Suns market from within the TFSCE to ensure its domination. Numerous government and privately funded probes have looked into these allegations over the years, but only two ever ended up in Federation courts, both resulting in the charges being thrown out for lack of evidence. Conspiracy theorists and government watchdog groups continue to focus on the bank, believing its officers coerced and murdered witnesses and, through contacts within the government, tampered with evidence and hindered the progress of the investigations. The Grand Federation Bank steadfastly maintains that it and its officers have been involved in nothing of the kind.



GREEN STAR CORPORATION (GSStC)

Main Headquarters: Clam Falls (Minette)

CEO: Duke Corola Felsner

Main Products (Consolidated Utilities and Services): Utilities (communications, electrical, sewage & garbage, water, etc.)

Main Products (Crimson Sun Permanent Assurance): Insurance

Main Products (Federated Arbitrators and Judges): Civil arbitration

Main Products (Green Star Emergency Services): Disaster and emergency relief

Main Products (McRae Quik Construct): Civil and commercial construction

Main Products (The Pit and Andrea Hu Enterprises): Clothing design, manufacturing, and sales

Profile:

Green Star Corporation is perhaps the newest mega-corporation within the Federated Suns. Green Star Emergency Services, formed in 3008, is its parent organization, but, thanks to booming business, several remarkable merger deals, and significant anonymous financial backing (some say from the Davion family, some say from others), Green Star grew to much more. It now provides products and services to most of the FedSuns' Outback, as well as a not-insignificant percentage of the entire nation. While the corporation provides much-needed services, some have come to think of it as a shadow government, running the Outback through its near-monopolies. Others say it's just another megacorp looking to exploit the already disadvantaged.

Green Star Emergency Services provides relief services primarily during disasters and other times of emergency, assisting local governments in feeding, sheltering, and caring for disaster victims, as well as consulting in reconstruction efforts—for a fee, of course. Green Star began when the Federated Suns government privatized emergency response teams, gave them some ancient equipment that would otherwise have been scrapped, and assigned them to the fledgling company. Never lacking for business, Green Star became a wild success, eventually opening up subsidiary offices across the FedSuns Periphery.

The growing Green Star absorbed two other up-and-comers—Federated Arbitrators and Judges as well as McRae Quik Construct, companies that also focused their efforts on the Outback—within short order (though only through the help of its anonymous financial backers). Both fit right into the Green Star corporate model. As the largest construction firm in the Outback, McRae Quik Construct (reeling at the time of its 3057 acquisition from a series of scandals) added much-needed heavy equipment and took over all construction and engineering contracts issued during Green Star-administered operations. Federated Arbitrators and Judges, which already ran de facto civil courts on numerous Outback worlds, grew larger, taking a huge burden off of the FedSuns' judicial system.

Consolidated Utilities and Services and Crimson Star Permanent Assurance were two other natural additions to the Green Sun fold. The first was a loose alliance of utility companies that serviced about 15 percent of the Outback; once merged under Green Star management, that percentage grew to the point that numerous groups brought anti-trust suits against that division (often using Federated Arbitrators

courts, ironically). Crimson Sun is the fourth largest insurance provider in the Federated Suns, famous for offering low cost insurance to traditionally destitute worlds; in addition, it has built quite a network of hospitals and clinics on those same worlds. Both, of course, make extensive use of Green Star and affiliated services.

Green Star has numerous other smaller divisions all focused on the Outback. Perhaps the oddest additions have been The Pit, a huge chain of popular clothing stores, and Andrea Hu Enterprises, designers and manufacturers of "affordable everyday wear." Merging those acquisitions into one division, Green Star has already built several clothing factories in the Outback and near the Chaos March to take advantage of the lower labor costs and fewer regulations in those regions.

INTERCONNECTEDNESS UNLIMITED (IntUnl)

Main Headquarters: Granite Falls (Rosamond)

CEO: Count Elric Von Steffelbus V

Main Products (Federated Fast Food [Triple-F] Restaurants): Fast food

Main Products (Holy Order Press): Philosophy and religious media

Main Products (Peloran Motors): Civilian vehicles

Profile:

During the first quarter of this century, Interconnectedness Unlimited was the biggest success story in the realm of Federated Suns business. Coming out of nowhere in the latter half of the 30th century, Interconnectedness began gobbling up corporation after corporation, both big and small, without apparent rhyme or reason. Surprisingly, Interconnectedness was able to do this during a period of economic depression unlike any experienced before, and, by the start of the Fourth Succession War, it had a total of twenty-three major divisions. But just as the FedSuns economy was turning around, Interconnectedness began to suffer from cash flow and management problems. Even the mass opening of Lyrans markets did little to aid the ailing corporation, which began to sell off its lesser-producing divisions. By the mid-3040s, it was a mere shell of its former self. Today, surviving on the strength of its three remaining major divisions and four smaller subsidiaries, Interconnectedness is still hanging on—but just barely—and is obviously no longer the incredible performer it once was. Interconnectedness managed to reclaim some notoriety in 3066 after winning a 2.8 billion C-bill contract to build the SLDF-sponsored arena stadium on Solaris VII.

Triple-F is, by far, the corporation's largest division, though it is also the cause of many of its financial woes. It is the largest chain of fast food restaurants in the Federated Suns, with more than 15,000 locations (on 330 Federated Suns worlds, 84 Lyrans worlds, and 23 former Sarna March worlds). That is down from almost 25,000 in the early 3030s, when Triple-F was embroiled in a number of high-profile lawsuits and news stories concerning its policies of occasionally using meats that have failed regulated inspections and allegedly causing a string of food poisonings on three Sarna March worlds.

Holy Order Press is the FedSuns' second-largest religious publisher (and eleventh largest in the entire Inner Sphere). The company has no specific religious affiliation, but, thanks to notable authors from both the Unfinished Book Movement and the New Avalon Catholic Church



publishing their books through Holy Order, it has significant market penetration. Its agreement with former Interconnectedness affiliate Golden Star Hotels and Casinos to place religious materials in every hotel room adds to its name recognition.

Peloran Motors is the final major division within Interconnectedness. When IU absorbed Peloran Motors in 1998, it was a struggling civilian vehicle manufacturer with just two successful models in its 80-year history. Thanks to IU's financial resources, Peloran had the capital to invest in an R&D department and an aggressive ad campaign that turned the company around. With more than a dozen different lines of economy vehicles, Peloran is now a member of the "Big Fifteen" FedSuns vehicle manufacturers.

KELVIN-DRAHNE DIVERSIFIED (Not Traded)

Main Headquarters: Itendia (Torrence)

CEO: Countess Minda Kelvin

Main Products (Federated Broadcasting Corporation): Tri-vid broadcasting stations, news, and entertainment programs

Main Products (Harmon Entertainment Group): Sporting teams, equipment, and centers; theme parks

Main Products (Bristol Brewing and Bottling): Alcoholic and non-alcoholic drinks

Profile:

Kelvin-Drahne is a corporate raider financed by a number of FedSuns old-money families whose prominence has risen and fallen several times over the last hundred years. During the boom that followed the discovery of the Star League Memory Core on Helm, K-D sold off most of its assets at a significant profit. The company maintained a low profile until the coming of the Clans, when the markets took a serious downturn. Their first new purchase was Harmon Entertainment Group, a Lyran company whose Tamar headquarters had been destroyed by the Clans and who produced popular sporting equipment and also owned a number of major professional sports teams, arenas and stadiums, sport centers, and theme parks. Other corporate purchases increased K-D's holdings in both realms, though political pressure in light of the FedCom Civil War may prompt a sale of its Lyran assets.

K-D also bought out Federated Broadcasting Corporation, one of the FedSuns' five major broadcast studios, after a series of scandals nearly destroyed the broadcast empire. FBC is still rebuilding, as its ratings and many of its stations suffered significant damage during the FedCom Civil War.

Finally, Bristol Brewing and Bottling is a leading producer of drinks now owned by Kelvin-Drahne. Its line of soft drinks and juices is sold on more than 150 Federated Suns worlds, though its alcohol and spirits arm has far greater market penetration. BB&B's beers and ales have remained popular for over two centuries, while its recently opened spirits division, specializing in whiskeys, is growing in popularity.

MELCHER FOOD CORPORATION (MFCor)

Main Headquarters: Thousand Oaks Ranch (Melcher)

CEO: Count Alexandar Earwig

Main Products (Kimball's Aquaculture): Seafood

Main Products (Melcher Meat Animals Ltd.): Meats and dairy

Main Products (New Valencia Agriculture Company): Agricultural crops and farming technologies

Main Products (Palmyra Petrochemicals): Petroleum extraction and refining

Profile:

The story of the Melcher Food Corporation is one of success—and aggression. With humble beginnings in a single ranch on the world of Melcher in the early 2900s, by the end of the century it had become a multi-planet corporation whose meat and dairy products reached roughly a quarter of the Federated Suns. An extremely hostile takeover in the 3020s—one in which the former owners were removed only through military action—left the company shaken. That was followed by a succession of layoffs and reorganizations, separating almost half of the company's workforce but consolidating operations.

Those reorganizations ultimately increased profits and freed enough capital to allow the company to outright purchase the New Valencia Agriculture Company, whose assets had been seized by the Federated Suns government. By the end of 3035, Melcher Food had likewise effected takeovers of Kimball's Aquaculture, further adding to its food-production empire, as well as Palmyra Petrochemicals, which had operations on many of the same worlds as other Melcher Food subsidiaries.

Despite a ruthless reputation, due to its aggressive business strategies and its numerous annual clashes with labor, Melcher Food continues to grow its business. It has had several lasting contracts with the Federated Suns government over the years, further adding to the dissatisfaction many feel toward the company.

MENDHAM ELECTRONICS (MhmEI)

Main Headquarters: Davion City (Mendham)

CEO: Baron Anjile Footh

Main Products: Personal electronics, commercial and military communications systems and electronics

Profile:

Formed while its homeworld was still controlled by the Capellan Confederation, Mendham Electronics was a state-sponsored (and controlled) firm that manufactured communications systems for the Capellan military. When the Federated Suns took control of the world in the early part of this century, Mendham Electronics privatized. The Davion government agreed to aid in upgrading the factory, though only after the MIO verified that all ties to Capellan interests were completely severed. Prior to that upgrade, the company produced sub-standard knock-offs of a variety of Garrett military and government electronics systems. Afterwards, quality increased tremendously, along with worker satisfaction. In 3027, the company opened a second factory on the world to fulfill increased orders during the build-up to the Fourth Succession War. Eight years later, Mendham Electronics opened its first plant on a different world; this one solely devoted to



its new personal electronics lines. In the three decades since, it has branched out to seven worlds, with its personal electronics sales now accounting for 70 percent of its business.

NAIS INFORMATION NETWORK (Not Trading)

Main Headquarters: Avalon City (New Avalon)

CEO: Professor Velanvun Nuret

Main Products: Information and research services

Profile:

Shortly after the creation of the New Avalon Institute of Science in 3015, Prince Hanse Davion ordered the formation of the NAIS Information Network. An independent organization that works in conjunction with the NAIS' extensive library and archives, NIN catalogs all of that information, digitally storing as much as can be converted to electronic media, and makes it readily available to those who need it. NAIS students and faculty have complete access (within security limitations), as do certain military and government personnel. Any Federated Suns citizen or company can gain access to these archives for a significant subscription fee. NIN also offers limited subscriptions (or information exchange agreements) to non-FedSuns entities, though the Federated Suns Foreign Ministry actively regulates what information can be released in these cases.

NIN is a privately held company and is not traded.

O'KEEFRE IMPORTERS-EXPORTERS (Not Traded)

Main Headquarters: Drearson City (Fomalhaut)

CEO: Baron Zigin O'Keefre

Main Products: Imports and exports

Profile:

Once the Star League's largest import-export company, controlling the vast majority of civil goods traveling into and out of the League, O'Keefre Importers-Exporters was reduced to a mere shell of its former self with the fall of the Star League and the resulting Succession Wars. It limped along with what assets it still possessed until the conclusion of the Third Succession War, when the interstellar economy began to crawl out of the pits of depression. In fact, it began to reclaim some of its greatness in the 3020s and 3030s, but when the Draconis Combine took Fomalhaut during the War of 3039, O'Keefre once more suffered a significant business loss. With facilities on both sides of the Combine-FedSuns border, and two different governments' regulations to deal with, it was all that the company could do to stay in business. The growing détente between the Combine and the Federated Suns initiated in the 3050s gave the company some hope of growth, but renewed aggression during the FedCom Civil War once again dashed those hopes.



RANDER COMMUNICATIONS EQUIPMENT, INC. (RaCom)

Main Headquarters: Jacksonville (Schedar)

CEO: Count Brilla DeFalco

Main Products (Rander Communications): Military communications systems and electronics

Main Products (Tythis Computers and Electronics): Personal computers and electronics

Profile:

Formed more than 500 years ago, the company that is now Rander Communications became the responsibility of the Rander family after the Star League dissolved. It continued in its primary focus—building communications and other electronic systems for the Davion military and government—without a hitch. With its headquarters and primary factories constructed underground and a permanent AFFS aerospace garrison stationed nearby, even the Succession Wars had little effect on the company. Expanding its business somewhat during the Succession Wars in order to supply more common computers and electronic devices to both the government and the citizenry that could afford it, the company remained viable in an era when most of its competition was going bankrupt. In fact, it was the growing schism in the Federated Commonwealth that nearly destroyed the company. Archon Katherine had the Tythis family, who had controlled the company for over a century but were staunch opponents to her rule, arrested and placed her own cronies in charge of Rander Communications. That group of Lyran nationals were not only corrupt but also incompetent, and they all but drove the company into bankruptcy. A new group of corporate officers is now in charge, but they have serious problems to deal with and will require significant assistance if they are to keep the company solvent.

VINSON PHARMACEUTICALS (VnPh)

Main Headquarters: Kiverson City (Torrence)

CEO: Dr. Viktoria Mwene

Main Products (Vinson Pharmaceuticals): Pharmaceuticals and related research

Main Products (Vinson Health Services): Hospitals and clinics

Main Products (General Synergy Medical Systems): Medical scanners and equipment

Profile:

Vinson Pharmaceuticals is the largest producer of drugs in the Federated Suns and is also among the leading medical research organizations in existence—in association with the Medical College of Torrence and the NAIS, it pours billions each year into finding cures for diseases and disorders afflicting people throughout the Sphere. It reinvests the majority of its profits not only in research but also in its subsidiaries. Vinson Health Services is the largest manager of hospitals and health clinics in the nation, while General Synergy Medical Systems designs and produces the advanced scanners, diagnostic equipment, and other electronic devices required in modern medicine.

Many see Vinson Pharmaceuticals as nothing more than a cold, heartless corporation with profit as its only motive. It is, of course, a publicly traded corporation whose stockholders will not allow it to operate at a loss, but its contributions far outweigh its downsides. On



the other hand, it wields significant political power—enough so that when the world Torrence went completely socialist and threatened to nationalize the company, it convinced Prince Hanse Davion to step in and remove that government, placing in its stead an administration friendlier to the company's interest.

WHITE SWAN TRANS-STELLAR INC. (WSTransSt)

Main Headquarters: Jameston (New Avalon)

CEO: Wysteria Pongracic

Main Products (White Swan Liners): Luxury interstellar travel and tours

Main Products (Black Swan Liners): Budget interstellar travel and tours

Main Products (Jessup Traders): Interstellar trading and shipping

Profile:

The last of an otherwise dead breed, White Swan is a classic interstellar liner service with a number of luxury JumpShips—and their accompanying DropShips—jumping between worlds frequented by the most elite of the elite. Catering to their passengers' every possible whim, White Swan charges a premium for its services, but that price is readily paid by passengers to whom money is no object. That allows White Swan to keep its fleet of transports in service, to hire only the most experienced crews, and purchase only the best fare. Their prices are well out of the easy reach of almost everyone, though many upper class folk save their entire adult lives for the chance to take just one White Swan cruise across the Inner Sphere in their late years.

Black Swan Liners is the more economical cousin to White Swan Liners, with prices and services aimed more at the middle and upper classes. Typical trips include stops at one or two worlds, which themselves are common travel destinations, with several days of tours or activities on each. Jessup Traders is also in the interstellar travel business, though in this case the trade and shipping of goods.

WUNDERLAND ENTERPRISES (WundEnt)

Main Headquarters: Gacy Sleck (Ozawa)

CEO: Baron Tramen Shinobi

Main Products: Military communications systems and electronics; personal computers

Profile:

Prior to the turn of the century, Wunderland Enterprises was a nearly unknown company that did little more than supply communications systems, targeting and tracking computers, and other electronics subsystems meant for aerospace fighters to Lycomb-Davion IntroTech and Wangker Aerospace. Business, of course, was brisk, though the slowly diminishing production capacities of the two aerospace giants had an impact. Wunderland had little success in marketing its systems to other aerospace manufacturers, but a chance meeting with executives from Valiant Systems of Robinson led to a joint venture that soon proved incredibly lucrative for the two companies.

The success of the Striker Light Tank caught both companies off-guard. Demand far outstripped capacity for many years until both companies could expand their operations. That kept the profits rolling in for a number of years, but with the gradual reintroduction of lostech into the Federated Suns, Wunderland took a chance by marketing their own

brands of personal computers. The Wunderkind Alpha and Brain series sold moderately well, but the Wunderkind Compact swept through the marketplace like a whirling dervish—setting the stage for the Compact II, III, and the Dart series that likewise took the market by storm.

Now into the Indio IV and Micro Jac III series, Wunderland continues to dominate the personal computer marketplace while still producing its lines of military electronics. Its agreement to aid Scarborough Manufacturers in the Draconis Combine hurt its sales of personal computers in the Draconis March over the past decade or so, though that hit was inconsequential compared to its loss in Lyran revenue following the secession in 3058. Since then, Wunderland has been working hard to increase licensing revenues even while attempting to open new plants in the Lyran Alliance, the Free Worlds League, and even the Draconis Combine.

AEROSPACE INDUSTRY

In many ways nestled halfway between civil industry and military industry, the corporations grouped within this category focus their energies on manufacturing products that operate in the aerospace environment—from simple aircraft to trans-orbital shuttles to aerospace fighters to DropShips and JumpShips, or the equipment those products require to operate. The aerospace industry contributes a larger percentage of the Federated Suns' GNP than the military industry and more importantly accounts for the greatest amount of foreign trade profits. Furthermore, this industrial segment is widely considered the most technologically advanced.

The following twelve corporations represent the largest or most notable members of the Federated Suns' aerospace industry. For those that are publicly traded, the standard abbreviation used on the Trans-Federation Stock and Commodities Exchange is listed in parentheses following the company name.

CAL-BOEING OF DORWINION (CalBo)

Main Plant Location: Dorwinion (Belladonna)

CEO: Count Douglas Fassei

Main Products (Cal-Boeing Combat Systems): Boomerang spotter plane, Ferret, Marten, and Wild Weasel VTOLs

Main Products (Cal-Boeing Aerotech): Civilian light aircraft and VTOLs

Profile:

Formed by a group of former Federated-Boeing employees in 2899, Cal-Boeing in short order became the Federated Suns' premier manufacturer of VTOLs and light aircraft. Overwhelmed with its first series of contracts with the AFFS, it was decades before the company could spend any resources on new designs, and when it finally did, sales were disappointing. That prompted Cal-Boeing to expand into the civilian markets, though it wasn't until the 3030s that the Cal-Boeing Aerotech division began to operate in the black. Cal-Boeing Combat Systems, on the other hand, has been losing more and more of its market share to Michaelson Heavy Industries, a relative newcomer whose combat designs have already eclipsed Cal-Boeing's sales. Unless the AFFS picks up some of its newest offerings, the Combat Systems division may well close down permanently or retool its lines to produce civilian aircraft.



CHALLENGE SYSTEMS (Not Traded)

Main Plant Location: Challenge (Panpour)

CEO: Duke Deniss Sona

Main Products: *Monolith* JumpShip

Profile:

Challenge Systems is headquartered on the world of Panpour, home also to Jalastar Aerospace, another significant government and military contractor. Unlike many of its contemporaries, Challenge Systems is a privately held concern, though it only became so in 3018 after the breakdown of equipment prevented the company from building any more K-F drives and poor management drove the company deeply into debt. Rather than allow Challenge systems to fail, the Federated Suns government, which was its biggest creditor, stepped in and took over. Details of what happened during that takeover are sketchy, but it appears the government repaired and updated the manufacturing facilities, a process that took just shy of fifteen years, during which time Challenge Systems only serviced existing JumpShips at its Zenith repair yard. In 3032, Challenge Systems passed into private hands, but has apparently done little new business since. It still services JumpShips but has only constructed a handful of new *Monoliths* in that time. On the other hand, public records of purchases made by Challenge Systems are far greater than what were required for the level of business it was reporting, leading many to surmise Challenge has been constructing a secret JumpShip fleet for the Federated Suns, or even a shadow WarShip fleet, for more than three decades. Additionally, unconfirmed reports from the Panpour system speak of heretofore-unknown JumpShip designs using pirate points throughout the system on a regular basis.

DYNAMICO LTD. (DynaL)

Main Plant Location: Como (Delavan)

CEO: Prisca Na'aih

Main Products (Dynamico Aerospace Systems): *Aurora*-, *Avenger*- and *Buccaneer*-class DropShips, civilian aerospace craft

Main Products (ExoStar Laser Technologies): Laser weaponry

Profile:

Dynamico Ltd. has its origins in two companies founded in the 25th century to produce DropShips for the Federated Suns. Merging into Dynamico Ltd. at the height of the Star League, it continued to produce the same products with the same high quality. In the tumult of the 29th century Dynamico purchased ExoStar Laser Technologies, another Delavan-based manufacturer that languished when a series of fulfilled but unpaid-for Star League contracts left the company bankrupt. AFFS orders during the Succession Wars kept the company not only solvent but also quite profitable. The *Avenger*- and *Buccaneer*-class DropShips are Dynamico Aerospace Systems' most notable products, though it also builds a number of different models of civilian aerospace craft, as well as several new DropShip models that have yet to reach wide use (such as the *Aurora* class developed in conjunction with Shipil Company of Skye). ExoStar Laser Technologies specializes in designing and manufacturing advanced laser weaponry, including several licensed lines, for the Federated Suns' military industry.

FEDERATED-BOEING INTERSTELLAR (FdBoin)

Main Plant Location: LaGrange Point Delta (Galax)

CEO: Duke Aleksandr Philip McCorkendale

Main Products (Port Simon Naval Shipyards): *Conquistador*-, *Gazelle*-, *Leopard*-, *Leopard CV*-, *Mammoth*-, *Mule*-, and *Seeker*-class DropShips; *Overlord*- and *Union*-series DropShips; numerous small craft; *Fox*-class WarShips (in conjunction with Universal Air)

Main Products (Boeing Aerospace Frame Ltd.): DropShip and WarShip frames

Main Products (Boeing Instrumentation Ltd.): Electronics systems

Main Products (Port Simon Test Facilities): Fitting and testing of DropShips and WarShips

Main Products (Grumman-Boeing Engine Corporation): DropShip and WarShip drives and maneuver engines

Main Products (Federated-Boeing Civilian): Civilian light and heavy aerospace craft

Main Products (Federated-Boeing DropShip Maintenance): DropShip and WarShip refit, repair, and maintenance

Profile:

Without a doubt the largest, most profitable, and most advanced manufacturer of DropShips in the Inner Sphere today, Federated-Boeing has been at the forefront of aerospace technology for more than a millennium. Even during its first century, the corporation was a giant within the nascent aerospace industry, though the company's fortunes rose and fell several times until the height of the Star League, when Boeing Interstellar had massive shipyards in both the Terran and New Earth systems. The company's decision to build a third megaplex in the last days of the Star League proved fortuitous for both the company and for the Federated Suns. Construction on the Galax Megaplex was completed just as the First Succession War was heating up. Yet it wasn't until Prince Paul Davion seized the company's assets in the Federated Suns and rechristened it Federated-Boeing Interstellar that the Galax Megaplex began building ships for the Davion war effort.

The Succession Wars were, of course, not kind to Boeing Interstellar and its subsidiaries around the Inner Sphere. The New Earth facilities were destroyed during the first two Succession Wars, and ComStar seized the Terran system megaplex, turning it toward their own uses. Seventeen other major, and numerous minor, subsidiaries vanished over the course of the next two centuries—some were outright destroyed, some were plundered so thoroughly that their factories couldn't remain standing, and the rest simply disappeared, either going out of business or being gobbled up by some other company. Only Federated-Boeing of Galax survived and did so remarkably well thanks to its position deep within the Federated Suns.

Of course, the Succession Wars took their toll on even Federated-Boeing. Though its facilities had only been targeted by one attack during that time, the general loss of technology had grown so great that by the end of the Third Succession War Federated-Boeing's shipyards and factories were operating at less than 50 percent capacity. Even still, the company remained the largest manufacturer of DropShips in the Inner Sphere. After the formation of the NAIS and the unlocking of the Helm Memory Core, the quantity and quality of the company's products increased dramatically.

DYNAMICO

Following the buildup to the Fourth Succession War and the flurry of contracts to increase the Federated Suns' transportation capacity, the company chose to enter into a partnership with both General Motors and Universal Air to completely refurbish the Kathil McKenna Shipyards. At the same time, under the aegis of a FedSuns-sponsored technology sharing initiative, it dispatched engineering teams to several competitors within the Lyran Commonwealth and the Sarna March to provide advice. That initiative netted only one lasting business relationship, with Tenga Aerospace on Sarna. In exchange for assisting in the repair and upgrading of Tenga's facilities, Federated-Boeing received a share of the company and the license to produce that company's products.

Since the 3030s, Federated-Boeing's business has continually increased. During that time it added fifteen subsidiaries to its fold, some through buy-outs of other companies and some by forming new divisions. It also unsuccessfully attempted to add several other major competitors to the Federated-Boeing family, including Jalastar Aerospace.

Today, Federated-Boeing Interstellar manufactures a host of different aerospace vehicles and related equipment. Though it is probably best known for the various ships it builds for the AFFS, the majority of its business is in the civilian sector. Its Galax megaplex builds more than twenty different models of DropShips, though the majority of these are from one of nine major classes, and in conjunction with Universal Air of Delavan the corporation built the AFFS' fleet of *Fox*-class WarShips. Additionally, Federated-Boeing builds a variety of small spacecraft, such as dropshuttles, battle taxis, and even lifeboats. In its factories on Galax, Federated-Boeing designs and constructs more than a hundred different types of civilian and commercial aerospace craft, from single-seat sport aircraft to jumbo-liners to space yachts.

GALAX LAUNCH SYSTEMS AND SATELLITES (GLSS)

Main Plant Location: Canaveral City (Galax)

CEO: Baron Kerchevaal Von Tire

Main Products (Galax Launch Systems and Satellites): Commercial satellites and launch systems

Main Products (Sorcerer Technologies): Military and "black" satellites

Profile:

Headquartered on one of the Golden Worlds thanks to its dedication to aerospace manufacturing, Galax Launch Systems and Satellites has been producing just that—commercial satellites and the systems to place them into space—since the fall of the Star League. Like many other companies based on Galax, its founders took over a Star League manufacturing facility and began building its wares for the Federated Suns. The company's main products are a line of modular satellites as well as several light and medium launch platforms. Each of these products can be customized for the customer's specific needs (and financial means), thanks to a wide variety of modules the company produces. GLSS manufactures all of its products on Galax but ships throughout the Inner Sphere.

Plans to open a new division within the Lyran state surfaced numerous times throughout this century but were always blocked by one office or another within the Lyran government, likely thanks to bureaucrats beholden to the Lyran aerospace industry. Instead,

following the Fourth Succession War and numerous years of providing first the AFFS and then the LCAF with communications and surveillance satellites, GLSS purchased one of its component suppliers, Sorcerer Technologies, and spun off all of its military production into that subsidiary. Today, it is estimated that Sorcerer Technologies accounts for 40 percent of GLSS' profits, though everything about the company, from its finances to its products, is either classified or kept strictly private.

KATHIL SHIPWORKS (Not Traded)

Main Plant Location: McKenna Shipyards (Kathil)

CEO: Count Nyman Ribeulet

Main Products: *Avalon*-class WarShips; *Invader*-class JumpShips, *Mammoth*-, *Mule*- and *Seeker*-class DropShips; DropShip and JumpShip repair

Profile:

The McKenna Shipyards were the best DropShip, JumpShip, and WarShip construction and repair yards the Star League could build. Constructed at the beginning of the 27th century and continuously upgraded until the death of the Star League almost two centuries later, they built and serviced the most advanced starships for both the League and its member states. These shipyards consisted of a huge zenith jump point complex of repair docks and machine shops for servicing JumpShips and an orbiting shipyard for building and servicing DropShips and WarShips, as well as considerable support facilities on Kathil itself. Unfortunately, their location along the Federated Suns-Capellan border ensured they were regular targets for Liao marauders. By the beginning of the Third Succession War, these shipyards had lost the capability to construct new K-F Drives, and they continued their rapid decline from there—so much so that at the dawn of this century the yards were mostly intact but could barely effect simple repairs.

The Fourth Succession War changed matters in the Kathil system. No longer under the threat of near-constant Capellan assaults and raids, Kathil was a safe harbor. Industry rebuilt and expanded on the surface, but it took the efforts of the Federated Suns government and three of its largest corporations to bring the shipyards back on-line. Federated-Boeing, General Motors, and Universal Air banded together to form Kathil Shipworks, a wholly independent subsidiary equally co-owned by those three corporations and a fourth investor—the Davion family.

It took several years to refurbish the zenith station and almost a decade to bring the orbital docks back on-line, but by the beginning of the War of 3039 the McKenna Shipyards were back in operation, ready to build a new generation of DropShips, JumpShips, and ultimately WarShips for the Federated Suns. The true nature of Kathil Shipworks remained a secret for more than another decade and a half, however, with the company supposedly only servicing DropShips and JumpShips as it had for the previous two centuries. Complete secrecy





at the orbiting yards, as well as a continuous stream of AFFS and other government ships cycling through for repairs and refits, allowed the company to quietly build new DropShips—specifically those licensed from Tenga Aerospace by Federated-Boeing. Once Universal Air completed construction on its K-F Drive fabrication facilities, new production also included JumpShips. Of course, once the first *Avalon*-class WarShip slipped its moors and introduced itself to the Inner Sphere, the secret was out.

Unsurprisingly, Kathil was the scene of a great deal of fighting during the FedCom Civil War, which greatly interfered with Kathil Shipworks' operations. The *Avalons* already in construction were rushed into service as quickly as possible, but the battle for the world all but shut production at the yards down. Once the fighting on Kathil died down, the shipyards were filled beyond capacity with ships of all kinds requiring repairs, ultimately including the few *Avalons* that survived the war. New construction is beginning again, but for the near term that will consist solely of DropShips.

LYCOMB-DAVION INTROTECH (LyDavIn)

Main Plant Locations: Ultron and Novais (New Avalon)

CEO: Countess Persephone Jaffey

Main Products: *Hellcat*, *Lightning*, and *Stuka* aerospace fighters; conventional fighters; APCs and light armored vehicles; artillery, light weapons, and small arms

Profile:

Lycomb IntroTechnologies was a relatively minor defense contractor in the Star League era, but it produced the wildly successful *Stuka* fighter, making its factories on Demeter one of the Capellan Confederation's first targets at the outset of the Succession Wars. Of course, unbeknownst to almost anyone, the company had already constructed a second factory on New Avalon, partially financed by the Davion family. That prescient move ensured the company's continued survival, right along with the potency of the AFFS' fighter wings.

For most of the Succession War era, the company continued to produce not only the *Stuka* but also the popular *Hellcat* and *Lightning* aerospace fighters for the Federated Suns. During the first two decades of this century, though, it expanded its operations, also constructing combat vehicles, artillery, and even light weapons. In the 3030s and 3040s the company upgraded its plants with the help of the NAIS and was the first in the nation to manufacture fighters bearing lostech in modern times. Rumors continue to circulate that the company has been building one or more lines of secret fighters or other aerospace craft for the past twenty years, conveniently answering questions as to why the company hasn't debuted any new designs, especially in light of its relationship with the ruling family. At this point, even government and military insiders say this is highly unlikely, but conspiracy theorists and government watchdogs alike point to a near-constant flow of heavy cargo DropShips to and from remote military bases on Galax and agree that something unusual is going on.

MICHAELSON HEAVY INDUSTRIES (MicHvyIn)

Main Plant Location: Michaelson (Ruchbah)

CEO: Ozzy Gutierrez

Main Products (Michaelson Aircraft): Cavalry, Hawk Moth, Mantis, Sprint, and Yellow Jacket VTOLs; civilian VTOLs and aircraft

Main Products (Michaelson Metals and Forge): Forged metal products

Main Products (Michaelson Power Equipment): Heavy construction equipment; a variety of power and manual tools

Profile:

Michaelson Heavy Industries may be a newcomer to the Federated Suns' military-industrial complex, but it has long been a productive member of the nation's civilian industry. Various subsidiaries can trace their origins back to the Star League era, though the company as it is known today did not come into being until the last half of the 29th century. Ruchbah was hit hard during the first two Succession Wars thanks to its status as a particularly prosperous former Terran Hegemony world. The heavily industrialized planet saw a nearly unstoppable cascade effect of interdependent companies wink out of existence when a few of the largest corporations, which either depended on other industry on the world to supply it with products or that supplied other companies with their own products, were outright destroyed.

The city of Michaelson, a center for manufacturing on Ruchbah, was hit particularly hard. Unemployment was higher than it had ever been and factories sat fallow, leading the city's government and corporate leaders to a radical solution—at least for citizens and companies that had long operated successfully and freely under the Hegemony. They socialized the city, rebuilding their industrial infrastructure and ultimately putting both the people and the factories back to work. Within short order, this new Michaelson Heavy Industries assumed complete control of not only business within the city but also the city itself—which, since everyone but the politicians in the city worked for the company anyway, passed without significant opposition.

Michaelson continued on in that way for another century, manufacturing a wide variety of products, but even when operating as a miniature socialized nation the company could not continue indefinitely without outside aid. In the late 30th century the company went public, bringing in much needed investment capital that it immediately put into repairing its factories. That move, controversial since it would force the company officers to report to an outside board of directors, allowed Michaelson to survive the Succession Wars and once again become a corporate powerhouse.

For the last sixty years, Michaelson Heavy Industries has had great successes in the civilian sector. It is the one of the largest manufacturers of heavy construction equipment, and its popular lines of tools are sold throughout the Federated Suns. Likewise, its aircraft business saw great success. But following the Clan Invasion, Michaelson's directors saw an opportunity to grow business even more. In 3051 it presented the AFFS with a number of prototype combat VTOLs; within a year it was churning out its first military vehicle, and by the end of the decade it was mass-producing four more.

NEW SYRTIS SHIPYARDS (NSySp)

Main Plant Location: LaGrange Point 4 (New Syrtis)

CEO: Baron Feodor Venchil

Main Products: *Gazelle-*, *Mammoth-* and *Monarch-*class DropShips; DropShip, JumpShip and WarShip refit, repair, and maintenance

Profile:

New Syrtis has long been an important world within its corner of the Federated Suns, and since the 24th century has been home to a number of starship repair and manufacturing yards. Some were dismantled in favor of larger and more capable yards, while others were destroyed in one war or another, always to be rebuilt. The current incarnation of the New Syrtis Shipyards was technically constructed in the early 28th century, but in actuality has gone through so many major repairs and refits since that time, the most recent between 3022 and 3029, that it can hardly be considered three hundred years old.

A publicly traded corporation with a CEO and board of directors, the New Syrtis Shipyards are nonetheless controlled and beholden to the Hasek family, which not only owns a significant block of stock but is, of course, responsible for New Syrtis and the entire Capellan March. The Haseks have thus ensured that the New Syrtis Shipyards receive a steady stream of business from the Federated Suns government, especially the AFFS. On the other hand, the Hasek family's influence is not absolute; the company lost out on the bid to be prime contractor in the *Fox* and *Avalon* WarShip projects on the grounds that the extant New Avalon and Kathil shipyards were better suited for those projects, while the New Syrtis Shipyards would have to undergo years of upgrades before they could construct new WarShips. Still, the Federated Suns government spent the time and money to make the upgrades necessary to service WarShips; in the late 3050s it finished construction on the FCS *Covenant* and is currently repairing several of the AFFS' surviving WarShips.

SALVATORE INC. (SalvInc)

Main Plant Location: St. Edwards (Layover)

CEO: Countess Edwina Famito

Main Products: *Seeker*-class DropShips; small spacecraft

Profile:

Salvatore Incorporated may be a Star League-era corporation, but the centuries have not been good to it. Its factories and yards on Layover used to cover more than five hundred square kilometers, not to mention thousands more square kilometers of proving grounds and test facilities. It also used to manufacture dozens of different types of DropShips, from cargo ships to luxury liners to factory ships to combat ships. Today, thanks to centuries of raids and all-out assaults, the company barely keeps its Construction Facility Delta operational. The rest of the company's St. Edwards facility lays completely dormant. Scores of massive construction buildings, long ago stripped of useful equipment, stand silently. Some are used by a handful of tri-vid production companies that came to the world looking for cheap studio space, while others are used by experimental farmers that have been attempting to engineer new food crops to grow in the planet's vast deserts.

The company has a standing offer from the Federated Suns to come in and refurbish the company's facilities, but the company's officers have steadfastly refused, afraid that the government will come in and take over or force its sale to a larger competitor, like Federated-Boeing. Nevertheless, production capacity continues to dwindle, right along with profits. Layover, on the other hand, remains an ideal location for a DropShip manufacturer—natural resources are still readily available and fusion power is both cheap and plentiful. Sooner or later, the company will either have to accept outside assistance or fold operations altogether.

UNIVERSAL AIR (UniAr)

Main Plant Location: Williams Bay (Delavan)

CEO: Count Kisto Lontaugh

Main Products (Universal Air of Delavan): *Invader-* and *Star Lord*-class JumpShips

Main Products (Universal Air of Galax): *Fox*-class WarShips (in conjunction with Federated-Boeing)

Main Products (Universal Air of Kathil): *Avalon*-class WarShips (in conjunction with Kathil Shipworks); *Invader*-class JumpShips

Profile:

Though it has changed names and owners numerous times in its past, Universal Air has been continuously manufacturing JumpShips and Kearny-Fuchida Drives since before the formation of the Star League. Headquartered on Delavan, one of the Federated Suns' Golden Worlds and a mere jump away from the seat of power, Universal Air is not only well protected but is able to draw upon the best resources available in the Federated Suns. As one of the Inner Sphere's few surviving manufacturers of JumpShips, not to mention the two most sought-after JumpShip designs still constructed, it wields an incredible amount of financial and political power. Its CEO can have friends and relatives elevated to high positions within the government, can all but dictate prices to the AFFS, and can even influence national policy—which included a significant role in the design and construction of the Federated Suns' WarShip fleet. Divisions on both Galax and Kathil not only construct the WarShips' compact K-F Drives, but also a significant portion of each ship. Of course, the power that Universal Air wields comes at a price—the First Prince has, more than once in the past, removed every corporate officer from power and replaced them with individuals considered more loyal to the nation and the Davion family.

WANGKER AEROSPACE (WgkAero)

Main Plant Location: Topell (Axton)

CEO: Baron Tevile Wester III

Main Products: *Corsair*, *Eagle* and *Thunderbird* aerospace fighters

Profile:

When the Star League came tumbling down, Wangker Aerospace was building more than a dozen different kinds of aerospace fighters in its factories on five different worlds in the Terran Hegemony and Federated Suns. Those factories all became targets during the First Succession War, however, reducing Wangker Aerospace to almost nothing. In desperation, the company sent technicians and



specialized reclamation teams to the ruins of its factories to strip what surviving equipment they could salvage before they were completely picked over. Hauling everything to Axton, the company rebuilt as best as it could and was once again assembling aerospace fighters by the middle of the Second Succession War, albeit at a much reduced capacity. The Capellan Confederation continued to hammer away at Axton throughout the Second and Third Succession Wars, but never again managed to completely knock Wangker Aerospace out of the fight.

That is not to say that the company didn't suffer massive and lasting damage. The formation of the NAIS was a godsend to the Federated Suns' military industry. Wangker, like many of its competitors, was on the verge of collapse when the secrets of lostech began to be rediscovered. Serious overhauls during the 3020s and 3030s brought Wangker's Axton plants fully back online and gave the company the ability to produce fighters with select bits of rediscovered technology. Still, while orders for essentially the same fighters it has produced for the past several centuries have not slowed, the company is expanding its factories, hoping to diversify, even while its engineering teams are working on doing more than tweaking its current production models.

MILITARY INDUSTRY

Though it does not represent the largest category of industry, in absolute numbers or profits, in the Federated Suns, the military industry is the most visible. Further, it, more than any other category, drives technological advancement in the nation, indirectly benefiting every segment of industry and every man, woman and child in the nation. Of course, the military industry benefits the common citizen in other ways, most especially providing its armed forces the weapons systems and protective gear they need in order to defend the nation people and interests. The companies grouped into this category typically do more than just produce military equipment; in fact, almost all have divisions or subsidiaries that specialize in producing more common products and services—divisions or subsidiaries that may actually make more money than their defense-related parents. That said, the companies categorized as belonging to the military industry typically generate a majority of their profits from military-related contracts.

Profiling each of the scores of military industry companies is beyond the scope of this work; what follows is just a brief look at the largest and most important of these corporations. For those that are publicly traded, the standard abbreviation used on the Trans-Federation Stock and Commodities Exchange is listed in parentheses following the company name.

ACHERNAR BATTLEMECHS (AchBM)

Main Plant Locations: Ith (New Avalon)

CEO: Paul LeBeau

Main Products (Achernar BattleMech Construction): *Argus, Enforcer, Locust, Osiris, Phoenix Hawk, and Wasp* BattleMechs; IndustrialMechs

Main Products (Achernar Defense Technologies): Military communications, electronics and weapon systems

Main Products (Achernar Heavy Industries): Civilian vehicles and manufacturing equipment

Main Products (Albion Advanced Technologies and Products): Cavalier, Grenadier, Infiltrator Mk. I (out-of-production) and Infiltrator Mk. II battle armor

Main Products (New Avalon Fusion Products): Fusion and conventional engines

Profile:

Achernar has been a force to be reckoned with within the Federated Suns' military-industrial complex since the construction of the first homegrown BattleMechs commissioned by Simon Davion in the 25th century. No longer the largest or most powerful producer of military hardware, it is nevertheless the oldest and most respected of the current crop of military-focused industries. It also holds the honor of calling New Avalon its headquarters. Furthermore, two members of the Davion family sit on its board of directors, while close ties with both the NAIS and the Department of the Quartermaster ensure Achernar is well represented within the highest levels of the AFFS and the FedSuns' government.

Achernar is best known for its defense-related products, but that represents less than a quarter of its business. Each of the corporation's four major divisions manufactures a number of non-military goods for the entire Federated Suns. New Avalon Fusion Products specializes in reactors, power plants, and engines of all sorts; though possessing nowhere near GM's market penetration, especially in vehicle engines, it does a brisk business in major fusion- and petrochemical-fueled power plants (for cities and the like). Achernar Heavy Industries builds civilian vehicles, but most of its business comes from designing and building specialized manufacturing equipment for other companies. Achernar Defense Technologies is the subsidiary that produces electronic systems and weapons for its final division's 'Mechs, though it also manufactures similar equipment for governments (including local militias, police departments, emergency services, and the like). Achernar BattleMech Construction is, of course, the company's most notable division, producing both BattleMechs as well as civilian 'Mechs.

Albion Advanced Technologies and Products is Achernar's most recent addition to its corporate fold. Headquartered in a non-descript building within Avalon City, but with a high-tech factory built within the same mountain range that is home to the Fox's Den, this secret subsidiary only came to light in the late 3050s. It was revealed to have been the primary manufacturer of the AFFS' new battle armor, in association with the NAIS—though it had apparently been working since the early 3020s with the NAIS to develop and new high-tech infantry fighting solutions. Now publicly recognized, Albion's factory lines are still classified, leading many to suspect that far more than just the construction of battle armor goes on within that hidden facility.

COREAN ENTERPRISES (Not Traded)

Main Plant Locations: Jeratha (New Avalon), Stewart (FWL)

CEO: Count Yethers Corean

Main Products (Corean Enterprises of New Avalon): *Black Hawk KU*, *Centurion*, *Fireball*, *Trebuchet* and *Valkyrie* BattleMechs; Musketeer tank and light armored combat vehicles

Main Products (Corean Transgalactic Ltd.): Interstellar trade

Profile:

Once the third largest non-Terran Hegemony-based military contractor for the Star League, Corean Enterprises suffered tremendous losses during Kerensky's drive on Terra and the Succession Wars. Today, only two of the company's original eight factories remain in working order—the others long ago vaporized or stripped of all useable machinery. No longer the economic powerhouse that it once was, Corean Enterprises nevertheless remains a viable and profitable corporation through the unique agreements it has in place within both the Federated Suns and the Free Worlds League.

As a trans-national business, Corean Enterprises is forced to jump through a number of bureaucratic hoops in order to keep its factories open. Even though Corean Enterprises-MacAdams Suharno of Stewart is technically owned and controlled by the parent Corean Enterprises on New Avalon, in practice it functions as a wholly independent subsidiary, producing BattleMechs for the Free Worlds League Military and components for other FWL-based defense manufacturers. Cash profits cannot funnel directly back to the Federated Suns, and the League regularly has agents inspect Corean's records to ensure that restricted technologies are not released to the Federated Suns. At the same time, the Federated Suns government ensures much of the same limits are in place—especially when it comes to the release of lostech to foreign entities or the manufacturing advances pioneered by the NAIS that allowed the New Avalon factory to continue production in the face of serious equipment malfunctions in the first quarter of this century.

All of these regulations have driven Corean to develop a unique business model. Corean of Stewart typically funnels its profits back to New Avalon in the form of 'Mechs and other components it produces, as well as components it purchases from other FWL manufacturers—which is how FedSuns military manufacturers procure the majority of the FWL-produced weaponry (such as Magna-brand lasers) they incorporate into their own designs. Corean Transgalactic was set up to handle this shipping some two centuries ago but has grown significantly to encompass the interstellar trade of almost anything—from vehicles to foods to textiles. Corean Transgalactic has regional headquarters on both New Avalon and Stewart, but it also maintains transfer warehouses on Graham IV and Addicks; a third transfer station on Liao was shut down after that world was lost to the Capellan Confederation.

The company's New Avalon headquarters is the flagship of the Corean family and a marvel of technology. One of the last fully-automated BattleMech factories in the Inner Sphere, it currently produces three major lines of BattleMechs for the AFFS, thanks to advances and upgrades installed by teams from the NAIS over the course of the last four decades. Additionally, it recently opened a new semi-automated factory devoted to producing combat vehicles; the Musketeer hover tank, its first offering accepted by the AFFS, is already a favorite of combat crews.

FEDERATED INDUSTRIES (FedArl)

Main Plant Locations: Teluride (Carmacks), Arkangel (Novaya Zemlya), Dakar (New Damascus), Rethel (New Avalon), Vogel (Hickcock)

CEO: Duke Sibron Garrik

Main Products (Federated Armor): Personal body armor

Main Products (Federated Arms): Small arms and ammunition

Main Products (Federated-Barrett): Advanced military personal and support weaponry

Main Products (Hurricane Defense Systems): Heavy weapons and ammunition

Main Products (Personal Defense Contractors): Personal and corporate security

Profile:

Federated Industries is the largest producer of personal weapons and equipment in the Federated Suns. Originally founded as Federation National Firearms in 2724, it found some success with a number of handguns and long arms—enough to be bought out by no less than three different corporations in the next three decades, but not quite enough to remain a profitable subsidiary. After passing to the control of the Yorathil Corporation, though, the company struck it big with the FNF-LN rifle, the precursor to what is now known as the Federated Long Rifle. The AFFS Department of the Quartermaster ordered 25,000 of the weapons immediately, and went on over the course of the next decade to order millions more, making it the standard long arm for its regular army infantry.

Federation National Firearms became a wild success overnight, borrowing heavily on the strength of its military contracts to construct factories throughout the Federated Suns. By the time Amaris had seized control of the Terran Hegemony, the company was producing numerous weapons for the AFFS, from pistols to rifles to heavy support weapons.

The First and Second Succession Wars nearly destroyed the company, though, as weapons and ammunition factories were raided and bombed even while the AFFS needed even more weapons to prosecute those wars. With FNF production no longer able to keep up with demand, the Davion government contracted with local factories to build the exact same weapons that FNF designed. FNF came back strong in the early decades of the Third Succession War, however, with a new name and a new weapon. When Federated Arms debuted the Federated Long Rifle, the AFFS was looking for a new rifle for their infantry with better range and more hitting power. The rest, as they say, is history.

Federated Arms once more grew into a giant, ultimately entirely consuming what was left of the Yorathil Corporation and renaming the entire company to Federated Industries. The Federated Arms and Federated Armor divisions date from that time and have been the AFFS' largest supplier of small arms, support weapons, and body armor ever since. Federated Industries added Hurricane Defense Systems, a builder of heavier weapons and munitions, in 2948, expanding its business to provide every type of weapon or munitions the AFFS might need.

The purchase of Personal Defense Contractors in 2993 was, at the time, controversial. Officially, the company trained and equipped corporate security forces and personal bodyguards, and also provided



JUST BUSINESS

Case CMRC61-514729C Federated Industries v. Johnston Industries

When Federated-Barrett debuted the MagShot Gauss rifle in 3058, it was hailed as a technological marvel by everyone who saw it—a particularly small group considering it was designed specifically for the highly classified Infiltrator Mk. II battle armor suit. Word of the impressive weapon soon spread among the highest levels of the AFFC, gaining Federated-Barrett even greater recognition and status among their only customer's senior leadership. That led to additional contracts to construct MagShots for the Department of Military Intelligence and the Ministry of Intelligence Investigations and Operations. It also led to a case of industrial espionage that rocked the AFFC leadership and the Federated Suns' military industry.

Hauptmann General Isador Konour, Department of the Quartermaster Assistant Director for Procurement, after considerable pressure from senior AFFC officers who wanted to see a weapon like the MagShot take the place of 'Mech- and vehicle-mounted machineguns, conspired with several Federated-Barrett engineers and executives to leak the weapon's plans to a major weapons manufacturer. They shopped around with Konour's assistance until finally accepting an offer from Johnston Industries, which received complete technical specifications for the MagShot after hiring the Federated-Barrett team—and providing them considerable up-front bonuses. Konour herself took a position with Johnston three years later, two years after retiring from the AFFC.

Johnston Industries debuted their version of the MagShot, calling it the Poland MagShot, in 3061. Though designed specifically to be used on a vehicle or 'Mech, it was essentially the same weapon, a fact not at all lost upon Federated Industries' executives. Thus began a five-year-long court battle over who had the right to build the weapon. Lawyers from both companies eventually settled the case out of court; Johnston Industries retained the right to produce the Poland MagShot, though the weapon has yet to receive certification from the Department of the Quartermaster and thus is sold primarily to private concerns (and is particularly popular on Solaris VII). In return Federated Industries received an undisclosed monetary settlement as well as the perpetual rights to produce the popular Poland Main A Gauss rifle (now being produced and marketed by Hurricane Defense Systems, primarily to concerns in the Lyran Alliance).

Additionally, criminal cases were brought against General Konour and her conspirators. Their cases concluded in 3065 with each pleading guilty to varying charges of corporate espionage, intellectual theft, conspiracy, and falsifying government documents. That these convictions happened just two months before the final deal between Federated Industries and Johnston Industries was reached is, according to lawyers from both sides, just a coincidence.

those same security services to those that could afford their prices. Unofficially, the company specialized in providing elite mercenaries to petty nobles and others who sought to overthrow legitimate local rulers or engage in a truly hostile takeover. Since then, the company has become a constant performer, even in times of recession.

Federated Industries formed its final major division in 3043. For almost its entire history, the company had focused on producing conventional weapons. In fact, its only forays into lasers and other advanced weapons had been abysmal failures. Looking to turn that around and cash in on the bits of lostech the NAIS had been unlocking every day, the company formed Federated-Barrett, initially tasking it as a high-tech R&D house. This division was responsible for the very first personal Gauss weapons accepted by the AFFS, and especially the MagShot rifle integral to the Infiltrator Mk. II battle armor. As a result, in 3059 Federated-Barrett took on responsibility for not only research and development, but also production of all of Federated Industries' advanced light weapons, including Gauss weapons, lasers, and other energy weapons.

GENERAL MOTORS (GenMo)

Main Plant Locations: District City (Kathil), Nugent City (Kathil), McKenna Shipyards (Kathil), Eden (Salem), Pelys Conn (Talcott), San Angeles (New Valencia), Lotelo (Addicks), Camino (El Dorado), Daira Gul (Galax), Fond du Lac (Waunakee)

CEO: Hoban Cobb

Main Products (General Motors Heavy Industries): *Cestus*, *Goliath*, *Maelstrom*, *Marauder*, *Nightstar*, *Rakshasa* and *Stealth* BattleMechs; IndustrialMechs

Main Products (General Motors Annex): Ajax, Challenger, Darter, Minion and Morningstar tanks; APCs and light armored combat vehicles

Main Products (General Motors of Kathil): Fusion and conventional engines, civilian vehicles

Main Products (General Motors Space Technologies): DropShip and small spacecraft engines

Main Products (General Motors of Salem): Ajax, Challenger, Patton, and Rommel tanks; standard and heavy APCs, light armored vehicles, fusion and conventional engines

Main Products (General Motors of Talcott): *Blackjack*, *Hellspawn* and *Wasp* BattleMechs; Cavalier and Grenadier battle armor; fusion engines; IndustrialMechs

Main Products (General Motors/Blackwell Industries of New Valencia): *Avatar*, *Black Jack Omni*, *Falconer* and *Marauder II* BattleMechs; Ajax and Demolisher tanks

Main Products (GM/Mydron Weapon Systems): Autocannons, heavy weapons, and ammunition

Main Products (GM/Rowell Sport Vehicles): All-terrain, utility and sport vehicles

Main Products (Bonham Automotive): Automobiles and luxury vehicles

Main Products (Roth Hover Designs): Civilian hover vehicles

Profile:

No overview of Federated Suns' business could be complete without a profile of General Motors, the largest single producer of both military and civilian vehicles in the Inner Sphere, and also the

AFFS' largest contractor. Sometimes known as General Mechanics, thanks to its takeover of that company more than three hundred years ago (in fact, depending upon the planet one comes from, one may still know the company by that name), this corporate giant claims to be able to trace its history back to a handful of 19th and 20th century Terran companies. General Motors as it is known today did not emerge until the 26th century, though it wasn't until the debut of the *Marauder*—one of the most ubiquitous BattleMechs in existence even today—that GM's fortunes increased by orders of magnitude. GM became a household name, even within the civilian sector, where its lines of vehicles were already well accepted.

The Succession Wars, of course, were less than kind to GM and its various subsidiaries. Even though orders for its lines of BattleMechs and combat vehicles never slowed, equipment breakdowns and raids on the company's factories took their toll. Only the NAIS and its rediscovery of lostech turned the tide and allowed GM to flourish once again.

Today, GM is just as much an interstellar corporate giant as it was at the height of the Star League. While much of its military manufacturing business is centered on Kathil, it has significant operations on seven other worlds and smaller subsidiaries on eleven more. The four major divisions on Kathil produce BattleMechs, combat vehicles, a huge variety of fusion and conventional engines, and thirty-five lines of civilian vehicles—from sub-compact economy cars to heavy ground transports. Additionally, in conjunction with partner companies Federated-Boeing Interstellar and Universal Air, it operates the Kathil Shipworks, constructing reactors, engines, and weapons for the shipyards and running the microwave relays that power the shipyards.

GM opened smaller factories Salem and Talcott early in the Succession Wars in an effort to divest its focus from Kathil, but it wasn't until this century that those operations expanded to the point of producing more than engines. GM's factories on both of those worlds now each produce lines of combat vehicles or BattleMechs, while the Talcott factories also now build battle armor for the AFFS.

GM/Rowell Sport Vehicles, Bonham Automotive, and Roth Hover Designs together build more than 210 different models of vehicles, including some of the most popular all-terrain and sport/utility vehicles, as well as a number of expensive luxury and sports vehicles. These three divisions have factories on dozens of different worlds and account for some forty percent of civilian vehicle sales in the Federated Suns. The fact that GM has an exclusive contract with the FedSuns government to supply it with general-purpose vehicles and also a discount program for all national government employees certainly doesn't hurt those numbers.

GM's final two major divisions were added to the fold this century. GM/Blackwell is the result of a close relationship between the Blackwell Corporation and General Motors in the first decades of this century. When Wolf's Dragoons appeared on the scene, they had the technological know-how but not the resources needed to construct Star League-quality BattleMechs and vehicles. They entered into an agreement with GM that had the Dragoons upgrade the long dormant 'Mech factory on New Valencia in exchange for exclusively building the

Marauder II for them. And when they set down permanent roots on Outreach, GM aided them in rebuilding and expanding the Blackwell facilities there. The technologies GM developed thanks to that close partnership gave the it a huge jump on its competitors, allowing the company to mass produce the very first lostech-equipped 'Mechs in the Successor States.

GM opened its Mydron Weapon Systems division after purchasing two heavy weapons producers in 3048. Though the Mydron Corporation hadn't existed since the Amaris Civil War, its products had lived on to modern times. GM revived the name, assigning it to this new weapons division, which designs and builds heavy weapons for the Federated Suns, especially the autocannons that made Mydron famous.

JALASTAR AEROSPACE (JAer)

Main Plant Locations: Amritsar and Kantara (Panpour)

CEO: Countess Iriana Salvas

Main Products: *Centurion*, *Grasshopper* and *Javelin* BattleMechs; *Condor*, *Manticore*, *Myrmidon* and *Typhoon* tanks; *Sabre* and *Sparrowhawk* aerospace fighters; conventional fighters

Profile:

Jalastar Aerospace of Panpour was just one of the dozens of corporations that manufactured aerospace fighters and light craft for the Star League. Located on the Federated Suns' periphery, close to the Taurian Concordat, it was in an ideal position to directly support the Reunification War, League military operations in the Rimward Periphery, and Kerensky's drive into the Periphery prior to the Amaris Coup. Jalastar took full advantage of its ideal location, diversifying so that it could provide both aerospace and ground combat assets.

When the Succession Wars came, its location within the Crucis March kept it mostly safe from Capellan raids, though its proximity to the Taurian Concordat and the wild Periphery made it a favorite target for pirates and other outlaws, and even the odd mercenary unit that chose to defy the AFFS and go rogue, stealing what they could before fleeing the Federated Suns. All of this prompted Jalastar to form its own security forces early in the 29th century, especially as AFFS forces assigned to Panpour were regularly tasked with off-world operations. Unfortunately that garrison suffered greatly during the FedCom Civil War, proving that, while it could handily deal with pirate attacks, it was no match for a dedicated invasion force.

Discounting the action centered on its Kantara plant (its facilities in the city of Amritsar were, for the most part, untouched by the Civil War), Jalastar has been suffering for quite some time now. Though it has been building fighters, tanks, and 'Mechs for the AFFS for some three centuries, and for the SLDF for two more, it is becoming more and more irrelevant. Updating its products with lostech has mitigated this decline somewhat, as has the introduction of several licensed designs. New designs have been few and far between, however, with most of the company's energy and funding directed to fending off several hostile takeover attempts in this century alone. Unless Jalastar manages to make a name for itself again, it may not last much longer.

GENERAL MOTORS



JOHNSTON INDUSTRIES (Not Traded)

Main Plant Locations: St. Randall (Addicks), Cilitren (New Syrtis)

CEO: Count Braet Johnston

Main Products (Johnston Weapons Systems): Heavy weapons

Main Products (Johnston Industries of Addicks): Dagger OmniFighter

Main Products (Johnston Industries of New Syrtis): *Axman*, *Caesar*, *Garm* and *Hatchetman* BattleMechs; Glory and Goblin tanks; Dagger OmniFighter

Profile:

Prior to the fall of the Star League, the Johnston family of New Syrtis was one of the wealthiest in the Federated Suns, having made its money centuries earlier in prospecting and forestry. The family was involved in quite a few other business ventures, but had never delved into the defense industry. On the other hand, its members had always showed exemplary business instincts, and, when Tauken Weapons Systems of Addicks went up on the auction block after its owners had been indicted for collusion with Amaris, the Johnstons snatched it up. Though they knew that its homeworld of Addicks would likely be fought over bitterly in the looming war, they were banking on being able to profit from the war. Indeed, most of the old Tauken facilities were destroyed, but those that survived soon were constructing weapons and ammunition at full capacity for the AFFS. In fact, the ever-expanding plants on Addicks ultimately supplied a significant percentage of the Davions' military thanks to the fact that the AFFS constructed its own logistics depot on the world.

Though Johnston Industries was a consistent moneymaker for the family, they nevertheless hoped for more from it. In 3028 they began construction of a new factory, one capable of manufacturing BattleMechs, on New Syrtis, while at the same time expanding operations on Addicks to produce combat vehicles. The new facility took ten years to complete, after which time it began to produce a line of 'Mechs licensed from the Lyran Defiance Industries. Shortly thereafter, it also began producing heavy weapons for the AFFS. It was another seven years before the company debuted its first prototype new 'Mech designs, though, designs that the NAIS assisted with and that Johnston reciprocally shared with Defiance Industries. In 3058, Johnston once more diversified its business, this time opening up aerospace fighter production lines on both Addicks and New Syrtis, designing and building the Federated Suns' first OmniFighter—the *Dagger*.

Johnston
Industries

KALLON INDUSTRIES (KinInd)

Main Plant Locations: Kulmen Mountain Range (Talon), Kallontown (Nanking), Lake Semmes (Kirklin); Asuncion, Bernardo, Loyalty, Thermopolis (FWL)

CEO: Justine Nakoma

Main Products (Kallon Weapon Industries of Kirklin): Challenger and Partisan tanks

Main Products (Kallon Weapon Industries of Nanking): *Shadow Hawk* and *Wolverine* BattleMechs; Ontos and Partisan tanks

Main Products (Kallon Weapon Industries of Talon): *Enforcer*, *Griffin*, *Hornet*, *JagerMech*, *Penetrator*, *Rifleman*, *Shadow Hawk*, *Templar*, and *Wolverine* BattleMechs; Partisan tank; support, artillery and light armored vehicles

Main Products (Imperator Automatic Weaponry): Heavy weapons, small arms

Profile:

As an international conglomeration, especially one in the business of making war machines and weapons, Kallon Industries is forced to deal with levels of bureaucracy that are best described as nightmarish. It is doubly worse as it is technically a subsidiary of Earthwerks Ltd. Like Corean Enterprises, Kallon Industries has operations in both the Federated Suns and the Free Worlds League, with the home office located within the Suns. This arrangement had been in place during the reign of the Star League, and after its sundering Kallon broke ties with Earthwerks—an arrangement effectively recognized even today by the Free Worlds League courts.

Still, the Federated Suns and Free Worlds League arms of the company operate mostly independently of each other. Chief Executive Officer Justine Nakoma and her top executives oversee two boards of directors and staffs that make the day-to-day operating decisions for the company. Still, Nakoma is making great strides in tightening the bonds between the League and Suns divisions, especially with the increasing détente between the company's parent nations in the past two decades.

Operations in the Federated Suns are concentrated on building combat vehicles and BattleMechs, with some effort also put into small arms (a market that, while dominated by Federated Industries, is not completely locked up within the Federated Suns and encourages a healthy competition). Through Imperator Automatic Weaponry, the company also produces several lines of heavy weapons, mostly put to use on other divisions' offerings. The Kirklin and Nanking plants manufacture nothing but combat vehicles—some of the heaviest in service with the AFFS. The real industrial powerhouse of the company is its Talon facility, though. Nestled within the Kulmen Mountain Range, Kallon's Talon plants are perhaps the most advanced within the Suns, and among the easiest to defend.

KALLON
INDUSTRIES

PRECISION WEAPONRY (PrecLaS)

Main Plant Locations: Buo Dane (Tancredi IV)

CEO: Samael Beltrous

Main Products: Heavy weapons

Profile:

One of the last independent heavy weapons manufacturers in the Federated Suns, Precision Weaponry has had to deal with numerous threats throughout its history, from military attacks to attempted hostile takeovers to industrial espionage. The company, as it was founded, was known as Precision Laser Systems and was one division of the much larger Kankadi Corporation. Spun off on its own, with subsidiaries that specialized in medical, industrial, and military laser technologies, it survived for over a century as one of the premier high-technology corporations in the region. During the Succession Wars, however, it was forced to sell off its medical and industrial divisions—both poor performers thanks to decades of economic depression—in order to stay in business, changing its name to Precision Weaponry to better reflect its primary purpose. Moreover, following decades of foreign raids and pirate attacks, the company literally went underground, building massive subsurface facilities into which it moved its operations. Despite the hardships of the past several centuries, the company continues to do significant business; its Sutel Precision Line of laser weapons remains as popular as ever, and it has further expanded its offerings to include Magna lasers and Defiance PPCs as well.

QUIKSCCELL COMPANY (QkCICo)

Main Plant Locations: New Phoenix (Layover), Ares (CC), Kalidasa (FWL), Oliver (FWL), Richvale (LA)

CEO: Josef Kenworth, Sean Hai Wong (FS)

Main Products: Hetzer, LRM Carrier, Scorpion, SRM Carrier and Vedette tanks; light armored vehicles

Profile:

Quikscell's reputation throughout the Inner Sphere is as a cheap company with continually shoddy workmanship that often results in unreliable and defective equipment. Yet even with this reputation, Quikscell manages to not only stay in business but also keep large contracts with the militaries of the Inner Sphere. Of course, the fact that the militaries of the Successor States remain woefully understrength compared to the numbers possessed during the Star League era ensures that, no matter how poor Quikscell's quality is, the company will still be deluged with orders.

Quality control within the Federated Suns is no better than it is within the other nations where the company operates, though the AFFS' Department of the Quartermaster long ago learned to handle this issue in their own way. Quikscell company representatives accompany each shipment of vehicles and stand by as DQ technicians pour over every vehicle delivered, looking for major defects. When the inevitable

problems are found in almost every vehicle, repairs are made right away, and Quikscell is billed for repairs, including the technicians' time inspecting the vehicles. Of course, these inspections couldn't possibly find every single defect, but they generally uncover the worst of them, ensuring that most of the vehicles accepted for delivery will work acceptably if not properly. Many commanders resent being assigned Quikscell-produced vehicles, but the price is right and some chief technicians have taken to assigning new mechanics and techs to service these vehicles, on the premise that if they can get them running correctly then they probably could get almost anything running.

ROBINSON STANDARD BATTLEWORKS (RSBW)

Main Plant Locations: Tiberias (Robinson)

CEO: Countess Bella Sandoval

Main Products: *Argus*, *Black Knight*, *Ostsol*, *Saggitaire*, *Sentry*, *Victor* and *Watchman* BattleMechs

Profile:

Robinson Standard BattleWorks occupies a unique place within the Federated Suns' military-industrial complex. It is a publicly traded corporation, but the Sandoval family maintains a controlling interest, further ensuring their domination over the Draconis March. Yet even with the Sandoval family's military and political influence, the company remains something of an outsider among the other major defense contractors, almost a pariah within its own nation. The AFFS Department of the Quartermaster maintains liaisons with every other BattleMech manufacturer in the nation but Robinson Standard BattleWorks, and technical assistance from the NAIS and other government agencies is almost non-existent. Many associated with the company attribute this to a "good ol' boys network" among the other major defense concerns, a prejudice against RSBW because of its renegade nature or its location within the Draconis March. Practically, it is an issue the company has long had to deal with—resulting in lower-quality products and forcing RSBW to look to military suppliers from outside of the Federated Suns to provide the types of weapons and equipment that are actually produced within the nation yet cannot be acquired through normal supply channels.

Nevertheless, on the strength of the Sandoval family alone, the company has moved past its one-time identity as a minor components manufacturer and broken out into the big time. The *Watchman* was RSBW's first BattleMech offering, with the Federated Suns financing the upgrades RSBW's factory needed to build the 'Mech—a concession Prince Hanse Davion made to appease Duke Sandoval during the Clan Invasion. A decade later, the company was producing four more 'Mech designs and had a handful of others on the drawing table. The FedCom Civil War only increased RSBW's stature and profits, though that period of time also proved to all the influence of the Sandoval family—controlling not only the company's purse strings but also the flow of materiel out of the Draconis March. Duke Sandoval allowed the release of RSBW products as *quid pro quo* for favors or as rewards to loyal units.



STARCORPS INDUSTRIES (StrCrplnd)

Main Plant Locations: Farrarah (Crofton), Terra (WoB), Emris IV (FWL), Loburg (LA), Son Hoa (LA), Menke (CC), St. Ives (CC)

CEO: Mandrinn Trenton Volgers, Amanda Sanchez (FS)

Main Products: *Longbow*, *Thanatos*, and *Warhammer* BattleMechs; J. Edgar and Manteuffel tanks

Profile:

Headquartered on Menke in the Capellan Confederation and with operations in four of the five Successor States, Starcorps Industries is likely the largest—and most heavily regulated—military industry in the Inner Sphere today. Since the company first offered the *Warhammer* over 500 years ago, it has remained at the forefront of advancement. During the Federated Commonwealth era, Starcorps' factories in the Federated Suns, Lyran Commonwealth and St. Ives Compact all saw significant upgrades, increasing production capacity and quality. Of course, those advancements could not be released to the company's Capellan and League divisions—though scores of corporate officers and employees were tried and convicted for attempting just that—ensuring that those four factories would remain the best and most profitable (FWL facilities would ultimately receive similar upgrades during the 3050s). That only deepened the schism already present within the company, leading to more and more infighting.

Still, the company was able to put aside its internal differences long enough to debut new multi-national designs of both the *Warhammer* and the *Longbow*, while the Lyran and FedSuns divisions continue to collaborate in improving the design of the Manteuffel OmniTank, the company's first foray into designing and building vehicles outside of its St. Ives division.

VALIANT SYSTEMS (ValSys)

Main Plant Locations: Rio (Johnsondale), Tiberias (Robinson)

CEO: Katheraine ul Trahm

Main Products (Valiant Systems of Johnsondale): Pegasus, Pilum, and Striker tanks; light armored vehicles; civilian vehicles

Main Products (Valiant Systems of Robinson): Heavy weapons and armor; civilian vehicles

Profile:

Until expanding its operations in the early years of this century, Valiant Systems was primarily known as the producer of several lines of moderately successful civilian vehicles, including the Valiant Regal sportster made famous by Immortal Warriors XXVII to XXXII. Mostly out of the public spotlight Valiant also produced military-grade armor and



missile systems for the AFFS. In the waning years of the Third Succession War, though, the company partnered with Wunderland Enterprises to design and build the Striker Light Tank, a cheap but effective wheeled vehicle that gained popularity in the AFFS. Producing that vehicle in the new Johnsondale plant constructed in 3006, the company soon began to build a number of different light combat vehicles for both the AFFS and local militia forces. Still, it wasn't until after the Clan Invasion that Valiant and Wunderland jointly debuted a new combat design, the Pilum Heavy Tank. At about the same time, however, both companies provided significant aid to the Combine's Scarborough Manufacturers on Al Na'ir. Though that aid garnered both significant animosity within the Draconis March, it ultimately provided Valiant the opportunity to build the Pegasus Hovertank, which the AFFS has been snapping up as fast as they can be produced.

YEFFTERS WEAPONS FACTORY (Not Traded)

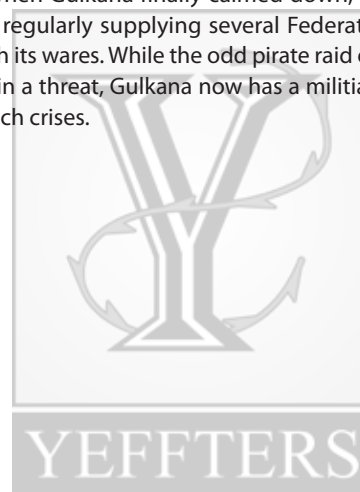
Main Plant Location: Kanpur (Gulkana)

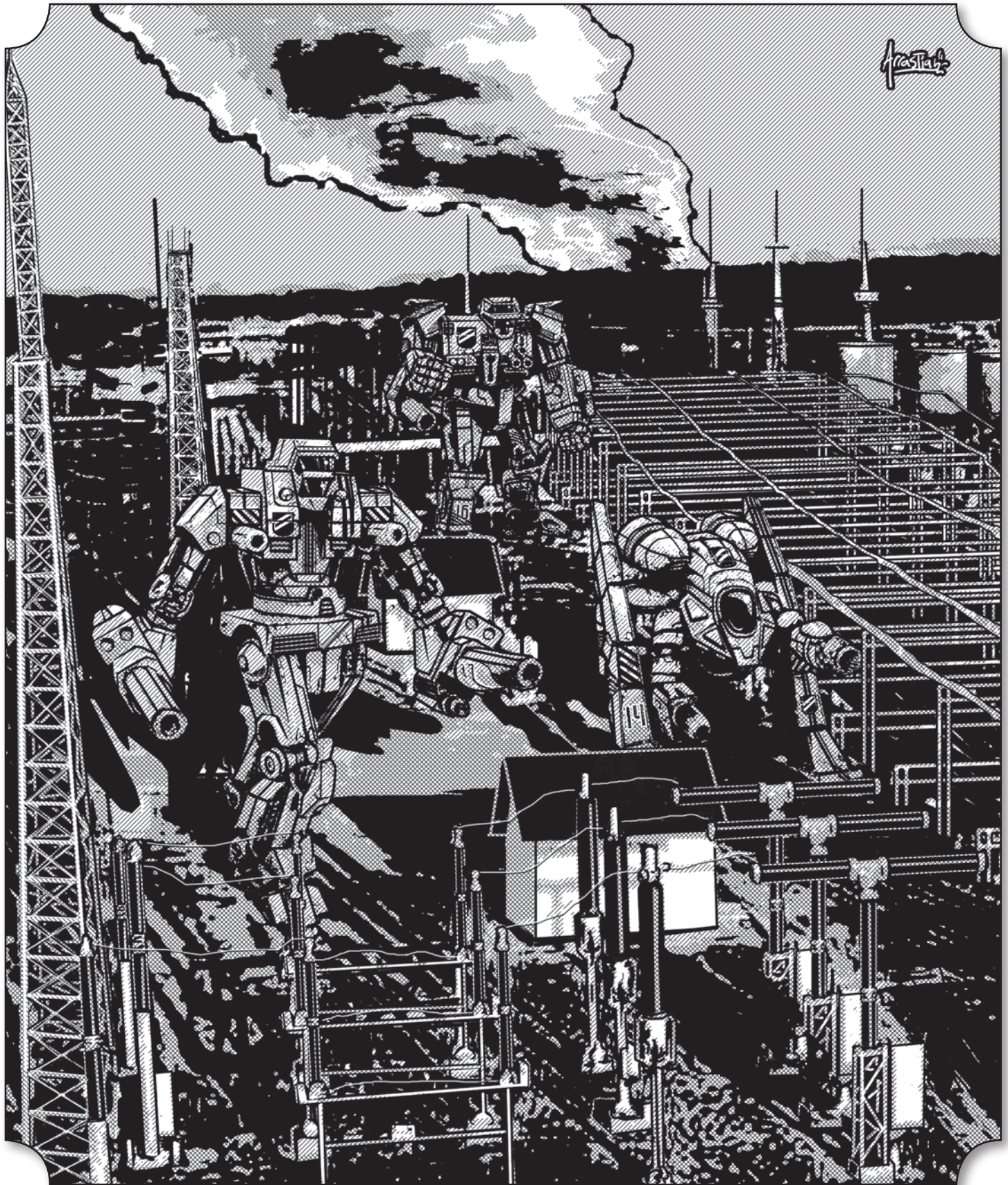
CEO: Duchess Christine Salos

Main Products: Heavy weapons

Profile:

Based on the world of Gulkana, deep within the Federated Suns' Crucis March, the Yeffters Weapons Factory has been spared many of the direct ravages of the Succession Wars. Yet its location also made it a prime target for pirates who had set their sights on the so-called Outback and Skid Row regions. Worse, the planet of Gulkana was plagued by a dictatorial militia commander and a growing rebellion that would regularly target the company. Too far away from the primary 'Mech, fighter, and vehicle manufacturers to be a major supplier and too far away from civilization to rate significant protection, the company scraped by for centuries by selling its wares to whatever manufacturer it could safely deliver to. Companies like Korean Enterprises and Lycomb-Davion IntroTech of New Avalon and Kallon Weapons Industries of Talon were happy to buy weapons such as Mydron autocannons from Yeffters, but they would not issue long-term contracts until the company could guarantee regular shipments. Finally, in 3033, Christine Salos assumed the Duchy of Gulkana from her father and called upon the AFFS to step in and help her fix the problems on her homeworld. It was years before order could be restored, but when Gulkana finally calmed down, Yeffters Weapons Factory began regularly supplying several Federated Suns defense contractors with its wares. While the odd pirate raid or resurgent rebel uprisings remain a threat, Gulkana now has a militia force capable of dealing with such crises.







The following rules cover roleplaying as well as the *Classic BattleTech* board game, allowing players to emulate the unique qualities of all types of Federated Suns natives in their games.

CLASSIC BATTLETECH RPG RULES

This section provides several new Life Paths to supplement those found in the character creation rules for *Classic BattleTech RPG (CBT: RPG)* and the *Classic BattleTech Companion (CBT Comp)*. These rules enable players and gamemasters to create characters better tailored for Federated Suns-based campaigns.

MechWarrior Third Edition: *MechWarrior Third Edition (MW3)* was originally published by FASA Corporation. Upon its reprint by FanPro LLC, the name was changed to *Classic BattleTech RPG (CBT: RPG)*. This section references pages in *CBT: RPG*, but the page numbers are identical regardless of whether you own *CBT: RPG* or *MW3*.

SUB-REGIONS

The Federated Suns regions described on pp. 31-33, *CBT Comp*, refer to large areas of space composed of scores of worlds. As with any large region of populated worlds, these are in reality a hodge-podge of smaller sub-regions, each with their own unique cultural and political tendencies. The Federated Suns Sub-Region Table below summarizes these differences, further defining the home regions for Federated Suns characters. Each provides additional skill points and traits for new characters hailing from these regions. These skills and traits apply *instead* of those provided by the Federated Suns factions on pp. 31-33, *CBT Comp*.

When using the Federated Suns Sub-Region Table to create a character, choose the sub-region that character hails from. Apply the Attributes, Skills Traits, and other modifiers for both that sub-region as well as the associated major region to the character.

TRAITS

The following section contains a selection of new traits and expanded rules for existing traits. Unless otherwise stated, these traits follow the rules in *CBT: RPG* (p. 78).

Some of the new traits are so closely related to existing traits (such as Quirks) established in previous rulebooks that players can exchange them at the end of character creation to give existing characters more flavor. When making such trait swaps, however, the player must switch among similar traits of equal point values, with the gamemaster determining whether the exchange is appropriate.

Military Brat (New)

Cost: 3 (Not available to Clan-based characters)

People join the military for a number of reasons. Some because they want to serve their fellow man, some because they're looking to get an education, and some because they're hoping to make a better life for themselves—be it to get away from life on a backwater or to escape a life of crime. And some do so because they seek glory and prestige. But there are others that sign up because they have a highly developed sense of duty, instilled throughout their formative years by

parents or other close family members who have themselves pledged to serve and defend their fellow man.

A character with the Military Brat Trait most likely had a difficult childhood: parent(s) gone for months or years on end on long tours of duty, moving to a new home every few years, and a number of military funerals for friends of the family and even close family members killed in the line of duty. But despite all the hardships, the life of a soldier was still worth it. And at the least, life in the military is easier because of it.

Characters with this trait have at least one parent (or, if no parents, a guardian) that has served in the military—be it a state military or a large mercenary organization—his or her entire life. The character could, of course, have numerous other relations that have served (such as one or more siblings, grandparents, uncles and aunts, and so forth), but the important fact is that at least one of the character's parents (or guardians) has served.

For characters with this Trait, all Attribute Minimums required to enter any military path are reduced by one point each (though the character must meet all other requirements and prerequisites). The character also gains +1 Skill Points to all Skills learned during Basic Training, including those of the Basic Training Field itself.

Additionally, the Military Brat may occasionally call upon friends and associates (be they direct acquaintances or those of the character's military-serving relative) in times of need. In game terms, the character may call upon a Contact (1) in a situation where he or she does not already have an applicable contact by rolling an 8 or better on 1D10. There is, however, also a chance (in any situation deemed suitable by the gamemaster) that a roll of 1 on this same check will instead uncover an Enemy (1)—someone who was either crossed by a close family member or perhaps the relative of someone killed by that family member (be it in actuality or just in that enemy's mind).

In either case, the character may only attempt to find a Contact/Enemy once per situation, and never more than once per gaming session. These Contacts/Enemies are transient and must be rolled for each time—even when returning to the same locations under similar situations. Unlike regular Contacts and Enemies, they should not be treated as recurring characters but instead reflect individuals that have either been righted or wronged by the character's family.

Military Family (New)

Cost: 4 (Requires Military Brat Trait; Not available to Clan-based characters)

There are those who have followed one or more close relatives into the military, and then there are those whose entire families are staples, who are a part of a legacy a century or more in the making. Whether a part of the armed forces of a Great House or a major mercenary command, the family has played an important and lasting role in that organization for many generations. Numerous relatives have held prominent positions within the organization, some perhaps as commanders. Anyone even remotely familiar with the organization's history will at the very least know the family name, and chances are that they will probably know significant details about the family—the impressive successes and the dramatic failures.

A member of a military family has a great deal of baggage to deal with but must sink or swim on his or her own. That's not to say that

FEDERATED SUNS REGIONS

Sub-Regions (by Region)

Capellan March

Border Worlds
Core Worlds
Former Sarna March

Included Areas

Alcyone, Sirdar, Valexa PDZs
Altair V, Kathil, New Syrtis PDZs
Achernar PDZ, Chaos March (Sarna March except Epsilon Eridani PDZ, pre-3057)

Crucis March

Core Worlds
Golden Worlds
Skid Row

Achemar and Kestrel Combat Regions
New Avalon Combat Region
Point Barrow, Remagen, Tsamma Combat Regions

Draconis March

Border Worlds
Core Worlds
Terran Corridor

Bremond, Bryceland, Dahar, Raman PDZs
Kentares and Le Blanc PDZs
Addicks PDZ (Epsilon Eridani PDZ, pre-3057)

FedSuns Outback

Border Worlds
Core Worlds
Skid Row

Anjin Muerto, Broken Wheel, Islamabad, Malagrotta Combat Regions; Kilbourne and Milligan PDZs
Warren PDZ
Mayetta PDZ

FEDERATED SUNS SUB-REGION TABLE

FedSuns Region

Attributes, Skills, Traits, and Modifiers

FedSuns Sub-Region

Capellan March

Border Worlds
Core Worlds
Former Sarna March

Protocol/Federated Suns +2
SOC -1, Language/Cantonese, Mandarin, Spanish, or Russian +2, Contact
SOC +1, Bureaucracy/Federated Suns +2, Quirk/Hates Capellan Confederation
SOC -2, Deception +2, Language/Cantonese, German, Greek, Mandarin, Spanish, or Russian +2, Contact, Stigma/Sarna Native, choose one: Quirk/Freedom Fighter or Quirk/FedSuns "Convert"

Crucis March

Core Worlds
Golden Worlds

Academic/Federated Suns History +2
SOC +1, Arts/Any +3, Academics/Any +3
EDG -4, SOC +2, Arts/Any +2, Academics/Any +2, Protocol/Federated Suns +2, controlling player may increase or decrease the dice roll results by 1 for all Federated Suns Life Path events rolls
BOD +2, INT -1, SOC -2, Poverty (1), Bureaucracy/Federated Suns +2, choose three: Animal Handling +2, Archery +2, Career/Farming +3, Career/Ranching +3, Gambling +2, Hunting-Tracking/Mammals +2 or Rifles +2

Skid Row

Draconis March

Border Worlds

Bureaucracy/Federated Suns +2, Academic/Federated Suns History +2
SOC -1, Perception +2, Contact, choose one: Quirk/Bigot (against Japanese heritage) or Stigma/of Japanese heritage

Core Worlds
Terran Corridor

Protocol/Federated Suns +2, Contact, Quirk/Hates Draconis Combine (Remember Kentares!)
Academics/Any +2, Arts/Any +2

FedSuns Outback

Border Worlds

BOD +2, SOC -1, Survival +4, Poverty (1), Stigma/Outback
INT -1, WIL +2, Brave, Poverty (1), Technophobe, choose three: Animal Handling +3, Archery +3, Blades +3, First Aid +3, Hunting-Tracking/Mammals +3, Pistols +3, Quickdraw +3, Rifles +3, or Survival +3

Core Worlds

Choose one: Arts/Any +2 or Interest/Any +2

Skid Row

INT -1, RFL +1, Poverty (1), Quirk/Distrusts Government, Choose Three: Animal Handling +3, Archery +3, Career/Farming +4, Career/Ranching +3, Gambling +3, Hunting-Tracking/Mammals +3, or Rifles +3



the character doesn't have a few legs up on the average Joe. There's a good chance that, even if instructed otherwise, the character's superiors will give him or her breaks that others won't get, and the character will always have some relatives or friends of the family that he or she can call upon. On the other hand, like any member of a famous family, there are enemies out there—many more than the character likely realizes.

Whenever a character with this Trait rolls for events in a military or related Life Path associated with the military organization the family has devoted itself to (as determined by the gamemaster), the player may increase or decrease the dice roll results by 1; the player must still expend 1 Edge point in order to reroll the event or may also increase/decrease the roll by 2 (though the player cannot increase or decrease the roll by more than 2 in this way). A character with this Trait may even increase or decrease an Edge-rerolled event result by 1.

The Military Family Trait also provides a –1 bonus to the Target Numbers of all SOC- and CHA-related Skill or Attribute checks whenever the character interacts with other individuals belonging to the affected military organization. However, that bonus may instead become a +1 penalty in situations where the character is interacting with an individual either unimpressed by the character's family status or otherwise at odds with the family in some way. (Gamemasters may determine these situations at will, or may instead determine the presence of such a family enemy by rolling a 9 or better on 1D10 when appropriate.)

Additionally, as with the Military Brat, a character with the Military Family Trait may occasionally call upon friends and associates (be they direct acquaintances or those of the character's military-serving relative) in times of need. As with the Brat, the Military Family character may do so by rolling an 8 or better on 1D10 once per situation (and no more than once per session). If successful, the character gains a temporary Contact (2) if no applicable contact already exists. Conversely, a roll of 1 also uncovers a family enemy—Enemy (2)—if the gamemaster deems such an occurrence applicable.

Note that all of the benefits described above are in addition to those gained by possessing the Military Brat Trait, so a character with the Military Family Trait would effectively be able to make two such contact checks per situation.

SKILLS

The following section contains a new skill. Unless otherwise stated, this skill follows the rules in *CBT: RPG* (p. 95).

Comms/FAX (New)

The Comms/FAX skill allows a character to send or receive an interstellar communication via a "Black Box" or "FAX" K-Series Interstellar Communications Device (see p. 181). A failure means the transmission suffered some sort of data corruption that makes it unintelligible; if the Margin of Failure was –1 or –2, the character realizes what the problem is and may make one more attempt to send or receive the message; a second failure means the message still did not transmit or come through and must either be sent again or a message asking for a resend must be made. A Margin of Failure of –3 to –5 indicates a more serious problem: on a transmission, only the message header is readable and the character must wait until a

destination station asks for a re-transmit; when receiving the message, the character is only able to make out the header and must request a re-transmission of the message. Any greater Margin of Failure means the message was completely unreadable (the character transmitting the message will never receive a reply while a receiving character will not know where the transmission came from).

Additionally, this skill allows a character to successfully receive a message at a longer range than typical (but not any faster). Apply a +1 penalty to the TN for each multiple of the Extra-Long Range Increment listed on the Black Box Specifications Table (see p. 182; use the appropriate increment for the model of machine that transmitted the message, not the model of the receiving machine). If the Skill Check was successful, the message is fully readable. If not, the message is garbled (but may be partially readable; see above).

The skill also gives the character the ability to determine how long it would take a message to reach a certain target world and to diagnose and fix minor problems with the machine. A successful Comms/FAX Action Check indicates the character succeeded in the attempt.

This skill is available only to characters within the AFFS, LAAF, MIO, AFFC Intelligence Secretariat, and the House Kurita ISF who are assigned specifically as a communications officer (or have been in the past). Gamemasters should ensure any characters that wish to learn this skill have the appropriate credentials (the character must have the equivalent of a Top Secret clearance, must not have any questionable events in his or her past, must be recommended by a senior officer, etc.; gamemasters should come up with their own appropriate requirements before allowing characters to take this skill). (INT/WIL, Difficult)

ADDITIONAL PATHS

The following section contains two new Life Paths unique or very closely tied to Federated Suns life. Players and gamemasters can use these paths in conjunction with those presented on pages 33–35 of *CBT: RPG* and pages 37–91 of *CBT Comp*. In addition to minimum required Attributes, the following paths list prerequisite paths a character must complete before entering them. Unless otherwise stated, these paths follow the rules for the appropriate Life Path Stage as defined in the *CBT: RPG*.

Events

These paths feature unique events similar to the paths presented in the *CBT: RPG* rulebook. Use the standard rules for determining character events (see p. 24, *CBT: RPG*), with one exception. Instead of rolling 2D6, players roll 2D10 to select an event. After rolling dice for an event, the player can increase or decrease the dice roll results by 1 or 2, or re-roll using a single expenditure of Edge (see *Edge and Events*, p. 25, *CBT: RPG*).

STAGE 3: ACADEMIC

Open to any affiliation. Character must possess at least one of the following Fields: Engineer, Military Scientist, or Scientist.

The academic world is at once alien to the average Joe and very familiar. The work is incredibly demanding and the internal political hierarchy is quite Byzantine; this is a world where success after a year of effort can be measured with something as tenuous as a handful



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of letters, numbers, and strange symbols arranged into an equation. Academics can come from almost every field imaginable, but most commonly come from math, the sciences, history, and religion. Some choose to spend their time as an academic in order to increase their own education (pursuing the elusive masters degree or even a doctorate), while others are in it because they enjoy teaching or they wish to complete research and development of a new piece of technology. There are some that spend their entire lives in academia—mastering the theoretical but never once putting those theories into practical use—while others spend time as academics before moving into “real life.”

Time: 3 Years

Attribute Minimums: INT 6+, WIL 5+

Attribute Thresholds: BOD -1, CHA -1

Traits: Contact (2) or Well-Connected; Stigma/Academic (if taking this path for the second time); Addiction (1) or Quirk/Any Appropriate (if taking this path for a third time)

Skills: Academic/Any Relevant +4 (or History/Any Relevant +4), Career/Any Relevant +2, Language/Faction Primary +2; +2 to any two related Field Skills, +2 to any two other skills

Previous Paths: Any non-military Stage 3 Path

Next Path: Academic (3), Civilian Job (4), Ne'er-Do-Well (4), Outback Teacher (4, FedSuns citizens only), Post-Graduate Studies (4), Think Tank (4)

Academic Events

- 2 Kidnapped by a foreign power and given a choice. Will you play ball and save yourself a lot of pain or will you be a true patriot? [Choose either Wealth (2), Well-Equipped (2), Dark Secret (3), In For Life, and Quirk/Guilt or Brave and two of the following: BOD -3, Disabled (2), Enemy (3), Lost Limb (3), Poor Hearing (3), Poor Vision (2)]
- 3 In the world of academia, there's no crime worse than faking your work. Especially when that gets someone killed. [Bureaucracy/Faction +3, Academic/Any Relevant -4, lose all Traits gained during this path, Bad Reputation (3), Stigma/Fraud, and may not take this or any other legitimate academic, university, or post-graduate studies paths again]
- 4 At least you didn't get anyone killed ... [Unlucky, lose all Traits gained during this path, Bad Reputation (2)]
- 5 You sure made yourself some powerful enemies somewhere! [Bureaucracy/Faction +3, Poverty (2), Enemy (2)]
- 6 Project canceled thanks to miserable failure after miserable failure. Your credibility took a serious hit, and it'll take you a good long time to rebound—but at least you have that option. [Academic/Any Relevant +3, Bad Reputation (2), Poverty (1), Stigma/Failure]
- 7 Yes, inventing new designer drugs is a practical use of your skills. No, it's not an *appropriate* use of your skills. [Scrounge +3, Bad Reputation (2), add 1D6 years to the time spent in this path, next path must be Ne'er Do Well]
- 8 The stress is just too much to deal with. [Gambling +3, Addiction (1), WIL -1]
- 9 Coasted by without standing out one bit. Did you even *do* anything in the last three years? [Lose one Contact (2) or Well-

Connected (2) and choose three: Acting +3, Arts/Any +3, Interests/Any +3, Riding +3, Running +3, Swimming +3]

- 10 The project seemed promising at first but ultimately went south, no matter what you did. [Scrounge +3, Patience, Stigma/Failure]
- 11 Starting up a band wasn't really what your academic advisor had in mind when he told you to apply yourself to something. [Academic/Any Relevant -1, Arts/Any +4]
- 12 You may have been the old coot's whipping boy, but you got something out of it *and* you got the bastard back! [Wealth (2), Enemy (2); choose Scrounge +3, Streetwise/Affiliation +3, or Bureaucracy/Affiliation +3]
- 13 Well, *someone* has to teach the undergrads the ways of the world ... [Training +3, Streetwise/Any +3, Stigma/Go-To Guy]
- 14 Son of a bitch! Your theory really was right! Who knew? [+2 to any three Field Skills]
- 15 Screw ethics! You're looking out for number one! [Bureaucracy/Faction +3, Good Reputation (2), Wealth, Impatient]
- 16 The suits in the private sector are falling all over themselves to offer you a job. [+2 to any three Field Skills, Wealth (2), Good Reputation, Enemy (1)]
- 17 Turns out you were working on a black ops project. Classified/Compartmentalized/Eyes Only. You made it into the big leagues with this, but you'll never be able to tell anyone about it! And now you're their pet researcher. [Bureaucracy/Faction +3, +3 to any three Field Skills, Well-Connected, Well-Equipped (2), In For Life, Dark Secret (2)]
- 18 You did it! You succeeded beyond your wildest dreams and won the big prize! But how will you ever top this? [+4 to any Field Skill, Good Reputation (3), Enemy (2), Quirk/Afraid of Failure, and choose two: Fast Learner, Owns Vehicle, Property (4), Special Item (4), Technophile, Vehicle (4), Wealth (4), Well-Equipped (2)]
- 19 Choose one event or roll twice and apply both results.
- 20 Choose two events or roll three times and apply each result.

STAGE 4: OUTBACK TEACHER

Open to any affiliation, but the character must be a citizen of the Federated Suns or otherwise be a legal alien resident, and the character must not be a convicted felon or have any other seriously questionable events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the event. Character must also have earned a minimum of 7 skill points in Training and 13 skill points in any Academic or Language skill.

Ask any Federated Suns citizen, at least one that doesn't hail from one of the Golden Worlds, what the nation's most serious social problem is and more often than not chances are you'll hear: education. It's a problem that the nation's leaders have been struggling with for centuries. It's not that the people of the Federated Suns are any less educated than the average Inner Sphere resident, it's just that the extremes are far more noticeable within this particular nation. Not only is the Federated Suns known throughout the Human Sphere for its incredible universities—the most famous being the New Avalon Institute of Science—but as the nation with the most independent populace, it's almost impossible for someone on an Outback or Skid Row world to not look at those gleaming halls of higher learning and be jealous. Sure, there are universities on every regional capital and



plenty of opportunities for scholarships or other financial aid, but that doesn't do a lot of good when you haven't even completed the equivalent of primary school.

The Davions recognized that problem more than half a century ago. The Vagabond Schools were the first of many changes implemented to help turn the education problem around. Another was an initiative spearheaded by Melissa Steiner-Davion shortly after the end of the Fourth Succession War: recruit both recent university graduates and military veterans with training experience, enticing them with cash bonuses and/or promotion opportunities, and send them into neglected regions to provide the equivalent of primary and secondary school educations to the residents. Initially, this program was aimed at the recently conquered Sarna March but was soon expanded to fill needs in the Outback and other neglected regions.

Time: 5 Years

Traits: Promotion, Wealth

Skills: Training +3, Academic/Any +2; choose either Arts/Any +2, or Language/Affiliation Primary +2, or Language/Affiliation Secondary +2

Previous Paths: Academic (3), University (3), Military Academy (3), Tour of Duty: Inner Sphere (4) or Tour of Duty: Federated Suns (4)

Next Path: Civilian Job (4), Ne'er-Do-Well (4), Outback Teacher (4), Postgraduate Studies (4), Travel (4)

Outback Teacher Events

- 2 You *really* shouldn't have done that! At least they paroled you for good behavior. [Bad Reputation (2), Dark Secret (2), Poverty (2), lose all Rank Traits, and add two years to the time this path takes. May not take any further Military or Outback Teacher paths]
- 3 Guess you should have read those travel advisories on the planet before leaving home. Or taken the indigs' advice and not gone off on your own. Or even had the common sense to not approach that pile of bones ... [Unattractive, BOD -2 and choose one: Disabled (2), Glass Jaw, Lost Limb (2), or Unlucky (2)]
- 4 Sure, being a teacher in the Outback is a great way to make new contacts, but only if you're *not* caught! [Streetwise/FedSuns +2, Bad Reputation (2), Bloodmark (2), Enemy (2), Poverty]
- 5 You probably should have realized the administrator's spouse was just as off-limits as the students! [Bureaucracy/FedSuns +2, Bad Reputation, Enemy (2), may take no further Outback Teacher paths]
- 6 A baby on the way and a shotgun wedding. Not quite the experience of a lifetime you thought you'd come away with! [Dependents (2), Poverty]
- 7 I hate kids! [Addiction, Impatient]
- 8 Damned space-Luddites and their violent aversion to technology! Kinda ironic, but still ... [+3 to any one Skill learned in this Path, Poorly Equipped (2)]
- 9 Just because the planetary brief didn't say "Adverse Environment" doesn't mean your body can't take exception to that environment. [Cooking +3, choose: Allergy or Thin-Skinned]
- 10 It wasn't the best experience of your life, but your mom will probably say you came away a better person ... [Choose one: WIL +1, Gregarious, Patience, or Thick-Skinned]
- 11 You saved little Jimmy from certain death! Sure, it hurt but you've mostly healed and now you're an honest-to-God hero! [Brave, Good Reputation (1) and choose one: BOD -2, Disabled (1), Lost Limb (1), Night Blindness, or Poor Hearing (1)]

- 12 Who'd-a thunk it? You went native! [Dependent, Property (2)]
- 13 The people might be simple folk, but they've got some things they can teach big-planet people like you. [Choose three: Animal Handling +2, Archery +2, Hunting/Tracking-Animals +2, Pistols +2, Quickdraw +2, Riding +2, or Rifles +2]
- 14 Lessee—not only is the government paying you to make contacts out here, they're not keeping tabs on you! How much better can it get? [Dark Secret, Choose two: Fast-Talk +3, Gambling +3, Negotiation +3, Seduction +3, Streetwise +3, Contact (1), Vehicle, Wealth]
- 15 Lots of free time, a desire to wander and a little luck all add up to one thing: you hit the mother lode! And to think your friends thought taking this job wouldn't be worth it ... [Wealth (3)]
- 16 You came, you saw, you built a school from nothing and gave the people something they didn't have a lot of before: hope. Not bad for government work! [Academics/Any +2, Administration +2, Leadership +2, Well-Connected]
- 17 When raiders came, you were the only one there to stop them. [Brave, Enemy (2), +2 to any three skills in a Military or Police Field, choose two: Contact (2), Custom Vehicle (2), Vehicle (2), Wealth (2), Well-Equipped]
- 18 Anyone can spend five years teaching in the Outback, but how many people can organize a colony like you did? [Leadership +3 and choose three: +3 to any two Field Skills (may take multiple times, but apply the points to different skills each time), Contact (2), Custom Vehicle (2), Good Reputation (2), Property (2), Vehicle (2), Wealth (2), and Well-Equipped (2) or forego two choices to gain one of the following: Owns Vehicle, Property (4), or Wealth (4)]
- 19 Choose one event or roll twice and apply both results
- 20 Choose two events or roll three times and apply each result

PERSONAL EQUIPMENT

The equipment described below follows the standard rules in *CBT: RPG*, *CBT Comp*, *Lostech* and *Combat Equipment*. Unless otherwise specified, all of these items have a Federated Sun affiliation, and so their availability to individuals from other affiliations may be restricted.

K-Series Interstellar Communications Device

"Black Box" FAX Machine

The so-called "Black Box" was introduced into limited service in 3027 by the AFFS Department of Military Communications and has continuously served both the AFFS and the LAAF in various incarnations ever since. It is one of the most top-secret pieces of equipment in regular use, though its existence is an open secret, and it allows interstellar communications independent of the HPG network. These devices can only send text and still images, not full-scale audio or video messages, and each communiqué is limited to a certain amount of information. Additionally, Black Box messages do not propagate instantaneously but instead may take days or weeks to cross great distances.

Both the Federated Suns and the Lyran Alliance, including both military and political arms, actively use the Black Box, while the Draconis Combine, which has captured several throughout the years, employs these devices in limited capacity. All organizations that use the Black Box tightly control their issue—not only are they expensive

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and difficult to construct, but due to the sensitive nature of the communications passed through the machines they are assigned only to the senior battlefield commanders and diplomats that absolutely need them (they are not used to pass routine or general traffic). There are several different Black Box models that have appeared throughout the years, with newer models having a greater propagation speed and range, in addition to other improvements. Later models implemented hardware encryption, used in addition to hand encryption of the text message, as well as the capability of transmitting more data and on multiple sub-channels.

Transmissions made with a Black Box radiate out from the device in a spherical pattern but have a limited range; once a transmission reaches the limit, it rapidly degrades (see the *Comms/FAX Skill* on p. 179 for the effects of this degradation). All single-channel units are completely compatible and may communicate with each other, and likewise all two-channel models are compatible with each other. Newer, multi-channel models are backwards compatible with earlier models, but only after the user sets the device properly (add

a +2 penalty to the Comms/FAX TN to do so); older models can only send messages to new units that have been likewise set to receive such transmissions.

The Black Box Specifications Table below provides the salient details on each model. *Propagation Speed*, *Range*, and the *Extra-Long Range Incremental* distances (see the Comms/Fax Skill rules, p. 179) are measured in Light Years (LY) and can be used to determine how long it will take a message to reach a certain point in space; *Message Capacity* indicates how many pages of text and/or graphics can be sent in each transmission (each page takes ten seconds to scan but thirty seconds to transmit); the *Maximum Channels* column shows how many channels a particular model of Black Box can tune in. Whether the device is capable of encrypting a particular transmission is indicated under *Hardware Encryption?* with a "Yes" or "No", while the Target Number for any attempts to decrypt an encrypted transmission appears under *Decryption TN* (note that this applies only to intercepted transmissions; those received by the intended device/station are automatically decrypted); the year the particular model

BLACK BOX SPECIFICATIONS TABLE

Model	Propagation Speed	Range	Extra-Long Range Incremental	Message Capacity	Maximum Channels	Hardware Encryption?	Decryption TN	Year in Service
K-0	10 LY/day	100 LY	1 LY	2 pages	1	No	—	2580
K-1	25 LY/day	200 LY	2 LY	2 pages	1	No	—	3027
K-1A	25 LY/day	450 LY	2 LY	2 pages	1	No	—	3035
K-1B	25 LY/day	250 LY	2 LY	2 pages	1	No	—	3041
K-2	50 LY/day	450 LY	5 LY	6 pages	1	Yes	21	3042
K-3	50 LY/day	500 LY	5 LY	6 pages	2	Yes	23	3044
K-3A	50 LY/day	500 LY	5 LY	6 pages	2	Yes	23	3052
K-4	100 LY/day	600 LY	8 LY	20 pages	2	Yes	26	3048
K-5	150 LY/day	800 LY	8 LY	35 pages	4	Yes	30	3054
K-6	180 LY/day	1,200 LY	10 LY	50 pages	9	Yes	34	3061

Model	Equipment Ratings	Cost*	Weight	Affiliation	Notes
K-0	D/F-F-F/F	N/A	10 kg	SL	Pwr Use: 60/page; 25/hr. (Star League experimental model)
K-1	D/X-F-F/F	N/A	14 kg	FS, LC	Pwr Use: 75/page; 25/hr. (Draconis Combine captured in 3029)
K-1A	D/X-F-F/F	N/A	14 kg	FS, LC	Pwr Use: 75/page; 15/hr. (Draconis Combine captured in 3040)
K-1B	D/X-F-F/F	N/A	20 kg	DC	Pwr Use: 100/page; 25/hr. (First Combine-produced model)
K-2	D/X-F-F/F	N/A	14 kg	FC	Pwr Use: 65/page; 10/hr.
K-3	D/X-F-F/F	N/A	12 kg	FC	Pwr Use: 50/page; 15/hr. (Draconis Combine captured in 3049)
K-3A	D/X-X-F/F	N/A	16 kg	DC	Pwr Use: 75/page; 25/hr. (Second Combine-produced model)
K-4	E/X-F-F/F	N/A	12 kg	FC	Pwr Use: 65/page; 15/hr.
K-5	E/X-X-F/F	N/A	16 kg	FC	Pwr Use: 75/page; 10/hr. (Last FedCom-produced model)
K-6	E/X-X-F/F	N/A	15 kg	FS, LA	Pwr Use: 75/page; 10/hr.

*Black Boxes, despite the ability to manufacture them, are still extremely difficult and expensive to produce, with some aspects of how the machines operate still not fully understood. As such, each is effectively a one-off prototype. With that in mind, a comparative cost simply isn't applicable here.



was placed into service is listed under *Year in Service*. Additional pieces of information also provided are the *RPG Equipment Ratings* of the various models, *Weight* (in kilograms). *Affiliation* defines which powers in the Inner Sphere have access to that particular model of Black Box (DC is Draconis Combine, FC is Federated Commonwealth and its two member nations [FS for Federated Suns, LC for Lyran Commonwealth], LA is Lyran Alliance, and SL is original Star League); finally, any extra information (such as power use and historical information) is contained under *Notes*.

Combat Armor, Field Utility PAB-27

After years of battling both the Clans, as well as other modern Inner Sphere militaries, the AFFS Infantry Service developed a number of different personal combat armor sets for use on the battlefield. The latest armor set was actually developed by troops in the field who mixed and matched pieces from gear issued to them, scavenged from various sources, and even some purchased with personal funds. Providing outstanding mobility coupled with increased armor protection, especially for the wearer's arms and legs, as well as attachment points for additional equipment, infantry troops throughout the AFFS are clamoring for the PAB-27. The AFFS began to issue the PAB-27 in limited quantities in 3064 (though early versions of this debuted three years previous), but it wasn't until 3066 that large numbers were manufactured and sent into the field. Now used in select elite (or well-connected) units, it will be several more years before the entire AFFS receives the PAB-27.

In addition to its integral armor and electronics systems, the PAB-27 may carry up to two military power packs and/or rucksacks, as well as other ammunition and equipment pouches; when fully loaded with two rucksacks/power packs, the PAB-27 is encumbering (one military power pack or rucksack is not encumbering, however), though the wearer may spend a simple action to drop some or all of the additional equipment.

Federated-Barrett M42B Rifle System

Federated Industries, through one subsidiary or another, has been the AFFS' primary supplier of conventional rifles for its infantry forces since before the fall of the Star League. Its most famous contribution

to military small arms has, of course, been the Federated Long Rifle, though even with regular updates to the basic design, that rifle has long outlived its service life. The M42B is the company's follow-on to the Federated Long.

Marketed and designed by Federated Industries' high-tech weapons subsidiary, Federated-Barrett, the M42B is a complete battlefield rifle combat system. It is two weapons in one: a traditional projectile rifle and a compact grenade launcher. The grenade launcher employs a detachable five-round magazine. The rifle can be quickly modified in the field to function as a standard personal rifle, a light machine gun (with the addition of a heavier barrel, bipod, and a high-capacity linkless-feed drum), or a special operations close-in combat rifle (with a shorter barrel but also with the addition of a combined Sound and Flash Suppressor [LT, p. 47]; this addition results in a shorter range and less stopping power). Modifying the weapon in this way requires two complex actions and a successful Rifles Skill Check (TN 8); the weapon must then be reloaded. All of the equipment to perform this modification can easily be carried by a single individual; this equipment masses four additional kilograms (above and beyond the mass of the rifle itself).

Each version of the weapon includes a built-in Laser Sight (LT, p. 47).

Federated-Barrett M61A Laser Rifle Combat System

Federated Industries has long been a primary supplier of weapons to the AFFS, but until the debut of the M61A their offerings have been slughtrowers of some sort. Subsidiary Federated-Barrett, on the other hand, has long had a reputation for producing the high-tech weapons needed by the official and unofficial special forces units in the Federated Suns' employ. With the M61A, Federated-Barrett offered its first large-scale production laser weapon.

Built on the same principle as the M42B Rifle System, the M61A Laser Rifle Combat System combines a compact grenade launcher with a laser rifle. Though the rifle has only one configuration, it is no less flexible than the M42B. It is a compact rifle, readily useable by infantrymen and close-quarters combat personnel alike. The M61A includes a built-in Laser Sight (LT, p. 47); it has receptacles for two Power Packs as well as connections for a Military Power Pack.

COMBAT ARMOR SPECIFICATIONS TABLE

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage	Power/ Hour	Notes
Helmet	D/X-X-C/D	4/6/5/4	800	2 kg	Head	1	Military Comm., IR Scanner, Night Vision, Rangefinders, +1 Percept.
Vest	D/X-X-C/D	4/6/5/4	650/50	7.5 kg	Torso	—	
Arm Guards	C/X-X-C/C	2/4/4/3	100	2 kg	Arms	—	
Gloves	C/X-X-D/C	2/2/3/3	80	.5 kg	Hands	—	
Leg Guards	C/X-X-C/C	2/4/4/3	200	3.5 kg	Legs	—	
Boots	C/X-X-D/C	2/4/4/3	250	2.5 kg	Feet	—	

Overall: 3/5/4/3; COPV: 2

RULES ANNEX

Federated-Barrett M345B3 "Thunderstroke II" Gauss Rifle

After the initial success of the personal Thunderstroke Gauss Rifle, Federated Arms spun off Federated-Barrett, giving it responsibility for all advanced military arms development. By 3060, the Magshot project was mostly complete, freeing up engineers to work on other projects. One group revisited the Thunderstroke, modifying it based on suggestions from the field. Though not outwardly different, it incorporates a number of advances, including lighter but more powerful electromagnets, smaller overall size, and a greater ammunition capacity.

Serrek Arms 7875D Automatic Pistol

The standard sidearm for the AFFS, the Serrek Arms 7875D is a simple slug-throwing design with average hitting power but above-average accuracy and reliability. In addition to granting a -1 TN bonus to all Pistols Skill Checks, this pistol also grants a -1 TN bonus to any Gunsmith or Technician Skills Checks to repair or otherwise service the weapon.

COST OF LIVING IN THE FEDERATED SUNS

As the largest and most populous nation in the Inner Sphere, the Federated Suns has an economy that is a study in contrasts. After decades of high-tech advancements, thanks to the NAIS and other R&D houses, the standard of living is a bit higher than the average. Technology is readily available and often cheaper than in other nations. That, in part, makes up for the fact that salaries in the Federated Suns

CBT INFANTRY PLATOON CONSTRUCTION DATA

Item	Type	Base Range	Damage (Each)	BV
M42B (Standard)	Standard	1	0.68	0.68
M42B (Grenade)	Support	1	0.56	0.56
M61A	Standard	2	0.28	0.28
M61A (Grenade)	Support	1	0.56	0.56
M345B3 "Thunderstroke II"	Standard†	2	0.53	1.06

†Weapon is anti-armor capable.

are a bit lower than the mean. This is not because the Federated Suns is any less industrialized than nations like the Free Worlds League or the Lyran Alliance, but partially because the Federated Suns has a higher ratio of citizens to industry than those other two manufacturing powerhouses. Other factors include the fact that military losses sustained during the Clan War were partially recouped by purchasing materiel produced in the Free Worlds League, as well as that significant resources in the past two decades have been focused on rebuilding infrastructure in regions now claimed by other powers.

ANTI-PERSONNEL WEAPONS (CBT: RPG STATS)

Item	Skill	Eqpt. Ratings	AP • Damage	Type*	Range in Meters S/M/L/E	Shots	Cost/Reload	Weight	Afil	Notes
M42B Rifle System	—	C/X-X-D/E	—	—	—	—	1,385/†	—	FS	Laser Sight
Grenade Launcher	SUP	—	(B)	O	15/40/90/150	5	—/†	—	FS	—
Close-In Rifle	RIF	—	3•4D6	B	20/50/120/280	50	—/12	5 kg	FS	Burst (5/2); Sound and Flash Suppressor; weight includes entire Rifle System
Standard Rifle	RIF	—	4•5D6	B	30/75/180/430	50	—/12	6 kg	FS	Burst (10/3); weight includes entire Rifle System
Light Machine Gun	SUP	—	4•5D6	B	40/90/200/475	300	—/60	7 kg	FS	Burst (15/3); weight includes entire Rifle System
M61A Combat System	—	D/X-X-D/E	—	—	—	—	2,150/†	6 kg	FS	Laser Sight, weight includes entire Rifle System
Grenade Launcher	SUP	—	(B)	O	15/40/90/150	5	—/†	—	FS	—
Laser Rifle	RIF	—	4•4D6	E	70/225/480/1,100	5‡	—/§	—	FS	—
M345B3 "Thunderstroke II"	RIF	E/X-X-D/E	5•6D6	B	45/100/300/850	20,1‡	3,500/10	6.5 kg	FS	—
7875D Auto Pistol	PIS	C/X-C-B/C	3•3D6	B	5/25/50/120	16	185/3	400 g	FS	-1 TN to attack and to service

*Damage Types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance Type used.

†See weapon description for rules.

‡This number represents the number of power points used per shot, not the number of bullets in a magazine.

§These weapons use Power Packs, so they do not have a standard reload cost.

RULES ANNEX



TYPICAL SALARY AND PRICE GUIDE TABLE

(Prices and salary rates as of fiscal year 3067)

Biweekly Salary (in Pounds)*	Capellan March	Crucis March	Draconis March	FedSuns Outback	Major World	Core World ¹	Skid Row World ²	Border World ³
Minimum Wage	156.00	168.00	150.00	112.00	+12%	+4%	-15%	-9%
Lower Class	550.00	585.00	530.00	390.00	+8%	+3%	-10%	-8%
Middle Class	755.00	790.00	740.00	580.00	+7%	+3%	-10%	-5%
Upper Class	2,850.00	3,200.00	2,600.00	1,800.00	+7%	+2%	-10%	-3%
Knight†	4,000.00	4,500.00	3,800.00	2,200.00	+5%	+0%	-10%	-4%
Baronett†	8,500.00	9,500.00	8,000.00	5,800.00	+5%	+0%	-15%	-6%
Baron†	16,500.00	18,000.00	16,000.00	10,000.00	+6%	+0%	-20%	-6%
Viscount†	32,000.00	35,000.00	31,500.00	20,500.00	+6%	+2%	-25%	-8%
Count†	65,000.00	72,000.00	62,000.00	44,500.00	+8%	+3%	-30%	-9%
Marquess†	685,000.00	750,000.00	615,000.00	400,000.00	+10%	+4%	-32%	-9%
Duke †	5,500,000.00	6,250,000.00	5,000,000.00	3,500,000.00	+12%	+7%	-35%	-15%

Cost Modifier (%) / Availability Modifier / Legality Modifier (by Region/World Type)

Item/Expense	Capellan March	Crucis March	Draconis March	FedSuns Outback	Major World	Core World ¹	Skid Row World ²	Border World ³
Weapons								
Blades, Unpowered	95/+0/-1	100/+0/-1	90/-1/-1	75/-1/-1	+0/-1/+0	+0/+0/+0	-5/+0/-1	-5/-1/-1
Blades, Powered	105/+0/+0	105/+0/+1	95/+0/+0	110/+1/-1	-3/+0/+1	+0/+0/+0	+5/+1/+0	+12/+1/-1
Staves	96/-1/-1	100/+0/+0	96/+0/+0	70/-1/+0	-2/-1/+0	-2/-1/+0	-5/-1/+0	-8/-1/-1
Archery	100/+0/+0	105/+0/+0	98/-1/+0	80/+1/-1	+0/-1/+0	-2/-1/+0	-5/-1/-1	-10/-1/-1
Pistols, Ballistic‡	90/-1/-1	96/-1/+0	94/-1/+0	83/+0/-1	-5/-1/+0	-3/-1/+0	-5/-1/-1	-8/-1/-1
Pistols, Energy	98/-1/-1	95/-1/+0	96/+0/+0	110/+1/-1	-4/+0/+1	+0/+0/+0	+6/+0/-1	+10/+1/+0
Rifles, Ballistic‡	90/-1/-1	96/-1/+0	94/-1/+0	82/+0/-1	-5/-1/+0	-3/-1/+0	-5/-1/-1	-10/-1/-1
Rifles, Energy	98/-1/+0	94/-1/+1	98/+0/+0	112/+1/+0	-2/-1/+1	+0/+0/+0	+8/+0/-1	+12/+1/+0
SMGs	95/-1/+0	98/-1/+0	96/-1/+0	90/+0/-1	-5/-1/+1	-2/+0/+0	-4/+0/-1	+0/+1/+0
Shotguns	92/-1/+0	96/-1/+0	94/-1/+0	88/-1/-1	-5/-1/+1	-3/-1/+0	-5/-1/-1	-10/-2/-1
Throwing weapons	99/+0/+0	100/+0/+0	94/-1/+0	76/-1/+0	+0/+0/+0	+0/+0/+0	-5/+0/+0	-6/-1/-1
Support weapons	92/-1/+0	110/+0/+0	96/+0/+0	115/+1/-1	+0/-1/+1	+0/-1/+1	+8/-1/-1	+12/+1/-1
Demolitions	97/+0/+0	105/+0/+0	90/-1/+0	110/-1/-1	-10/-1/+1	-5/+0/+1	+0/+0/-1	+15/-1/-1
Weapon Accessories	98/+0/+0	103/+0/+0	95/+0/+0	107/+0/-1	-5/-1/+0	+0/+0/+0	+2/+0/+0	+6/-1/-1
Power Pack/Rechargers								
Standard	92/-1/-1	90/-1/+0	93/-1/-1	105/+0/-1	-6/-1/+0	-2/-1/+0	+3/+0/+0	+5/+0/+0
High-Capacity	98/+0/+0	94/-1/-1	95/+0/+0	112/+1/-1	-3/-1/+0	+0/-1/+0	+5/+0/+0	+10/+1/+0
Quick-Charge	95/+0/+0	94/-1/+0	96/+0/+0	115/+1/+0	-2/-1/+0	+0/-1/+0	+7/+0/+0	+11/+1/+0
Rechargers	92/-1/+0	90/-1/+0	94/-1/+0	105/+0/-1	-6/-1/+0	-2/-1/+0	+3/+0/+0	+5/-1/+0
Armor/Combat Garb								
Flak	94/-1/+0	92/-1/+0	88/-1/+0	96/-1/-1	-5/-1/+0	-2/-1/+0	+0/+0/+0	+3/+0/-1
Ablative	98/+0/+0	98/+0/+0	90/-1/+0	100/-1/-1	-5/-1/+0	-2/-1/+0	+0/+0/+0	+5/+0/-1
Ablative/Flak	98/+0/+0	100/+0/+0	92/-1/+0	102/+0/-1	-5/-1/+0	+0/+0/+0	+3/+0/+0	+8/+1/-1
Ballistic Plate	98/+0/+0	100/+0/+1	94/-1/+0	106/+0/+0	-2/-1/+1	+0/+0/+1	+7/+0/+0	+12/+1/-1
Leather	95/-1/+0	100/+0/+0	90/-2/+0	80/-2/+0	+0/-1/+0	-2/-1/+0	-3/-1/+0	-8/-1/-1
Miscellaneous	98/-1/+0	94/-1/+0	96/-1/+1	105/+0/+0	+0/+0/+0	+0/+0/+0	+6/+0/+0	+10/+1/+0
Camo/Sneak Suits	95/-1/+0	90/-1/+1	110/+0/+0	120/+1/+0	-2/-1/+1	+0/+0/+1	+12/+1/+0	+20/+1/-1
Battle Armor	90/-1/+0	94/-1/+1	115/+0/+0	120/+1/+0	-5/-1/+1	+5/+0/+1	+18/+0/+0	+25/+1/+0

RULES ANNEX

TYPICAL PRICE GUIDE TABLE (CONT)

(Prices and salary rates as of fiscal year 3067)

Item/Expense	Cost Modifier (%)/Availability Modifier/Legality Modifier (by Region/World Type)							
	Capellan March	Crucis March	Draconis March	FedSuns Outback	Major World	Core World ¹	Skid Row World ²	Border World ³
Misc. Equipment								
Communicators	95/-1/-1	90/-1/+0	100/+0/+0	105/+0/+0	-3/+0/+0	+0/+0/+0	+2/+0/+0	+6/+1/+0
Kits	90/-1/-1	92/-1/+0	100/+0/+0	120/+0/+0	-4/-1/+0	-1/-1/+0	+2/+0/+0	+8/+1/+0
Computers	94/-1/+0	85/-1/+0	94/+0/+0	115/+1/+0	-5/-1/+0	-3/-1/+0	+8/+0/+0	+13/+1/+0
Music Sets/Musi-chips	85/-1/+0	88/-1/+0	92/+0/+0	105/+0/+0	-6/-1/+0	-10/-1/+0	+5/+0/+0	+8/+0/+0
Tri-vid Sets/Cameras	80/-1/+0	88/-1/+0	95/-1/+0	115/+0/+0	-4/-1/+0	-6/-1/+0	+8/+0/+0	+14/+1/+0
Holovids	93/-1/+0	92/-1/+0	85/-1/+0	95/+0/+0	-3/-1/+0	-8/-1/+0	+7/+0/+0	+15/+0/+0
Print Media	94/-1/+0	90/-1/+0	80/-1/+0	112/+0/+0	-8/-1/+0	-12/-1/+0	-6/-1/+0	-5/-1/+0
Personal Gear/Expenses								
Clothing	92/+0/+0	105/+0/+0	100/+0/+0	83/+0/+0	+8/-1/+0	+2/-1/+0	+3/-1/+0	+5/-1/+0
Food	95/+0/+0	104/+0/+0	90/-1/+0	92/+0/+0	+5/-1/+0	+0/-1/+0	-2/+0/+0	-5/+1/+0
Housing, Rental	92/+0/+0	115/+0/+0	105/-1/+0	80/+0/+0	+12/+0/+0	+5/+0/+0	+0/+0/+0	-5/+0/+0
Utilities	90/+0/+0	105/+0/+0	102/+0/+0	112/+0/+0	+4/+0/+0	+0/+0/+0	+3/+0/+0	+5/+0/+0
Housing, Owned	93/-1/+0	120/+0/+0	106/+0/+0	78/+0/+0	+15/+1/+0	+6/+1/+0	-3/+0/+0	-12/+0/+0
Utilities	90/+0/+0	105/+0/+0	102/+0/+0	112/+0/+0	+4/+0/+0	+0/+0/+0	+3/+0/+0	+5/+0/+0
Hotel Rental/Expenses	85/-1/+0	110/+0/+0	98/+0/+0	85/+0/+0	+12/-1/+0	+4/-1/+0	-2/+0/+0	-8/+0/+0
Fuel	92/+0/+0	108/+0/+0	100/+0/+0	115/+1/+0	-2/-1/+0	-5/-1/+0	+0/+0/+0	+5/+1/+0
Personal Vehicles								
Civilian, Ground	85/+0/+0	94/+0/+0	86/+0/+0	104/+0/+0	-12/-1/+0	-8/-1/+0	-2/-1/+0	+5/+1/-1
Civilian, Air	90/+0/+0	92/+0/+0	105/+0/+0	108/+0/+0	-7/-1/+1	-3/-1/+0	+0/+0/+0	+3/+1/+0
Civilian, Seagoing	100/+0/+0	105/+0/+0	105/+0/+0	92/+0/+0	-3/-1/+0	-8/-1/+0	+0/+0/+0	+3/+1/+0
Civilian, Spacecraft	88/-1/+0	96/-1/+0	98/-1/+0	114/-1/+0	-5/-1/-1	+0/+0/-1	+6/+0/-1	+10/+2/+0
Military, Unarmed	90/-1/+0	95/-1/+0	100/+0/+0	105/-1/-1	-10/-1/+1	-5/+0/+0	+6/+0/+0	+8/+0/+0
Military, IS-Armed	90/-1/+0	94/-1/+1	102/+1/+0	113/+0/-1	-8/-1/+1	-5/+0/+1	+14/+0/+0	+18/+1/-1
Military, Clan-Armed	120/+0/+0	115/-1/+1	125/+0/+0	145/+2/+0	+0/+0/+1	+10/+0/+1	+35/+1/+0	+50/+2/-1
Fusion-Powered	-5/-1/+0	-2/-1/+0	+2/+0/+0	+10/+1/+0	-3/-1/+0	+3/+0/+0	+8/+1/+0	+12/+1/+0
ICE-Powered	-10/-2/+0	-8/-2/+0	-5/-1/+0	-5/+0/+0	-8/-1/-1	-10/-1/-1	-4/-1/-1	-6/-1/-1
Medical/Survival Gear								
Medical Kits	94/-1/+0	88/-1/+0	98/-1/+0	104/-0/+0	-10/+0/+0	-6/+0/+0	+2/+0/+0	+5/+0/-1
Cybernetic Limbs	122/+0/+0	110/-1/+0	114/-1/+0	132/+1/+0	-6/-1/+0	+0/+0/+0	+12/+1/-1	+18/+2/+0
Bionic Eyes/Ears	120/+0/+0	108/-1/+0	110/-1/+0	130/+1/+0	-5/+0/+0	+3/+0/+0	+15/+1/-1	+20/+2/+0
Other Medical Gear	106/+0/+0	95/-1/+0	98/-1/+0	117/+1/+0	-5/-1/-1	+0/-1/-1	+6/+0/+0	+10/+1/+0
Medical Services	100/+0/+0	92/-1/+0	99/+0/+0	100/+1/+0	+8/-1/+0	+2/-1/+0	+2/+0/+0	+5/+1/+0
Survival Kits	94/-1/+0	106/-1/+0	98/+0/+0	113/+0/+0	+5/-1/+0	+0/-1/+0	-2/+0/+0	-3/-1/+0
Other Survival Gear	93/-1/+0	104/-1/+0	100/+0/+0	110/+0/+0	+5/+0/-1	+0/+0/-1	+0/+0/+0	-2/-1/+0
Travel/Entertainment								
Surface Travel	94/-1/+0	116/+0/+0	92/+0/+0	88/+0/+0	+5/-1/+0	-4/-1/+0	+2/+0/+0	+5/+0/+0
Atmospheric Travel	96/-1/+0	120/+0/+0	96/+0/+0	105/+0/+0	+8/-1/+0	+3/-1/+0	+5/+0/+0	+10/+0/+0
Oceanic Travel	105/+0/+0	145/+0/+0	86/+0/+0	100/+0/+0	-3/+0/+0	-6/+0/+0	-8/+0/+0	+0/+0/+0
Space Travel, In-System	98/-1/+0	127/+0/+0	102/+0/+0	110/+0/+0	+6/-1/+0	+0/-1/+0	+3/+0/+0	+7/+1/+0
Space Travel, Interstellar	98/-1/+0	122/+0/+0	103/+0/+0	95/+0/+0	+6/-1/+0	+2/-1/+0	+10/+0/+0	+14/+1/+0
Concerts/Theaters	96/+0/+0	126/+0/+0	85/+0/+0	74/+0/+0	+9/-1/+0	+4/-1/+0	-6/+0/+0	-10/+0/+0
Sporting Events	90/+0/+0	132/+0/+0	92/+0/+0	68/+0/+0	+12/-1/+0	+5/-1/+0	-5/+0/+0	-8/+0/+0

*To convert D-bills to C-bills or other currencies, consult the Federated Suns Units of Currency and Exchange Rates Table in the Economics chapter, p. 157.

¹ Includes Golden Worlds and Terran Corridor Worlds.

² Includes backwater worlds.

³ Includes worlds on the Periphery border as well as the Sarna March (pre-3057).

†For further explanation of titles and landholds, see CBT Comp, pages 202-209.

‡Ballistic weaponry includes all Gauss, gyrojet, and needler weapons not classified 7.5 in support weapons.



Perhaps the most striking economic detail is the disparity between wages and prices between the core of the Federated Suns and the Outback. While the existence of such a disparity is not at all unusual, the size of that disparity is. The average minimum wage within the Outback hovers around 20-30 percent lower than that of the entire nation, and upwards of 40 percent lower than that earned on the most important worlds in the Crucis March. While it is true that the majority of these worlds are not largely industrialized and costs of living are far lower, nevertheless the differences are not insignificant—a fact of which many Outback residents are keenly aware.

The table shows average salaries for various economic and social classes within the Federated Suns by major region, with percentage modifiers based on the location and importance of a given world as well as the relative cost and availability of equipment in such regions. The equipment modifier tables allow players to determine the cost, availability, and legality of equipment and services in each region as well, with the cost expressed as a percentage of the item's listed price and the availability modifiers given in terms of rating levels. Positive modifiers increase the percentage of the item's cost or its equipment levels as indicated, making items harder to acquire, while negative modifiers reduce cost or levels.

All applicable modifiers for major worlds, border worlds, and backwaters are combined when determining final modifiers. For example, New Avalon, a major world in the Crucis March, receives the major world modifier on its Crucis March prices and salaries, while the world of Hahira, an isolated world along the Periphery frontier, uses the FedSuns Outback column and modifiers for a Border World.

In many cases, the gamemaster determines into which categories a world may fall. For border worlds, the definition depends on whether or not the world falls within a border area (as defined on p. 190; typically within two jumps of the relevant region or border). Major Worlds consist of regional capitals, Golden Worlds, or major industry or trade centers; these may lie within Border or Skid Row areas but use the modifiers for Major Worlds. Core Worlds are moderately industrialized, trade centers, host to major military installations, administrative capitals, or otherwise significant in some way; these worlds typically surround Major Worlds and are well away from the border. Skid Row worlds, by contrast, are sparsely populated and largely lacking in major industries or even a native military defense force. In the Federated Suns, roughly two-thirds of all interior worlds not classed as major might be considered backwaters, while the rest boast a modest local economy slightly above subsistence level.

There is no limit to how much modifiers may change the percentage of an item's final cost, but availability and legality levels may not fall lower than A or rise higher than F.

The Black Market

Just as the location and relative industrial, economic, or political importance of a world influences its economy, it also affects the local black market (if any). As always, the efforts of local law enforcement and the predominant needs of the planet's inhabitants can vary

BLACK MARKET BASE COST TABLE

Legality	Availability					
	A	B	C	D	E	F
A	0.5	1	1.25	1.5	2	4
B	1	2	2.5	2	3	6
C	2	3	4	3	4	9
D	3	4	5	6	8	14
E	5	6	7	10	15	21
F	7	9	11	13	20	30

Additional Modifiers		Additional Modifiers	
Capellan March	x0.96	Chaos March Border*	x0.95
Crucis March	x1.05	Combine Border*	x1.12
Draconis March	x1.02	League Border*	x1.08
FedSuns Outback	x0.92	Periphery Border*	x1.05
Alliance Border*	x1.08	Major/Golden World*	x0.97
Capellan Border*	x1.15		

*Border worlds lie within two jumps of the associated faction (Alliance, Capellan, Combine, League, Chaos March, or Periphery). Major worlds serve as regional, provincial, or national capitals or as centers of major industry (such as worlds that host the companies featured in the Economics section of this book, or worlds that can locally manufacture items of Tech Level D or better).

the results wildly—at the gamemaster's discretion—but in general, players can find the price for any piece of hardware or service required by determining the item's availability and legality ratings, modified for the appropriate region (in the Typical Salary and Price Guide Table), and consulting the Black Market Base Cost Table below. Additional modifiers to the base costs are provided as well, based on the character's location in Federated Suns space. A character may negotiate these prices using the Negotiation/Commercial Skill, but gamemasters should also keep in mind that black markets are typically illegal, fly-by-night operations, and most who trade in illicit goods and services don't have the patience for a drawn-out bargaining process.

As with the cost-of-living modifiers above, prices fluctuate based on where one is in the Federated Suns, with all applicable modifiers multiplied together. A black market on New Avalon, for instance, can reduce prices by two percent (New Avalon gets the Crucis March and major world modifiers, resulting in a x1.02 modifier, i.e. $1.05 \times 0.97 = 1.02$). On the other hand, Addicks, a military command center less than two jumps from the Combine border in the Draconis March receives modifiers for being a major world, a Draconis March world, and both a Combine and Chaos March border world. These factors make the black market so risky that prices can rise by roughly 5 percent ($1.02 \times 1.12 \times 0.95 \times 0.97 = 1.0527$ or 1.05).

ROLEPLAYING IN THE FEDERATED SUNS

The following information for gamemasters and players of *CBT: RPG* campaigns covers other aspects of Federated Suns characters and life in that nation and should be used to add a more Federated Suns flavor to such campaigns and characters.

ADVANCED EXPERIENCE BONUSES

Strategy is the overriding principle that guides a Federated Suns character—strategy in both combat and other affairs. The following table provides a guide to experience awards for Federated Suns characters and essentially replaces the one provided on page 209 of the *CBT: RPG* core rulebook for Federated Suns characters only. This table merely serves as a guideline for gamemasters; additional awards may be made based on the situation and the characters' unique ways of handling it. Also, these awards are faction-specific. A character who lives and works primarily outside the Federated Suns and who was not born and raised as a FedSuns citizen should not receive them, nor should Federated Suns characters receive faction-specific awards earmarked for other factions.

Courses of Action

Despite what others may think, the average citizen of the Federated Suns is not a "warmonger" or "quick on the trigger." Instead, what sets them apart from the typical Spheroid is the fact that they generally think about their options and the potential consequences before acting—be it in combat or non-combat situations. This strategic outlook gives them the advantage in many situations and often prompts them to make what others might consider an aggressive decision—after all, those that act first typically can seize and retain the initiative. So while the average Federated Suns citizen is not specifically looking for a fight, he or she will give one—with knife, gun, or fountain pen—if an advantage can be gained by it. The Advanced Experience Table below reflects different modifiers for combat and non-combat actions.

NATIONALITIES

Thanks to centuries of civil freedoms, the Federated Suns is perhaps the most homogenous of the five Successor States. That is not to say that its people do not have their own cultural identities—in fact, the Federated Suns is home to a multitude of different ethnic and religious groups of all sizes. It is thanks to the greatest personal freedoms granted by any nation that the Federated Suns does not suffer from the internal difficulties that plague, say, the Free Worlds League. Instead, the prejudices and jealousies normally reserved for those from other cultural, religious, or political backgrounds are focused more on those from differing economic or social standings, as well as those hailing from other nations—especially traditional enemies like the Capellan Confederation and Draconis Combine. And, of course, the recent FedCom Civil War has stirred up a vocal anti-Lyrans sentiment, one that will likely take decades to fade.

Nevertheless, it is often easy to predict the typical reactions of individuals hailing from particular regions of the Federated Suns to fellow citizens from different regions or to those of differing nationality.

ADVANCED EXPERIENCE AWARDS (FEDERATED SUNS) TABLE

Actions	XP Award
<i>Mission (Group)</i>	
Combat failure	1/2/3
Combat partial success	1/3/5
Combat total success	3/6/9
Non-combat failure	1/2/3
Non-combat partial success	1/3/4
Non-combat total success	2/5/8
<i>Campaign (Group)</i>	
Adventure off-track	1
Advanced minor campaign goals	3
Advanced major campaign goals	5
Aggressive combat-related advance	+1
Aggressive negotiation-related advance	+1
"Seizing the Initiative" preemptively	+(1-3)
<i>Roleplaying (Individual)</i>	
Totally out of character	0
Often out of character	1
Usually in character	2
Always in character	3
In character despite danger	4
Entertained the group	+1
Roleplay of Strategy skills	+1
Preemptive action leading to success	+1
Preemptive action leading to failure	-2
<i>Miscellaneous (Individual)</i>	
Minor subplot started/resolved	1
Major subplot started/resolved	3
Devised clever plan	+1
Devised heroic plan	+2
Devised complex scheme	+3
Critical feat accomplished	+1

For example, a citizen of the Draconis March will more likely than not show outright antipathy toward a Combine national, while citizens of the Capellan March, many of whom can trace their lineage to relatives still living within the Confederation but who nonetheless enjoy the freedoms given them within the Federated Suns, harbor a deep distrust of those that call the Confederation home. Oftentimes those feelings are returned in kind, but not always; the people of the Taurian Concordat, for instance, commonly show citizens of the Federated Suns contempt and hatred normally reserved for the likes of Amaris while at the same time natives of the regions bordering the Concordat often return that with puzzlement and even pity. Details of the regional biases and outlooks can be found in the *Federated Suns at a Glance* section (pp. 84-103).

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To determine the attitude of Federated Suns characters toward those from another region (or another realm), the gamemaster makes a 2D10 “attitude check” roll whenever such characters interact, using the Federated Suns Reaction Table to find the appropriate modifiers. The result can be used to help determine the first impressions a Federated Suns NPC (the “reacting character”) might have of a player character from a different region or nationality (the “receiving character”). Apply an additional –3 modifier for every level of a Quirk (or its equivalent, if

any) in which the reacting character hates people from the receiving character’s region, such as the Quirk/Hates Capellan Confederation given to citizens of Capellan March Core Worlds.

Gamemasters may also use this system to establish the gut feeling a Federated Suns player character might have under similar circumstances by making the player character the reacting rather than the receiving character. Such checks should only be made if the character’s origins are obvious or known, such as by speaking a

REACTION ROLL MODIFIERS

Reacting Character Origin	Federated Suns				Receiving Character Origin					Inner Sphere					Other			
	CA	CR	DR	OB	JF	WC	WX	GB	Oth	DC	LA	CC	FR	FW	CS	WB	Per	CM
Capellan March	+1	+0	+0	–1	–3	–3	–2	–2	–2	+0	–1	–2	+0	–1	–1	–2	+0	+1
Crucis March	–1	+2	+0	–2	–3	–3	–1	–1	–2	+0	+0	–1	+1	+1	+1	–3	+0	+1
Draconis March	–1	+0	+2	–1	–3	–3	–3	–1	–2	–3	–2	–1	–1	+1	–1	–2	–1	–1
FedSuns Outback	–1	–2	–1	+2	–2	–2	–2	–2	–2	–1	+0	–1	+0	+1	+3	–1	+1	+1
Capellan Border	–1	–2	–1	+0	–3	–3	–2	–2	–2	+0	–1	–2	+0	+0	+0	–3	+0	+1
Draconis Border	–1	+0	+1	+1	–3	–3	–3	–1	–2	–2	+0	+0	–1	+1	+0	–2	+0	+0
Chaos March Border	+1	–1	+0	+0	–2	–2	–2	–1	–2	–1	–1	–2	+0	+0	–1	–4	+1	+2
Periphery Border	+0	–1	+0	+1	–2	–2	–2	–2	–2	+0	+0	+0	+2	+1	+2	–1	+1	+1

Receiving Character Origin Key:

CA = Capellan March	CR = Crucis March	DR = Draconis March	OB = Outback	JF = Jade Falcon Clan	FR = Free Rasalhague Rep.
GB = Ghost Bears	Oth = Other Clan	DC = Draconis Combine	LA = Lyran Alliance	CC = Capellan Conf.	WX = Wolf Clan (jn Exile)
CS = ComStar	WB = Word of Blake	Per = Periphery	CM = Chaos March	WC = Wolf Clan	FW = Free Worlds League

ADDITIONAL REACTION MODIFIERS (FOR BORDER CROSSING)

Condition or Circumstance	Reaction Roll Modifier
Major military activity underway in region	–2
Border crosser is commercial/government-employed	+1
Border crosser is independent vessel	–2
Border crosser is mercenary/friendly military	+2
Border crosser vessel is Military Class	–1
Border crosser Contact used*	+2/level
Border crosser Well-Connected used*	+1/level
Border crosser has Enemy/Bad Reputation Trait	–1/level
Border crosser has In for Life/Dark Secret Trait	–2
Border crosser has Unlucky/Bloodmark Trait	–1/level
Border crosser uses Bureaucracy/Protocol Skill†	+1/2 MoS
Border crosser attempts pre-emptive bribery‡	+1/2 MoS
Border crosser attempts bribery at crossing‡	+1/3 MoS
Border crosser failed in bribery attempt‡	–MoF
Border crosser failed previous crossing§	–5 (+1/month since failure, max 0)

*To be relevant, the Contact/Well-Connected Trait must be applicable to the Federated Suns in the region where the border crossing occurs and must be extensive enough to influence the locals. The border crosser must make a successful Protocol or Bureaucracy Check (against a TN of 10 minus the Trait value) to use the appropriate connections.

†Skill Checks are required for these efforts at the time of the border crossing, reflecting advance communications or responses to hails from local security agencies, with modifiers based on the margin of success (MoS).

‡Bribery attempts require a successful Negotiation or Fast-Talk Check against a TN of 15 (plus any reaction modifiers from the Federated Suns Reaction Table) to compute their modifier. This Action Check is modified by –1 for every 500 C-bills or 5 percent value of any cargo being smuggled (whichever is greater) by the border crosser(s), as well as by the relevant reaction roll modifiers from the Federated Suns Reaction Table. Double this monetary cost if the bribe is attempted at the time of crossing, rather than having been arranged ahead of time. A failed Action Check during a bribery attempt automatically adds the margin of failure (MoF) to the border-crossing TN.

§Repeat the reaction roll for every world visited after the initial failure, regardless of location or border status. This modifier increases over time by 1 point per month (based on the time elapsed since the last failure) to a maximum of 0.



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particular language or dialect common to a given region, sporting regional insignia, and so forth.

Characters who receive a negative impression may still help those they inwardly dislike, but they will be more standoffish in their demeanor and less inclined toward idle chatter. Characters who receive an extremely negative impression will not be helpful at all and may even act hostile toward such characters, possibly to the point of hindering a mission thanks to their prejudices. Characters more positively disposed toward those of another realm may react with fascination toward the “out-of-towners,” eager to help with information or—when extremely impressed—goods and even their own services free of charge.

In addition to the above, a Reaction Result Modifier may be imposed on all social skill Action Checks made by the receiving character when dealing with the reacting character. This modifier reflects the degree of open- or closed-mindedness the receiving character experiences based on first impressions.

Crossing Borders

Despite being a nation that prides itself on the freedoms granted its citizens—or perhaps because of it—the Federated Suns maintains a robust customs service and border patrol. Outwardly, these organizations are in place to prevent cross-border smuggling and the entry of illegal aliens and enemy agents, as well as to monitor interstellar shipment of restricted goods; in practice, especially in light of the FedCom Civil War, they are also used to enforce the whims of Federated Suns regional leaders, with Duke George Hasek’s Capellan March being the most restrictive. Every inhabited world within a border region has customs personnel stationed at each recharge station and major spaceport, as well as surveillance satellites and regular patrols (the latter typically flown by local militia forces) that maintain a vigil for those who would attempt to circumvent local regulations. Border crossing procedures are typically not overly strict, but they are more restrictive than those in place within many other nations. JumpShips, DropShips, and other intra-system spacecraft must have current certification (issued by a recognized national entity); cargo ships must have accurate manifests, including all necessary authorizations for transporting restricted goods; and passengers must have proper identification (as well as travel visas for those hailing from nations and regions currently under travel restrictions). These procedures are, for the most part, routine and cause little to no hassle to regular cross-border travelers; those attempting to bypass Federated Suns customs regulations, however, may face seizure of all vessels and cargo as well as lengthy prison sentences.

In game terms, a border crosser (either the JumpShip captain or the most prominent of the characters aboard the border-crossing vessel) may determine the likelihood of an encounter during an attempt to cross the Federated Suns’ many regional and national boundaries by making a modified form of the standard Reaction Check. For this roll, additional TN modifiers may apply based on various circumstances, including character traits belonging to the border crosser. Certain Action Checks, made before the vessel hops the border or soon after its arrival, may further modify the circumstances surrounding such travel.

This modified Reaction Check, generally made as soon as the border crosser enters a new system and completes any related Action Checks

(unless otherwise noted), determines what kind of response—if any—the border crosser and his vessel arouse among local security forces. All modifiers made to the standard Reaction Table during a border crossing appear in the Additional Reaction Modifiers section of the table below.

To determine a specific encounter or reaction from local military or security forces, or even bandits present in the system, the border-crossing player should roll 1D10 then apply the appropriate reaction result modifier and consult the appropriate column of the Border Crossing Roll Results Table for the region into which the vessel has just crossed. The encounter descriptions provide a more detailed explanation of each encounter type, allowing gamemasters to further develop whatever reaction the arriving vessel and its crew receive.

FEDERATED SUNS ADVENTURE HOOKS

Life in the Federated Suns offers something for just about everyone. For those interested in more mundane pursuits, careers in fields as diverse as high-tech R&D, journalism, and farming—and everything in between—are available. But as a Successor State, the Federated Suns is also home to more than its share of intrigue, feuds, political maneuvering, and outright warfare. External enemies continue to target the nation for destruction—in the minds of its people if not in reality—while petty lords and common folk alike battle one another for power, prestige, and money. All of this provides a rich tapestry of adventure possibilities for characters from any region and background. Below are just a few of the many different adventure hooks available to characters with a Federated Suns background.

The Shadow of Greatness

After centuries of conquests and tales of fantastic military exploits, the people of the Federated Suns have a reputation that is difficult to live up to. To many both inside the nation and out, the Davions and their people are nothing but warmongers bent on subjugating the entirety of the Human Sphere. In the shadow of incredible successes like the Fourth Succession War and the marriage of the Federated Suns and Lyran Commonwealth, the people of this nation—citizens and soldiers alike—must deal with the consequences. Rebellions on border worlds fomented by enemy powers, the erosion of borders and the civil unrest that erosion brings, the deaths of incredibly popular leaders and the accompanying rise to power of their children (some of whom are mere shades of their forbears), the rise of a new breed of noble raised in incredibly prosperous times and thus unaware or unconcerned with the plights of the common man—these are but a few of the problems facing the citizens of the Federated Suns. And while they may not affect to any significant degree the lives of the average citizen, they will impact those Children of the Suns that choose a life less usual.

Old Enemies, Old Feuds

After half a millennium of battling both the Capellan Confederation and the Draconis Combine, the deep-seated hatreds the people of the Federated Suns feel for those two neighboring realms is almost genetic. Worse still, depending upon a particular individual’s home region, he or she will likely feel that one or the other of the two enemy realms is the greater evil that must be eradicated no matter the cost.



BORDER CROSSING ROLL RESULTS TABLE

Modified 1D10 Result	Encounters (per Region Entered by Border Crosser)						
	Capellan Border	Combine Border	Chaos Border	Periphery Border	March Border	Theater Border	Interior Region
0 or less	Attacked!	Attacked!	Pirates!	Pirates!	Bandits!	Pirates!	Attacked!
1	Bandits!	Raiders!	Attacked!	Attacked!	Scout	Bandits!	Interception
2	Raiders!	Bandits!	Attacked!	Bandits!	Scrutiny	Scout	Conscription!
3	Raiders!	Scout	Scout	Conscription!	Scrutiny	Interception	Scout
4	Scout	Conscription!	Raiders!	Scout	Interception	Interception	Scrutiny
5	Interception	Conscription!	Bandits!	Interception	Interception	Scrutiny	Inspection
6	Interception	Interception	Bandits!	Interception	Inspection	Inspection	Inspection
7	Conscription!	Interception	Conscription!	Inspection	Inspection	Inspection	Registered
8	Conscription!	Inspection	Interception	Inspection	Registered	Inspection	Registered
9	Scrutiny	Inspection	Interception	Inspection	Registered	Registered	Registered
10	Scrutiny	Inspection	Interception	Registered	Registered	Ignored	Ignored
11	Inspection	Scrutiny	Inspection	Registered	Ignored	Ignored	Ignored
12	Registered	Registered	Registered	Ignored	Greetings!	Greetings!	Greetings!
13 or more	Greetings!	Greetings!	Greetings!	Greetings!	Greetings!	Greetings!	Greetings!

ENCOUNTER TYPES

Type	Description/Effects
Pirates!	A veteran bandit force of equal or greater strength in aerospace and marine support attacks the border crosser(s) with the intent to cripple and plunder the vessel(s) and enslave everyone on board. Over major worlds, such as industrial centers or regional capitals, treat this as an Attacked! result.
Bandits!	A bandit force of equal aerospace strength and average skill attacks the border crosser(s) with the intent to board and plunder the vessel(s). Over major worlds, such as industrial centers or regional capitals, treat this as a Raiders! result.
Raiders!	A small strike force (of equal or lesser strength in aerospace and marine assets) from the nearest military power attacks the border crosser(s) with intent to disable or capture the vessel(s) and prevent them from warning local/regional security.
Scout	An unregistered and unknown JumpShip is discovered nearby. It does not respond to hails but may attack or flee if provoked.
Attacked!	A veteran local military/security force of equal or greater aerospace and marine strength attacks the border crosser(s) with the intent to capture, cripple, or destroy the vessel(s), believing them to be hostile invaders or dangerous criminals.
Interception	A local military/security force of equal strength in aerospace and marine assets and average combat skills orders the surrender of the border crosser(s) and attempts to detain and board the vessel(s) on suspicion of subversive activities or the smuggling of contraband. Will attack with intent to cripple or destroy if provoked or if the border crosser(s) resist.
Inspection	A random customs inspection, backed up by minimal force, is requested of the border-crossing vessel(s). Any attempt to resist or stonewall the inspection may result in local security scrambling an interception force from the nearby jump station or patrol vessels, if any (see Intercepted!).
Conscription!	A current military crisis or emergency prompts local military/civil authorities to demand that the vessel(s) used by the border crosser(s) immediately surrender command to an appointed officer for possible transport of refugees or materiel. Any resistance results in the scrambling of interceptors to take the vessel(s) by force (see Intercepted!). If there is no military or local crisis, treat this result as an Inspection.
Scrutiny	The vessel(s) used by the border crosser(s) are flagged by local security or military for further observation by other regional forces. Roll for an encounter in the next system, regardless of location and border status, with an additional -2 reaction roll modifier.
Registered	Local sensor probes or solitary patrol craft query the vessel(s) used by the border crosser(s) regarding their identification, nationality, destination, and business, but otherwise leave the ships alone unless they engage in overtly hostile action or their responses to any inquiries fail to check out. In such cases, local authorities may call for an Inspection.
Ignored	Aside from a casual scan by local sensor satellites or wandering patrol craft, the border-crossing vessel(s) are left alone and unacknowledged by local authorities and traffic.
Greetings!	Friendly vessels and/or patrols operating close by issue trusting hails to the border-crossing vessel(s). Aside from a genuine eagerness for conversation, news from beyond the system or trade, these greetings have no ulterior motive.



The entire Federated Suns felt the pain and tragedy of the Kentares Massacre, but it is truly the people of the Draconis March that keep that particular fire fueled—even in light of the détente the Davions have been trying to foster with the Kuritas. Meanwhile, the Haseks in the Capellan March have concentrated the hatreds of their citizens against the Liaos. Add that all up and you get centuries of raids, invasions, counter-invasions, and war crimes perpetrated by citizens and soldiers on all sides against each other. Never has there been anything but an uneasy peace between the Federated Suns and these two nations, and only because of necessity. Even then, the periods of so-called peace were nothing more than times when the cross-border attacks were slightly less frequent.

At the same time, a growing resentment of the Federated Suns' greatest ally—the Lyran Alliance (nee Commonwealth)—has been festering since the first hints of formal alliance between the two nations made the rounds. Despite the fact that the alliance could only benefit both nations, petty jealousies and disagreements quickly turned into bitter rivalries. The Kuritas and the Liaos might be the two greatest enemies of the state, but the Steiners, with their greed and general military incompetence, cost the Davions the universe.

Perhaps an oversimplification, these feelings nevertheless pervade the military and civilian leadership of the Federated Suns. They are certainly why any friction between these nations has occurred since the fall of the Star League, and why that friction continues. Anyone can become embroiled within it, whether by choice or not, be they civilian, soldier, or even mercenary.

Pursuing the High-Tech Edge

Ever since the fall of the Star League and the accompanying first two Succession Wars, one of the overriding goals of the Federated Suns has been to pursue the technologies not only lost during those conflicts, but those glimpsed and promised during the reign of the Star League. Devoting significant amounts of already depleted and increasingly scarce resources to this effort when those resources were better served in defending the nation or in easing the suffering of the citizens, the Davions' choice ultimately proved to be the catalyst that reignited the torch of innovation. The people of the Federated Suns enjoy a prosperity fueled by technology, the quantity and quality of which is unavailable to the citizens of any other realm. Maintaining that edge, however, requires the devotion of individuals from all walks of life. Scientists create and test, technicians repair and improve, soldiers defend and employ, citizens gather the resources necessary and use, and politicians make policy. It takes the efforts of everyone to safeguard those technologies from the nations and businesses and individuals that would rather steal than create, and likewise to recover what was lost to an enemy. And sometimes to take technologies that might benefit the nation from an adversary that developed it first.

Brinksmanship

The pursuit of power, be that financial, political, or military power, is an interest common to every culture. Though not as Byzantine as that within the Free Worlds League or vicious as that in the Capellan Confederation, this pursuit within the Federated Suns is nonetheless one that is best performed by those well-versed in the process. In a realm where noble titles and military rank can be stripped away as

easily as they are awarded, where leaders are often as capricious as they are just, and where the only constant is that House Davion is predominant—and even that has in the past been in serious question—one must carefully navigate these twisting and turning paths. More than once in the past those in power removed their adversaries with a mere flick of a pen, vanishing them into the depths of some hell, be that political obscurity or a dungeon awaiting an executioner's attention.

Despite the inherent dangers, this pursuit is nonetheless undertaken by citizens from all walks of life. Indeed, perhaps it is because the common man is not inhibited by the same obstacles that prevent those of similar standing in other nations from succeeding that the pursuit of power is so popular within the Federated Suns. While social standing does, of course, play a key role in an individual's ultimate success or failure in this realm, the fact is that anyone can potentially succeed. A path in the military is perhaps the easiest, as skill and competence play a far greater role in promotion than do traditional connections, but routes within the bureaucratic and industrial realms do exist.

It is for that reason that this pursuit can be so dangerous within the Federated Suns, when the common man is not prevented from playing by the rules of career politicians. That is not to say that toadies do not have their place, even within the military. Far from it, in fact. Like any others that choose to enter this arena, they must find the right patrons and choose to fight the key battles with the right strategies to get ahead—all while hoping that they can use without being used and survive the inevitable purges. But any that decide to embark upon a life of brinksmanship in order to win the power they feel they were destined to gain must remember one fact: only the cream rises to the surface, while the rest is drained away and discarded. Darwinism at its finest.

The War on Chaos

Just as in any other major nation, the Federated Suns is not only faced with significant challenges from without in the form of enemy realms, it faces challenges from within as well—criminals, dissidents, rabble-rousers, and discontented citizens, outside-supported rebels, terrorists, and foreign invaders, to name a few. All threaten the security and cohesiveness of the Federated Suns, and all require the efforts of every element of society to combat them. Preachers and teachers must satisfy the theological and secular needs of the populace, educating them on the dangers facing society. Engineers and carpenters must shelter them while farmers and doctors feed them and keep them healthy. Police officers and soldiers must protect them from enemies, both domestic and foreign.

For those interested in focusing upon the social needs of the nation, the war on crime may be key. The Federated Suns is the largest of the Successor States, which means not only that there are more people to protect but also that there are more places for criminals to hide. Smuggling and the trade of illicit goods is a continuing problem, as is piracy and banditry—especially within the Outback. The tracking and elimination of terrorist and rebel groups is likewise a focus for police and others devoted to making life safer for the common man. On the other hand, there is the problem of territories recently added to or lost by the Federated Suns; it is the responsibility of every citizen, especially those that have sworn a solemn oath by joining the armed forces, to protect his or her fellow citizens as well as the citizens of allied nations.



CREATURES

This section provides several new creatures native to planets in the Federated Suns. All of them follow the rules for creatures presented in *CBTComp*. Additional FedSuns creatures may also be found in *CBTComp*: the godan (p. 138), the nessie (p. 141), and Randall's Rose (p. 143).

BROCKWAY GOAT

(*Capra Ibex Brockis*)

Throughout humanity's race to the stars, colonists relied upon hardy animals to provide food on worlds where the native fauna was unable to sustain their needs. The goat was just one of the many animals they commonly used. Once introduced into Brockway's environment, the mountain goat grew even more useful. Thanks to feeding upon the local flora, the Brockway goat not only grew larger and stronger, but incredibly prolific. Kids mature faster and females produce more offspring with each birth than any Terran goats. Additionally, its coat of fur, though not particularly fast-growing, can be made into a useful textile. These facts alone make the Brockway goat attractive to colonists and ranchers alike, but it's the creature's horns, which typically reach more than a meter in length, that make the most significant impression on observers.

Homeworld: Brockway, Capellan March, Federated Suns

Environment: Desert/mountains

Type: Native

Body Type: Four-legged

Coloring: Light brown to gray/white long fur

Length: 180 cm

Height: 120 cm

Weight: 180 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
12	12	2	6	4	3	2

Traits: Good Hearing, Good Smell

Skills: AniMelee (Ram) +2, Climbing +6

Size: Large

Armor: Furred hide [1/0/0/0]

Attack: 2•5D6 (ram/horns)

Movement: Ground 6/30/80; Sprinting 5 turns



GALAX BEEFALO

(*Bison Cibus Galacus*)

A hardy bovine mammal originally discovered on Galax, the beefalo looked like just another scavenger on a world notoriously hostile toward life, indigenous or not. It wasn't until terraforming began to create an environment where hardy grasses and grains could grow that the true worth of the beefalo became evident. The normally slender, almost gaunt, creatures living in new grasslands quickly bulked up, and, after a colonial restaurateur unfamiliar with the less-than-savory meat taken from the thinner versions of the creature slaughtered some and served it to great raves, it became a much sought-after creature. Colony ships were often dispatched with a small herd of slender young beefalo, animals that would do nothing but eat, grow, and reproduce within environments where they didn't have to hunt for their food and water. They will eat almost anything and reproduce relatively quickly, and, given a ready source of water, females produce a milk that, while not particularly appealing in its raw form, can be distilled into a barely palatable alcoholic drink. Its waste is readily useable by farmers as fertilizers, and its hide can be tanned and turned into clothing or other useful items.

Homeworld: Galax, Crucis March, Federated Suns

Environment: Desert/plains

Type: Native

Body Type: Four-legged

Coloring: Gray or tan hide

Length: 380 cm

Height: 160 cm

Weight: 1,100 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
32	36	1	4	5	8	3

Traits: Good Smell (2), Toxic Immunity

Skills: AniMelee +2 (Ram), Perception +4

Size: Very Large

Armor: Thick Hide [1/1/0/0]

Attack: 1•5D6 (ram)

Movement: Ground 6/24/52; Sprinting 2 turns





RULES ANNEX

HOBBS TAKOOMA

(Takumes Specus Hobbines)

One of the many subterranean species native to the world of Hobbs, the takooma is certainly the most intelligent and problematic. Classified as a simian, the takooma is a mammal with keen smell and vision, capable of seeing into the IR band, and even seems to speak in a language of grunts, growls, pops, and squeals. They function in families of 10-30 and are fiercely territorial; while takooma families typically hide from humans that encroach upon their territory, they stalk and even viciously attack individuals or possibly pairs, assaulting them with thrown rocks before swarming them.

Homeworld: Hobbs, Capellan March, Federated Suns

Environment: Subterranean

Type: Native

Body Type: Humanoid

Coloring: Mottled gray and white

Length: 130 cm

Height: 85 cm

Weight: 30 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
4	3	4	8	8	6	2

Traits: Aggressive, Good Smell (3), Good Vision (2), Night Vision

Skills: Acrobatics +4, AniMelee (Bite Grip) +1, Climbing +3, Perception +3, Stealth +4

Size: Small

Armor: Furred hide [1/0/0/0]

Attack: 2•2D6 (bite)

Movement: Ground 8/20/60; Sprinting 5 turns; Jumping 5 meters



KIGAMBONI LEOPARD

(Panthera Pardus Viridis Kigambonis)

The Terran leopard was introduced onto Kigamboni in the 25th century in an effort to “naturally” control an aggressive rodent that was devastating crops and even herds. Residents tried numerous measures, including several other predators, but only the leopard proved successful. Within months, these leopards had a green hue and a more aggressive nature, thanks to a poison produced by the rodents that no other animal could process. Within a few generations, the leopards of Kigamboni were smaller than the average leopard, but more agile and aggressive. Its green fur gives it great camouflage, allowing it to hunt with near impunity.

Homeworld: Kigamboni, Capellan March, Federated Suns

Environment: Grasslands and forest/jungle

Type: Mutated

Body Type: Four-legged

Coloring: Green mottled fur

Length: 120 cm

Height: 60 cm

Weight: 45 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
5	6	3	7	3	4	2

Traits: Aggressive, Blood Rage, Camouflage (1), Night Vision, Toxic Immunity

Skills: Acrobatics +2, AniMelee (Sudden Strike) +4, Climbing +3, Stealth +2, Tracking +3

Size: Small

Armor: Fur [1/0/0/0]

Attack: 2•3D6 (bite)

Movement: Ground 8/20/80; Water 1/2; Sprinting 4 turns





KOUNTZE ARCTIC TERROR

(Pycnogonida Pervalidus Kountzes)

The size of a large Terran bear, the Kountze arctic terror is a nightmare in every sense of the term. This six-legged arthropod has a heavily armored shell that blends amazingly well into the arctic landscapes of Kountze, and the creature often stands on its rear four legs, hunting completely upright. Its claws can rip and shred the tough hides of its prey, while its massive teeth are sharp enough to penetrate even light armor. It is equally proficient at catching sea creatures of all kinds as it is at burrowing into the ice and snow to reach food—be it in the form of sub-surface plant life or animal life.

Homeworld: Kountze, Draconis March, Federated Suns

Environment: Glaciers, ice-covered mountains and other arctic climes

Type: Native

Body Type: Six-legged

Coloring: White to light gray chitinous shell

Length: 120 cm

Height: 350 cm

Weight: 900 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
32	34	3	5	4	5	2

Traits: Blood Rage, Camouflage (2), Good Hearing (3), Terror

Skills: AniMelee +2, Perception +4, Swimming +5

Size: Large

Armor: Chitinous armor [3/2/1/2]

Attack: 2•5D6 (claws), 2•6D6 (bite)

Movement: Ground 6/12/42; Water 4/6; Sprinting 3 turns



SILVER-FURRED WALRUS

(Rosmarus Argentum Verdiis)

Fifty years ago, the silver-furred walrus of Verde was all but extinct. Prior to man's colonization, the world's coastal waters were teeming with this mammal; its almost-iridescent pelt shone as they sunned themselves on shore, while their incredible constitution allowed them to dive deeply and quickly hunt the sea creatures they consumed. Over the centuries the animal was hunted nearly to extinction, however—especially during the Succession Wars, when the world's residents were forced to hunt the creature to survive. Each walrus provided a great deal of meat, which was a popular delicacy on the interstellar market, as well as other useful products. Locals could turn its hide into clothing that fetched incredible prices, refine its blubber into a heating fuel, and use its tusks and bones in a variety of arts and crafts. Thanks to over-hunting, the silver-furred walrus was placed on the Federated Suns' Protected Species List in 3021—nearly crushing Verde's industry in the process. For the next two decades, natural means were used to help the walrus population increase in size, including breeding it on other worlds, but it wasn't until the secrets of the Helm Star League Memory Core were unlocked that the silver-furred walrus was truly saved.

Melcher Meat Animals, Ltd., headquartered on the nearby world of Melcher, used secrets of genetic engineering and laboratory reproduction to rapidly increase the walrus herds on Verde. Additionally, the company began to breed the animal on three other worlds across the Federated Suns. Within fifteen years, the company was selling silver-furred walrus meat, pelts, and ivory in limited quantities on the interstellar market. Ten years later, these products can be found easier, though still at a premium price. Walruses harvested from the wild on Verde are still considered the best, but the rapidly growing walrus ranches are for now the only ready source—and proof positive of MMA's internal axiom: "Extinction is no danger if the flavor is good."

Homeworld: Verde, Draconis March, Federated Suns

Environment: Temperate to polar coastal regions

Type: Native

Body Type: Four-legged

Coloring: Silverish-gray pelt

Length: 360 cm

Height: 120 cm

Weight: 2,200 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
56	50	1	3	4	4	4

Traits: Bad Smell (2), Blood Rage, Good Vision (3), Showy Coloring (2), Shy

Skills: AniMelee +3, Climbing +4, Perception +3, Swimming +8

Size: Large

Armor: Thick hide/layer of blubber [3/2/2/1]

Attack: 2•4D6 (bite)

Movement: Ground 4/6; Water 5/30; Diving 200 meters

TRACHAZOI

(Galictis Absorbeo Animus Ebrus)

As humans explored and colonized the worlds of the soon-to-be Federated Suns, they encountered dangers they had never before seen on Terra. For the most part, those dangers were cataloged and notices to spacefarers were passed on. But there were also individuals who weren't so careful, surveyors that didn't follow standard landing and exploration protocols, or colonists that landed on a world they knew nothing about. When the planet's ecosystem attacked, they fled, but they didn't guard their ships well enough, allowing some of the hostiles—be they flora, fauna, or just disease—to enter the ships with them. That inattention led directly to the spreading of dangers that threatened to wipe out entire worlds.

The trachazoi spread to dozens of worlds in the Federated Suns' Outback and the nearby Periphery in just this way. Known by its more common name of "brain-eater," the trachazoi is a small yet powerful carnivore that hunts much larger creatures, especially primates (including humans). It is a tree-dwelling creature that hunts primarily at night, preferring to drop down upon its prey and rip its skull open with powerful and sharp claws to feast upon the brains within.

Homeworld: Ebro, Crucis March, Federated Suns

Environment: Temperate and equatorial forests

Type: Native

Body Type: Four-legged

Coloring: Short brown to black fur

Length: 50 cm

Height: 30 cm

Weight: 20 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
5	4	4	7	4	5	3

Traits: Aggressive, Night Vision, Terror

Skills: Acrobatics +4, AniMelee (Bite Grip) +4, Climbing +5, Stealth +2

Size: Very Small

Armor: Furred hide [1/0/0/0]

Attack: 2•3D6 (claws), 1•2D6 (bite)

Movement: Ground 20/40/75; Sprinting 3 turns; Jumping 4 meters



CLASSIC BATTLETECH RULES

The following rules supplement those in *Total Warfare (TW)*, and cover combat in various terrain and environmental conditions that players may encounter in the *BattleTech* universe. All players should read through these rules and agree to their use before beginning play.

NEW TERRAIN

With well over two thousand inhabited worlds in human-controlled space, humankind in the *BattleTech* universe has settled in a wide variety of environments. The following rules cover one new terrain type.

Heavy Industrial Zone

Industry is now, as it has been for well over a millennium, the beating heart that keeps humanity from slipping back into the dark ages of despair. Today, every major city relies upon industry in some form to support their people and infrastructure. Major industrial complexes covering many square kilometers, though rarer since the mass destruction that ravaged the Inner Sphere during the Succession Wars, can be found on hundreds of worlds throughout the Inner Sphere. Typically made up of one or more massive buildings, dozens of smaller structures, often multiple holding tanks for various and sundry liquids or chemicals, and even tremendous ferrocrete lots filled with transport containers waiting to be taken somewhere, all connected by a jumble of power lines, pipes, catwalks, and scaffoldings, these complexes can be very dangerous places to work, to say nothing of fighting battles there.

In *Classic BattleTech* terms, a heavy industrial zone is a non-building hex within a designated industrial complex. Typically contained within this area are power lines and transformers, small holding tanks, pipes carrying various gasses and liquids to and from those holding tanks, conveyer belts, and other miscellaneous equipment that is not substantial enough to be considered a building but can potentially hamper movement. Infantry, vehicles, and ProtoMechs may pass through this terrain unhindered (as if passing through clear terrain),

TERRAIN EFFECTS TABLE

Die Roll	Effect
2-7	No Effect
8	Hex catches on fire
9	Power lines fall: all units in hex take 3 points of damage to a random location
10	Minor explosion: all units in hex take 5 points of damage to a random location; hex catches on fire
11	Electrical explosion: all units in hex take 1D6+3 points of damage to a random location
12	Major explosion: all units in hex take 2D6 points of damage to a random location and catch fire for 1D6 turns; hex catches on fire
Note: All conventional infantry units in the hex suffer double damage	



but BattleMechs must pay an additional Movement Point to move through each hex of heavy industrial zone. Further, a heavy industrial zone hex interferes with line of sight just as a hex of light woods does. This hex may be cleared, using the Clearing Woods rules; Heavy Industrial Zone hex has a Terrain Factor of 100 (see TW, p.112).

Oftentimes the contents of a heavy industrial zone hex are volatile. To represent this, every weapon fired into a heavy industrial zone hex that does not strike its intended target (including missiles, if the maximum number fired did not strike) may cause a potentially devastating explosion of some sort; likewise, area-effect attacks (such as artillery strikes) and attempts to clear the hex may also cause such an explosion. Roll 2D6 for every qualifying weapon attack; on a result of 8 or higher, consult the Terrain Effects Table. All damage is inflicted to the front of an affected unit; double the damage inflicted to all conventional infantry units in the hex.

Heavy industrial zone hexes are subject to both Accidental Fires and Intentional Fires; fires are not covered in *Total Warfare*, but will be covered in *Tactical Operations*.

NEW UNIT TYPES

The following are new battlefield unit types available in the Federated Suns. Unless otherwise stated, they follow the rules laid out in *TechManual*, AT2, *Combat Operations* (CO), and *Combat Equipment* (CE).

GAUSS INFANTRY

House Davion has long led the rest of the Inner Sphere in battlefield technologies, especially after the NAIS gained possession of the Helm Memory Core. For the most part, the research and development resources were concentrated on producing technologies for use on 'Mechs and other combat vehicles, though eventually those technologies would filter down to the common grunt. Such is the case of personal Gauss weaponry.

When Federated Arms debuted the Thunderstroke and Grand Mauler designs, weapons that could be carried and wielded by a single soldier, it was hailed as a revolution. But though the AFFC, and the AFFS after it, purchased great numbers of these weapons, they were initially assigned widely through the military singly and in pairs as squad support weapons instead of concentrating them into a smaller number of units that could inflict greater damage against select enemies. That policy, of course, did not stop some battlefield commanders from doing just that—in many cases to great success.

In the wake of the FedCom Civil War, the concentration of Gauss-equipped infantry is gaining popularity. Most commanders see this as a force multiplier, giving them a handful of platoons in each regiment that can threaten even assault BattleMechs. In conjunction with FASCAM munitions and VTOL units to quickly move them about, Gauss infantry can be a devastating force on the battlefield.

AFFS Gauss infantry squads employ six M345B3 Thunderstroke II Gauss rifles and one Grand Mauler Gauss Cannon as its support weapon. Each trooper wears the PAB-27 Field Utility Combat Armor.

GAUSS INFANTRY RANGE MODIFIER TABLE

Range (in hexes)	0	1	2	3	4	5	6
To-Hit Modifier	-2	-2	0	+1	+2	+3	+4

GAUSS INFANTRY DAMAGE TABLE

Number of Troopers	Maximum Weapon Damage*	Number of Troopers	Maximum Weapon Damage*
1	1	15-16	9
2-3	2	17-18	10
4-5	3	19-20	11
6-7	4	21-22	12
8-9	5	23-24	13
10-11	6	25-26	14
12-13	7	27-28	15
14	8		

*Damage is always applied in 2-point Damage Value groupings

GAUSS INFANTRY COST AND BV TABLE

Type	Tons of Cargo Space Occupied	Number of Troopers	Cost (C-Bills)
Foot	3	28	3,844,870
Motorized	6	28	6,151,793
Jump	4	21	8,379,665

Gauss Infantry Game Rules

Gauss infantry may be deployed as foot, motorized, or jump infantry. Foot platoons have a movement rate of 1 Ground MP, motorized platoons have 3 Ground MP, and jump platoons have 3 Jump MP. Each trooper can sustain two points of damage. The total damage inflicted by the platoon, along with its to-hit modifiers, tons of cargo space occupied, and BV are shown on the table above. In all other ways, a gauss infantry platoon follows the standard rules as conventional foot, motorized, or jump infantry. Because of their bulky armor and weaponry, however, Gauss Infantry (see p. 212, TW) may not perform anti-'Mech Swarm and Leg attacks.

GM/ROWELL "APOCALYPSE" WORLD ROVER

Militia and paramilitary organizations across the Inner Sphere and Periphery employ whatever vehicles they can get their hands on, assigning them to "mechanized" or "motorized" infantry units and security detachments as much as to the general motor pool. Most of these are civilian vehicles purchased new (or second-hand), many without significant off-road driving capabilities and certainly without armor or weapons hardpoints, and given to combat units, who then have to modify these vehicles. GM/Rowell has specifically marketed the "Apocalypse" line of World Rover vehicles to these units.

Type: "Apocalypse" World Rover

Chassis Type: Wheeled (Small)

Mass: 2,000 kg

Equipment Rating: D/X-C-B/E

Equipment		Mass
Chassis/Controls:		360 kg
Engine/Trans:	ICE (Petrochemicals)	150 kg
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	0	0 kg
Fuel: 1,600 km	24 kg	
Turret:		0 kg
Armor Factor (BAR 7):	8	360 kg
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	1	3
R/L Side	1	2/2
Rear	1	1

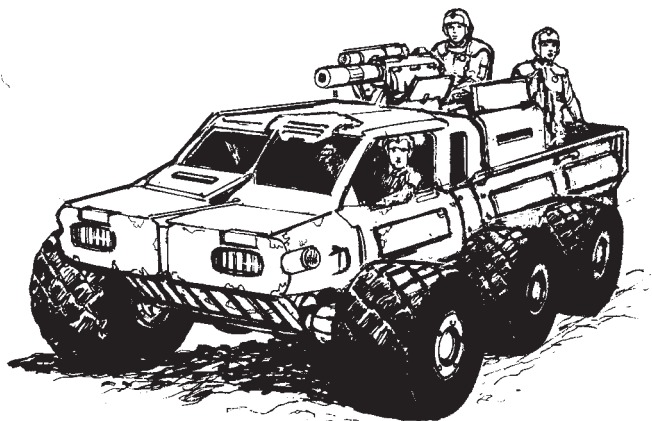
Weapons and Ammo	Location	Mass
None	—	—

Crew: 1

Cargo

501 kg standard 1 Door (Rear)

Note: Features the Off-road Chassis and Controls Modification, Pintle Mount (80 kg), 7 crew/passenger seats (525 kg)



PINTEL HEAVY COMBAT ATV

Motorized infantry units within the AFFS have typically employed whatever vehicles they or their parent organizations could procure. In general relying on motorbikes and ATVs of some sort, vehicles that could provide ample mobility through most kinds of terrain yet in many cases not designed specifically for their needs, these troops had much to say about the vehicle they wanted. Pintel Corporation listened. The Heavy Combat ATV, designated by the AFFS as the PVC-141, has a wide tire base coupled with oversized tires to easily traverse any kind of terrain (including water), capacity for two soldiers and their gear, a hitch for a cargo trailer, and even a mount to attach a support machinegun or similar weapon. Further, it can run on just about any kind of fuel with little difficulty and no modification.

Type: Heavy Combat ATV

Chassis Type: Wheeled (Small)

Mass: 500 kg

Equipment Rating: D/X-D-C/E

Equipment		Mass
Chassis/Controls:		189 kg
Engine/Trans:	ICE (Petrochemicals)	38 kg
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	0	0 kg
Fuel:	1,052 km	4 kg
Turret:		0 kg
Armor Factor (BAR 2):	4	52 kg
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	1	1
R/L Side	1	1/1
Rear	1	1

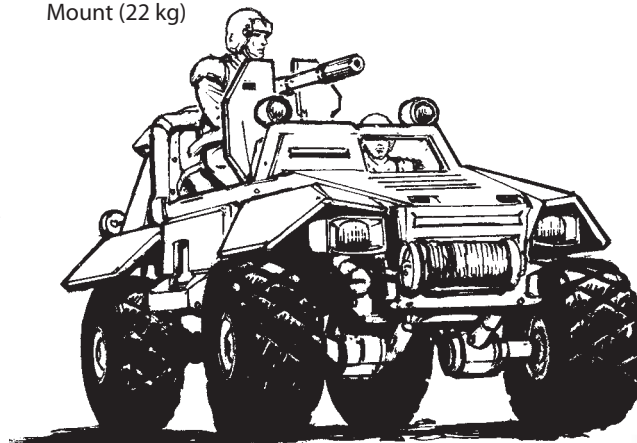
Weapons and Ammo	Location	Mass
None	—	—

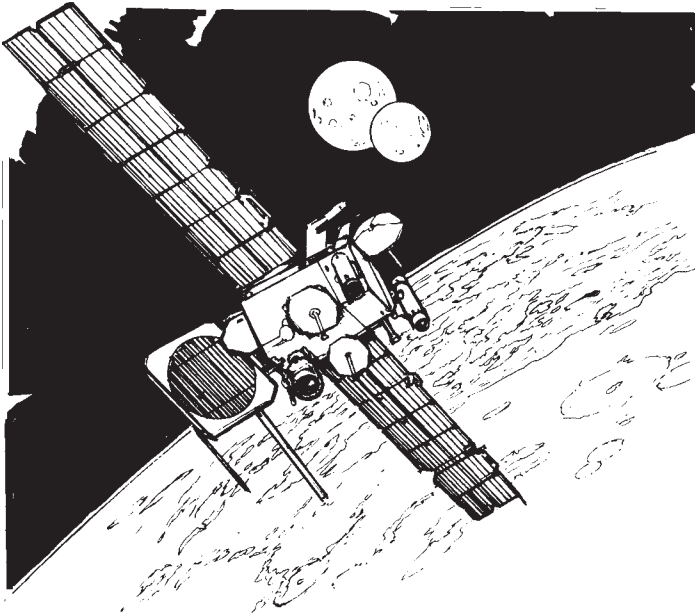
Crew: 1

Cargo

145 kg standard 1 Door (Rear)

Notes: Features Amphibious, Off-road and Tractor Chassis and Controls Modification, 2 passenger/pillion seats (50 kg), Pintle Mount (22 kg)





ANTARES SERIES AS-17 C3ISR SATELLITE

The AFFS and MIIO have a long-standing relationship with a handful of high-tech electronics suppliers to provide them the specialized satellites they need to maintain surveillance over the worlds on which they operate. The Antares AS-17 series is the latest in a long line of similar satellites produced by Sorcerer Technologies for the Federated Suns. Specifically geared toward providing C3ISR—command, control, communications, intelligence, surveillance, and reconnaissance—to units operating on a world, these satellites can be placed into orbit via a number of different methods and even recovered following the successful completion of a mission. Though the specific numbers of these satellites produced remains classified, it is assumed that every line RCT is provided a number that can be deployed in support of an invasion; likewise, the DMI and MIIO deploy these in large numbers to support their own operations. Entire constellations of these satellites are typically placed into orbit over a world to provide all of the remote communications needs of an invasion force, as well as to give commanders the detailed information they need on their enemies' deployments. As these satellites employ some of the newest technologies available, they are relatively well-armored and also include a self-destruct device to prevent tampering and to keep its technologies from falling into the wrong hands.

Type: **Antares Series AS-17 C3ISR Satellite**

Chassis Type: Satellite (Medium)

Mass: 45 tons

Equipment Rating: D/X-X-E/F

Equipment		Mass
Chassis/Controls:		8.5
Engine/Trans:	Fusion	4.5
Station-Keeping Thrust	0.1G (0.2 Thrust)	
Structural Integrity:	1	
Heat Sinks:	0	0
Armor Factor (BAR 10):	27	2
	<i>Internal Structure</i>	<i>Armor Value</i>
Nose	1	7
Wings	1	7/7
Aft	1	6

Weapons and Ammo	Location	Tonnage
None	—	—

Notes: Features Armored Chassis and Controls Modification, Communication Equipment (10 tons, Body), High-Res Image Camera (2.5 tons, Body), Infrared Imager Camera (5 tons, Body), Look-Down Radar (5 tons, Body), Hyperspectral Camera* (7.5 tons, Body)

*The hyperspectral camera functions much like the other sensors on the satellite but can detect many camouflaged and concealed units that other sensors cannot. It is not affected by ECM, standard camouflage, or even mimetic camouflage, though it cannot penetrate clouds, fog, heavy foliage, walls, or water (greater than depth 1). In all other respects, it acts as an Infrared Imager Camera.

GENERIC EXPANDABLE SERVICES VEHICLE

Every military unit, government agency, police department, and non-governmental organization that engages in any sort of field operations—be it combat, disaster relief, or incident management—requires some sort of remote field services. Most only need a mobile command post, a vehicle that can be parked in a remote area and provide command, control, and communications support for the operation. But when those field operations extend for more than a day or two, or when they involve the potential for mass care, something more is usually needed. The Generic Expandable Services Vehicle tractor and trailer configurations serve those needs. Employing the same principles as an OmniVehicle to enable rapid reconfiguration for any need, the GESV can fill numerous needs and is equally useable by both civilians and military personnel. The most common configurations for the tractor include a mobile command post, a mobile field kitchen (capable of feeding up to 300 at a time) and a MASH. Common trailer configurations include a straight cargo trailer, a workspace configuration (such as for intelligence units or any other staff that require office space) and a bunk configuration able to sleep almost 60 personnel, albeit in cramped conditions. Both can, of course, be modified with little difficulty by the user, who can create and design almost any kind of modules for these vehicles.



RULES ANNEX

Type: **Generic Expandable Services Vehicle Tractor**

Chassis Type: Wheeled (Medium)

Mass: 30 tons

Equipment Rating: E/X-X-E/D

Equipment		Mass
Chassis/Controls:		5
Engine/Trans:	Electric (Fuel Cell)	8.5
Cruise MP:	6	
Flank MP:	9	
Heat Sinks:	0	0
Fuel:	2,745 km	3.5
Turret:		0
Armor Factor (BAR 7):	50	2
	<i>Internal Structure</i>	<i>Armor Value</i>
Fore	3	15
R/L Side	3	10/10
Rear	3	15

Weapons and Ammo	Location	Tonnage
None	—	—

Crew: 2

Cargo
Variable 2 Doors (Left/Right)

Notes: Features the Tractor and Omni Chassis and Controls Modifications

Mobile Command Post Configuration

Crew: 7

Cargo
3 tons standard

Notes: Features Communication Equipment (7 tons, Body), 2 Remote Sensor Dispensers (1 ton, Rear)

Mobile Field Kitchen Configuration

Crew: 6

Cargo
1.7 tons refrigerated (2 tons)
3 tons standard

Notes: Features 2 field kitchens (6 tons, Body)

MASH Configuration

Crew: 30

Cargo
2.5 tons standard

Notes: Features 1 MASH (3.5 tons, Body), 5 additional MASH theaters (5 tons, Body)

Type: **Generic Expandable Services Vehicle Trailer**

Chassis Type: Wheeled (Medium)

Mass: 15 tons

Equipment Rating: E/X-X-E/E

Equipment		Mass
Chassis/Controls:		2
Engine/Trans:		0
Cruise MP:	0	
Flank MP:	0	
Heat Sinks:	0	0
Fuel:	0	
Turret:		0
Armor Factor (BAR 7):	34	1.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	2	8
R/L Side	2	8/8
Rear	2	10

Weapons and Ammo	Location	Tonnage
None	—	—

Crew: 0

Cargo
Variable (Body) 2 Doors (Left/Right)

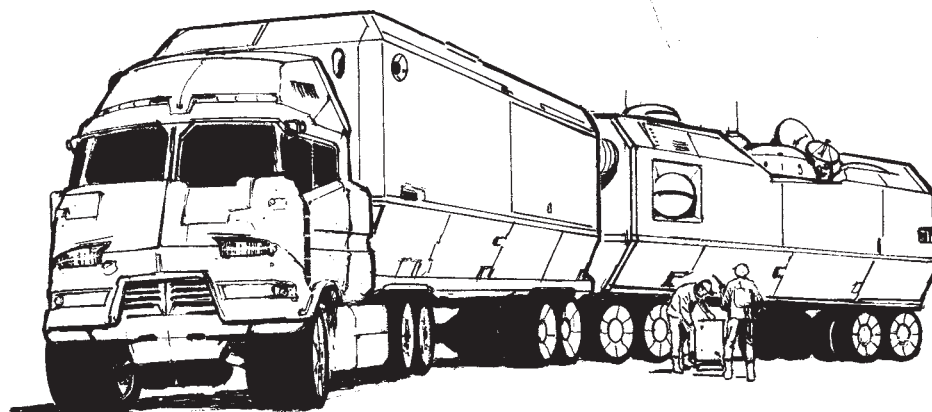
Notes: Features the Tractor, Trailer and Omni Chassis and Controls Modifications

Cargo/Workspace Configuration

Cargo
11.5 tons standard

Bunk Configuration

Cargo
1.5 ton standard
2 Foot Infantry Platoon Bays (10 tons)





RAPIER-CLASS PATROL DESTROYER

While the AFFS concentrates the majority of its combat assets on aerospace and ground-pounding units, it also maintains a traditional wet navy. Likewise, hundreds of planetary and regional militias throughout the Federated Suns—those with responsibility for worlds with significant oceans—have at least a rudimentary wet navy, capable of patrolling the high seas, hunting down pirates and providing combat support for ground forces fighting close to the shore. Naval operations in the littorals require very little—simple patrol boats are usually all that’s needed. But when operational necessities require taking to the high seas, something more is required. Something like the Rapier Patrol Destroyer.

Designed specifically so that two of these can fit into the cargo hold of a modified *Mammoth*-class DropShip, the Rapier can be deployed with an invasion force or transported to a world that requires it without having to be constructed in place (though pre-fabricated sections can also be shipped for local assembly). Not only does the Rapier provide significant firepower, including local fire support thanks to paired Arrow IV missile launchers, it can serve as a floating aid station—providing food, comfort, and medical support to coastal regions afflicted by disaster. With hangar space for three VTOLs and bunk space for an overstrength company of jump infantry as well as more than a thousand tons of cargo space, the Rapier is both versatile and deadly, capable of taking on just about any enemy met on the open sea.

The Rapier has been in service for more than a century, though in its current incarnation for less than two decades. Earlier models mount less armor and carry less cargo and fuel, while still mounting similar—if less advanced—weapons arrays.

Type: Rapier-class Patrol Destroyer

Chassis Type: Naval Vessel (Large, Template C)

Mass: 8,500 tons

Equipment Rating: E/X-X-D/E

Equipment		Mass
Chassis/Controls:		1,842.5
Engine/Trans:	Electric (Fuel Cell)	1,997
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	168	168
Fuel:	8,347 km	2,500.5

Turrets (3):		10
Armor Factor (BAR 10):	514	29
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	35	60
Front R/L Side	35	55/55
Rear R/L Side	35	53/53
Rear	35	53
Turret (x 3)	35	55

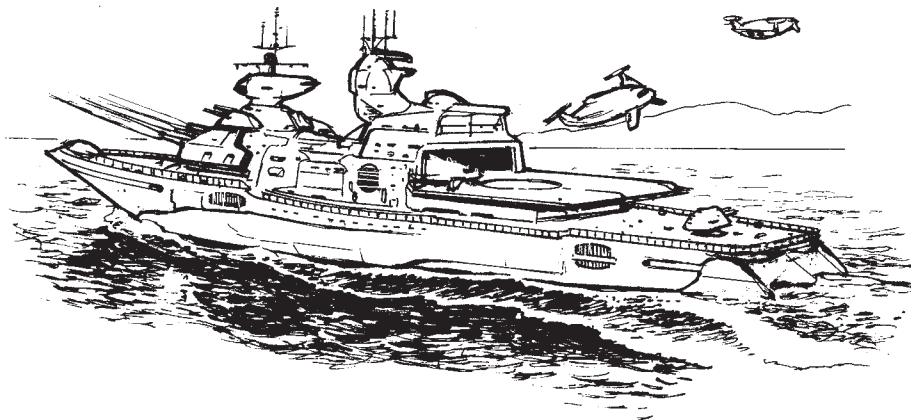
Weapons and Ammo	Location	Mass
4 ER PPC	Turret (1)	28
2 ER PPC, 2 Arrow IV, TAG	Turret (2)	45
2 ER PPC, 2 ER Large Laser, TAG	Turret (4)	25
2 LRM 20	Front	20
1 LRM 20 (Torpedo)	Front Left (2)	10
1 LRM 20 (Torpedo)	Front Right (2)	10
1 ER Large Laser	Rear Left (4)	5
1 ER Large Laser	Rear Right (4)	5
Ammo (Arrow IV) 40	Body	8
Ammo (LRM) 36	Body	6
Ammo (LRT) 24	Body	4
Advanced Fire Control	Body	15

Crew: 22 officers, 48 enlisted/non-rated, 58 gunners, 15 bay personnel, 84 jump infantry

Cargo

1,044 tons standard (Body) 2 Doors (Rear Left/Rear Right)
4 jump infantry bays (24 tons, Body)
3 Light Vehicles Bays (150 tons, Body)

Notes: Features Armored Chassis and Controls Modification, 30 Life Boats (30 tons), 1 Helipad (500 tons), Communications equipment (10 tons), 1 field kitchen (3 tons), 1 MASH unit with 5 operating theaters (7.5 tons), CASE (3.5 tons).



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