

BATTLETECH

HANDBOOK

HOUSE LIAO



Jason Schmetzer

LONG LIVE THE CONFEDERATION!



Assailed for centuries by enemies on every side, House Liao's Capellan Confederation faced its own oblivion time and again. Now, nearly forty years since the realm teetered on the very brink of collapse, the Confederation has returned, reclaiming the pride and unity lost when the armies of Steiner and Davion rolled across their worlds to shatter them. Led by the crafty and charismatic Sun-Tzu Liao, and embracing the spirit of Xin Sheng—rebirth—House Liao once again has become a political and military power to be reckoned with, defying those who would see them fail, and deadly to all who oppose them.



Handbook: House Liao compiles the history, politics, and cultures of the Inner Sphere's smallest—and perhaps least understood—Great House. This sourcebook also includes game rules for use with *Total Warfare*, *Tactical Operations* and *A Time of War: The BattleTech RPG*, including new support vehicles, equipment, creatures, and more!



Handbook: House Liao™ continues the faction-based Handbook series that updates the political, economic, and historical details of the major realms in the *BattleTech* universe.



Under License From



STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE



©2011 The Topps Company, Inc. All Rights Reserved. *Handbook: House Liao*, *Classic BattleTech*, *BattleTech*, *A Time of War: The BattleTech RPG*, *BattleMech* and 'Mech are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

WWW.CATALYSTGAMELABS.COM

HANDBOOK: HOUSE LIAO

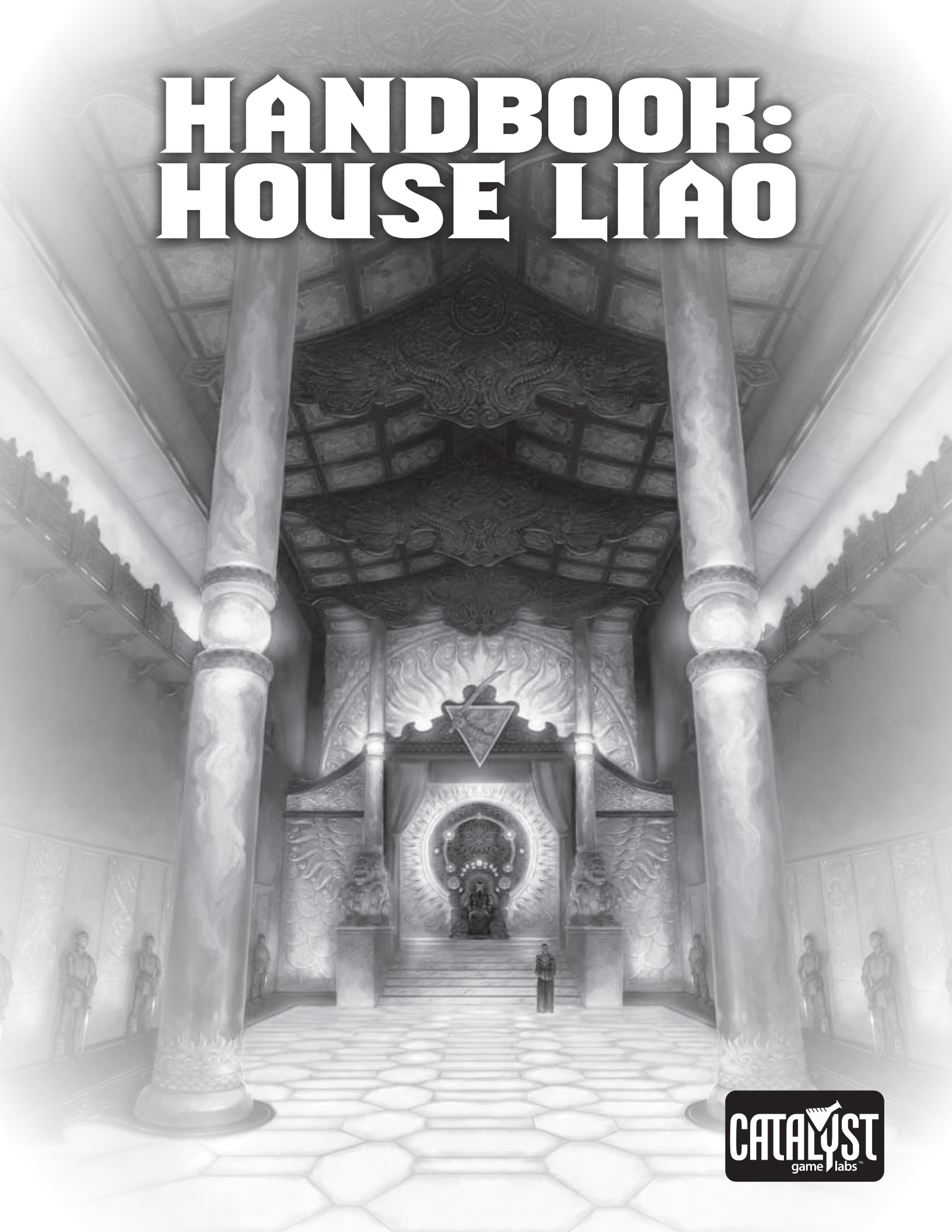


TABLE OF CONTENTS

AID AND COMFORT INTRODUCTION HISTORY OF THE NATION

STRENGTH IN BELIEF

Elias Liao

Cynthiana

CONFEDERATION

GENESIS

Founding Members

Forged In Flames

The Ares Conventions

CAPELLAN MATURITY

Ursula Liao

Normann Aris and the Korvins

The Sundermann Liaos

Warex and The End

Stefan Amaris

DAWN OF THE

SUCCESSION WARS

Slipping the Leash (Davion and Terra)

New Delos

The Devlin Solution

Sandol Quinn

Ilsa the Peacemaker

Debate at Chesterton

The Red Heart Guard

Davion Pushes, Marik Pulls

Dainmar Liao

Kamachi Imarra and the Warrior Houses

THIRD SUCCESSION WAR

Elastic Defense

Melancholy Merlin

The Great Lee Turkey Shoot

Tormax Liao

Diablo Takes Charge

Maximilian Triumphant

Maximilian Duplicious

Anton and the Wolf

McCarron's War

Michael Hasek-Davion

FOURTH SUCCESSION WAR

Justin Allard

Operation Rat

The Death of Michael Hasek-Davion

Intruder's Communion

Kathil and Sian

St. Ives Compact

Apart, but Still Akin

Romano Ascendant

Andurien and Canopus

Tempered Resolve

THE RETURN OF KERENSKY

Outreach

Justin Allard Redux

Justin's Revenge

Dynastic Heir

ASCENDANCE

Making the Most of Time

Closer Ties with Marik

Zhanzheng de Guang

Operation Guerrero

Periphery Interests

Star League Reborn

XIN SHENG!

First Lord of the Cart

New Birth

Shell Games

St. Ives Gambit

Standing Firm

Reintegration and Trinity

TOURING THE REALM

HOW TO READ THIS ATLAS

Universal Socio-Industrial Level Reference Table

THE CAPELLA COMMONALITY

THE LIAO COMMONALITY

THE SIAN COMMONALITY

THE ST. IVES COMMONALITY

THE VICTORIA COMMONALITY

GOVERNMENT

THE CHANCELLOR

THE PREFECTORATE

Chancellors of the Capellan Confederation

THE HOUSE OF SCIONS

THE MINISTERIAL

Ministry of Resources

Ministry of Information Standards

Ministry of Trade and Exchange

Ministry of Development

Ministry of Social Education

Ministry of the Military

Ministry of Allied Relations

TABLE OF CONTENTS



CAPELLAN NOBILITY	94	Liao Buffalo	141
House Liao	95	Repulse Lynx	142
Other Nobles in Government	96	Sarmaxan Squirrel	142
SUB-NATIONAL GOVERNMENTS	97	Turin Beefbull	143
Commonalities	97	Warbird	144
Duchies	97	PERSONAL EQUIPMENT	144
Warrens	98	Asuncion Escape Suit	144
Demesnes	98	Apple-Churchill Personal Surveillance Kit	145
THE MASKIROVKA	98	Apple-Churchill Personal Mine Detector	145
Training	98	Ceres Arms Slasher Combat Knife	146
Command	98	Ceres Arms Stalker Sniper Rifle	146
Divisions	98	Ceres Arms Striker Carbine	146
MILITARY	100	SUPPORT VEHICLES	147
STRUCTURE OF THE CCAF	101	Ceres-85 Delivery Vehicle	147
CCAF HIGH COMMAND	101	Capellan Confederation Equipment Table	147
Regional Commands	102	CBT Infantry Platoon Construction Data	147
Talon Zahn	103	Apple-Churchill Surveillance VTOL	148
Major Training Centers	105	COST OF LIVING IN THE	
Unit Types	107	CAPELLAN CONFEDERATION	149
Uniforms and Insignia	107	Typical Salary and Price Guide Table	150
Xin Sheng and Historical Ranks	108	The Black Market	153
Ranks and Insignia	109	ROLEPLAYING IN THE	
Medals and Honors	111	CAPELLAN CONFEDERATION	153
SOCIETY	113	Confederation Values: We're All in This Together	153
Capellan Citizenship	114	Black Market	
The Capellan Caste System	115	Base Cost Table	153
Education	116	Exchange Rate Table	153
Media and the Arts	118	Regional Views	154
Arts and Literature	119	Crossing Borders	155
Science and Technology	119	Capellan Confederation Border Crossing	
Annual Art Shows	120	Roll Results Table	157
Religion and Philosophy	121	Capellan Confederation Reaction Table	158
Politics and Movements	123	Capellan Confederation Adventure Hooks	158
Crime and Punishment	125	Capellan Mine-laying Infantry Range Modifiers	160
ECONOMY	127	BATTLETECH RULES	160
National Economy	128	New Unit Types	160
Major Industries	129	Minelayer Infantry	160
Military-Industrial Complex	132	C-904 Katya	
RULES	138	Ground Assault Craft	161
A Time of War: The BattleTech RPG Rules	139	Mówáng-class Courier	162
CREATURES	139	Crucible Station	163
Bithinian Dirt Grinder	139	Andryusha-class Bombardment Frigate	164
Drozan Whitefish	139	Hong Lung Interdiction Station	165
Geifer Pachy	140	INDEX	166
Grand Base Great Crocodile	140	RECORD SHEETS	168
Kaifeng Tree Sloth	141		

CREDITS

IN SERVICE TO THE CHANCELLOR...

Writing

Jason Schmetzer
Additional Writing
Herbert A. Beas II

Original House Liao Sourcebook

First Edition
Rick David Stuart

Product Development

Herbert A. Beas II
Randall N. Bills

Product Editing

Diane Piron-Gelman

BattleTech Line Developer

Herbert A. Beas II

Assistant Line Developer

Ben H. Rome

Production Staff

Art Direction
Brent Evans
Cover Art
Klaus Scherwinski
Cover Design
Matt Heerd
BattleTech Logo Design
Shane Hartley, Steve Walker, Matt Heerd
Evolved Faction Logos
Jason Vargas
Layout
Matt Heerd

Illustrations

Jason Banditt Adams
Justin Adams
Stu Barnes
Doug Chaffee
Pat David
Nate Furman
Tariq Hassan
Alex Iglesias
Jason Juta
David Kegg
Chris Lewis
Aaron Miller
Mark Molnar
Matt Plog
Ryan Portillo
John A. Schmidt
Anthony Scroggins
Chad Sergesketter
Alex Tooth
Hugh Vogt
Christopher Wilhelm

Maps

Øystein Tvedten

Record Sheets

Ray Arrastia

Special Thanks

Jason would like to thank anyone who's ever played the Liao faction—underdogs all, until these last few bits.

Herb Beas would also like to thank:

The Capellan fans, who never give up when the going gets tough.

Fact-Checkers

Ray Arrastia, Joel Bancroft-Connors, Roland Boshnack, Rich Cencarik, William Gauthier, Chris Marti, Mike Miller, Aaron Pollyea, Craig Reed, Ben Rome, Andreas Rudolf, Adam Sherwood, Paul Sjardijn, Chris Wheeler, Pat Wynne, Mark Yingling

Playtesters

Joel Bancroft-Connors, Rich Cencarik, Joshua Franklin, Johannes Heidler, Chris Smith, Chris "Chinless" Wheeler, Patrick "Roosterboy" Wynne.

©2011 The Topps Company, Inc. All Rights Reserved. Handbook: House Liao, Classic BattleTech, BattleTech, 'Mech, BattleMech and MechWarrior are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

Published by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 91st Ave NE • E502
Lake Stevens, WA 98258

Find us online:

Precentor_martial@classicbattletech.com
(e-mail address for any *BattleTech* questions)
<http://www.classicbattletech.com>
(official *BattleTech* web pages)
<http://www.CatalystGameLabs.com>
(Catalyst web pages)
<http://www.battlecorps.com/catalog>
(online ordering)

NUWA BADLANDS

HUNAN

LIAO COMMONALITY, CAPELLAN CONFEDERATION

12 APRIL 3067

Sao-wei Tzu-Chien Hao watched Hunan's sun rise over the distant lip of the Bloodrime Mountains from the cockpit of his *Vindicator*. He paused in his shaving, turned the pocket-size electric razor off and set it on his lap. The sunrise was beautiful, red and gold and blue all at once, and it bathed the Badlands in blood-red light that shifted toward yellow the farther the light reached, as if the sun was melting bloody snow from the land. He chuckled. *Bloodrime indeed*. He resumed shaving.

The razor's quiet buzz overshadowed the sounds of his 'Mech at rest—weapons off, reactor on standby, with a trickle of power to keep the circuits warm and the cockpit heater running. His sensors were reading in passive mode, drinking in whatever data their collectors might receive and pinging his heads-up display with anything the simpleton computer thought he might be interested in. A new caret appeared on the HUD, near the *Vindicator's* foot. *Yes, child*, Hao thought. *I know Si-ben-bing Howard is awake*.

The infantryman waved haphazardly at the 'Mech's cockpit. The NCO wiped the stubble on his chin and grinned up at Hao, then turned around and began rousting his platoon. One of the APCs' big diesels turned over, belching black smoke into the chilly morning air. The whole camp began to move as the sun climbed higher over the mountains.

Hao put his razor away and wiped his shorn chin with a towel. No new messages were waiting in his queue. *Sanchez was quiet during the night, then*. Hao's jaw clenched. His mind filled the silence with the sizzle-pop of human-fed fires in Chandler. Sanchez's men had come through, burned out the farming hamlet for being Capellan sympathizers.

They were citizens, Hao told himself. Capellans, yes. But citizens, not sympathizers. Hunan was again a Capellan world—it wasn't sympathy to accept that. It was reality. Sanchez and his band—so-called "resistance fighters," a hundred or so men with rifles and a few vehicles—were insane, trying to turn the people of Hunan against the Chancellor's rule. The Confederation had liberated Hunan.

It was time Sanchez learned that. Hao keyed his comm. "Any word from the scouts?"

Beneath him, *Si-ben-bing* Howard—sergeant in the old ranks—held a hand to his helmet, listening. He looked up at the *Vindicator's* cockpit and shook his head. "Morning, sir. Nothing. Tracks into the Badlands, still."

"Then we pursue," Hao said. "One hour for breakfast, and we break camp."

"We'll be moving in forty, sir," Howard said.

Hao clicked the comm off. The Home Guard NCO would have his troops loaded in thirty minutes or less, unless Hao missed his guess. He'd been impressed with the man. Howard, along with his platoon of riflemen and two old Condor hover tanks, had been assigned to *Sao-wei* Hao and ordered to deal with Sanchez and his

men. They'd been on the trail for two weeks, through Hunan's outback and now into the Badlands—craggy bluffs, arroyos and deep, narrow canyons.

Ambush ground, if Sanchez had anything heavy enough to threaten the infantry's armored personnel carriers, much less Hao's forty-five ton *Vindicator*. A BattleMech should be enough to cow Sanchez's men into surrender—so thought the Diem, anyway—and they'd be able to have nice, public trials.

By Hao's clock it was twenty-nine minutes when the lead APC rumbled into motion, followed by one of the Condors. Hao fell into the center of the formation, sensors active.

◆◆◆

"He knows you're coming after him," the farmer said.

Hao and Howard were standing along a fence row in waist-high neowheat. The farmer, clad in hardy denim, was pointing to the east, deeper in the Badlands. "Came through here about midnight, he did. Told me he was running from the Home Guard—said there was a 'Mech after him." The farmer peered up at the quiescent *Vindicator*. "Guess he was right."

"How many men with him?" Hao asked.

"I saw a dozen or so," the farmer said. He frowned. "Buncha trucks, though. Big, eight-wheel jobs. Full beds, too."

"Cargo beds?"

The farmer nodded. "Couldn't see what they were full with, though."

"You gave him food?" Hao asked.

"Sure, some bread, a bit of ration cans we had in the basement."

Hao met the farmer's gaze. "You have aided a criminal."

"I gave food to a man with a gun, sir." There was no fear in the farmer's voice, and he held Hao's stare with no hesitation.

Howard cleared his throat. "He left right off, then?"

The farmer nodded. Hao considered asking another question, then thought better of it and turned away. Howard made their goodbyes and followed him to where he waited at the foot of the *Vindicator*. Two other men waited as well, the vehicle commanders of the Condors.

"He was here," Hao said once Howard was with them. "Last night."

"Not far, then," the Home Guard armor sergeant said. He looked toward the Bloodrimes.

"I want you two to move ahead. Reinforce the scouts, recon in force. If you encounter Sanchez's band, attack to disable and hold them in place until we can move up." He gestured to himself and Howard. "I'll stay with the APCs and provide escort for the infantry." The two Condor commanders nodded and moved toward their tanks. Hao looked at Howard. *Do I...*

"You think I was wrong to accuse the farmer," Hao said.

Howard glanced at the retreating tankers and then askance at Hao. Hao nodded. "I would've done the same in his place," Howard said. "Man comes into my home, man with guns, men. I give him what he wants and get rid of him."

Hao nodded. "Then you do nothing but aid him."

AID AND COMFORT





"Maybe so—but I preserve my family."

"Yes—by passing the responsibility for dealing with him on to the next family. The next man, the next man's daughters." Hao leaned in close, almost whispering. "Every man cares for his family, *Si-ben-bing*. Even Sanchez, I suppose. But we are all family—all Capellans, all citizens. Monsters must be stopped—and if not in your home, then the next one. Or the next one. Because they're always stopped in the last one." Hao frowned. "Even if they kill every living thing in the previous ones. Like Sanchez did in Chandler."



It was near evening when Hao saw lightning flash off the undersides of the heavy clouds that had rolled across the Bloodrimes all afternoon. He urged the *Vindicator* forward at its fastest pace and signaled the APCs to keep up. More light flashed off the clouds, fast quick-snaps of yellow and red. Cannon fire, reflected from the ground. The Condors had found Sanchez.

"*Sao-wei!*" came the call on the radio—one of the RTOs in the Condors. "We have them. Two kilometers forward, in a canyon. We left a beacon at the head—come quickly. They've got heavy machine guns and LAWs."

Hao signaled his receipt and urged the *Vindicator* forward. The APCs belched smoke again, treads tearing at the blue-black soil as they flung their cargoes of soldiers forward, toward the sound of guns. The beacon guided them to the entrance to the canyon—it was right near the foot of the Bloodrimes, sinking into the depths like a fissure. Hao ordered the infantry to dismount and follow. He stepped past them, weapons ready.

The canyon wound around and down. In moments the crests above him had risen to a hundred meters over his cockpit, but after a last switchback they opened into a long, somewhat wide canyon—perhaps six hundred meters long and a hundred across. To an infantryman, enormous.

The walls seemed to press in on Hao, in his *Vindicator*.

One of the Condors was on fire, half-flipped on its side, its turret askew. Several of the crew had survived the wreck and were crouched behind it, firing deeper into the canyon with their sidearms. One crewman had an assault rifle—tracers from it sank into the darkness.

"Report," Hao shouted. His sensors were absorbing information, but the canyon walls reflected a lot. Ghosts filled his HUD as his processors sorted them out. A stream of heavy-caliber bullets banged across his 'Mech's chest, scratching the armor.

"*Sao-wei*—thank God you're here!" The other Condor burst from cover behind an outcropping, racing back toward him. The turret was spun about, shooting back over the tank's rear. Fire belched from the barrel as the autocannon threw fire. "There's no room—" The crewman's voice cut off with a grunt.

A half-dozen light anti-armor rockets burst against the Condor's rear skirts—shoulder-fired infantry rockets—but their warheads were enough to penetrate the Condor's light armor. Air spilled out of the plenum chamber, dragging sparks across the rocky ground

as the Condor dogged to the left. Its turret tried to track back, but the crooked elevation threw its aim off. Shells burst against the canyon walls, a dozen meters from the floor.

"There's no room to maneuver," the Condor commander ground out, hacking. "Rockets are killing us, but if we dismount, their machine guns will get us."

"Where are they?"

"Back in the back—good positions, all the heavy weapons in defilade. We put a lot of rounds back there—don't know if we hit anything." The man's voice was thick, the way a MechWarrior's sounded when he'd been in the cockpit for too long without water. Hao knew that feeling, like there was sand in your throat and gums and no amount of hocking would get it out. "We can't see 'em."

"Let me," Hao said. He shoved the *Vindicator* forward, right arm raised. The big Ceres particle projection cannon that replaced the *Vindicator's* fist gathered itself and belched a gout of ions into the back of the canyon. Blue-white light flashed, and just like lightning beneath dark clouds, briefly illuminated the positions back. The Condor crewman had been right. Hao saw several positions, heavy weapon barrels pointing forward. Men scurried like ghosts, backlit for an instant, but that instant was enough. Hao kept his 'Mech moving forward.

LAWs streaked out, a dozen or so. Several struck the *Vindicator's* legs, pitting the armor there, but failed to penetrate. Hao compensated for the slight tremors, watching his PPC recharge indicator with one eye. He squeezed the trigger as the indicator flickered green, unleashing the hellish battery again. Blue-white flashed. Men moved. Hao marked their positions in his memory. Machine guns blazed at him, slamming slug after slug impotently against his armor. Hao chuckled—the techs would complain about the patching, so many small wounds.

But that comes later...

"Surrender," he boomed from the *Vindicator's* external speakers.

More rockets. He stepped the *Vindicator* to the side and touched a different trigger. Five long-range missiles streaked from the *Vindicator's* chest-mounted launchers. They spiraled in, orange-white drive motors glaring in the evening twilight. Explosions backlit Sanchez's forces, igniting several small fires. Hao grinned. Those fires were enough.

"Where do you want us, *Sao-wei?*" *Si-ben-bing* Howard asked. Hao looked into his HUD, saw the icons for the infantry platoon gathering behind him at the mouth of the last switchback.

"Stay there," Hao said. "Watch for stragglers when they surrender. I don't want any of them escaping."

"And if they don't surrender?"

"They will."

Hao strode forward, guided by the fires from his missile attack, and began to hit the weapon emplacements with his PPC. Each flicker of blue-white lightning destroyed a long-barreled machine gun or the spinning clusters of a mini-gun. Men flew through the air, flash-cooked by the PPC's hellish temperatures. A white flag appeared finally, with a flashlight shining on it so the Home Guard would see it. Hao held his fire, ordered his men to do the same. His cockpit radio crackled—a broadcast on the common channel.

AID AND COMFORT

"We'll be leaving now," a man's gravelly voice said. Sanchez. Hao'd heard it on the holovids.

"Surrender," Hao replied. "You cannot escape."

"Neither can you," Sanchez said. "Look up."

Above Hao's head, to the left, an explosion burst out of the canyon wall a dozen or so meters from the lip. Dirt and rock fell, a massive slide, filling a full twenty meters of space out from the wall almost forty meters deep. The explosion had been flat-white and sharp—high explosive.

"We've mined the whole rim. You let us go or we'll all die here, Capellan. There's a trail out the back—we'll leave the vehicles, that'll look good on HV for you. But we're walking out of here. Or else I'll bury your shiny 'Mech and your tanks and that passel of soldiers you've got lingering in the rear."

"That's suicide."

"You're not killing me today, Capellan," Sanchez said. "And if you are, I'm not going alone."

Hao swept his sensors across the rim. Now that Sanchez had armed them, the *Vindicator's* sensors picked out the tiny EM sources from scores of bombs. He wasn't bluffing. The one he'd lit off must've been a planned demonstration. The rest were too close together—igniting one would set them all off. He looked back at the cluster of infantry—they were helping the crews from the downed Condors, who'd started moving that way as soon as the shooting stopped. Hao switched channels on his comm panel.

"Howard. Run, right now. Make for the APCs."

"Sir—"

"That's an order, *Si-ben-bing*. RUN."

He was too far away for even the *Vindicator's* microphones to hear the order, but the infantry disappeared back around the curve of the switchback. Hao eyed the charges. *They might make it.* He turned his comm back to Sanchez.

"—going to be, Capellan?"

"One last chance to surrender before I kill you," Hao said.

"You heard my terms."

"So be it." Hao closed his eyes for a moment, thinking back on the conversation with Howard at the farm. *I could let them go. I'd probably even get a commendation for saving the 'Mech.* He opened his eyes. *But that would mean putting Sanchez in someone else's home. That would endanger the citizens of Hunan—and by extension the Confederation. Sanchez was my problem.*

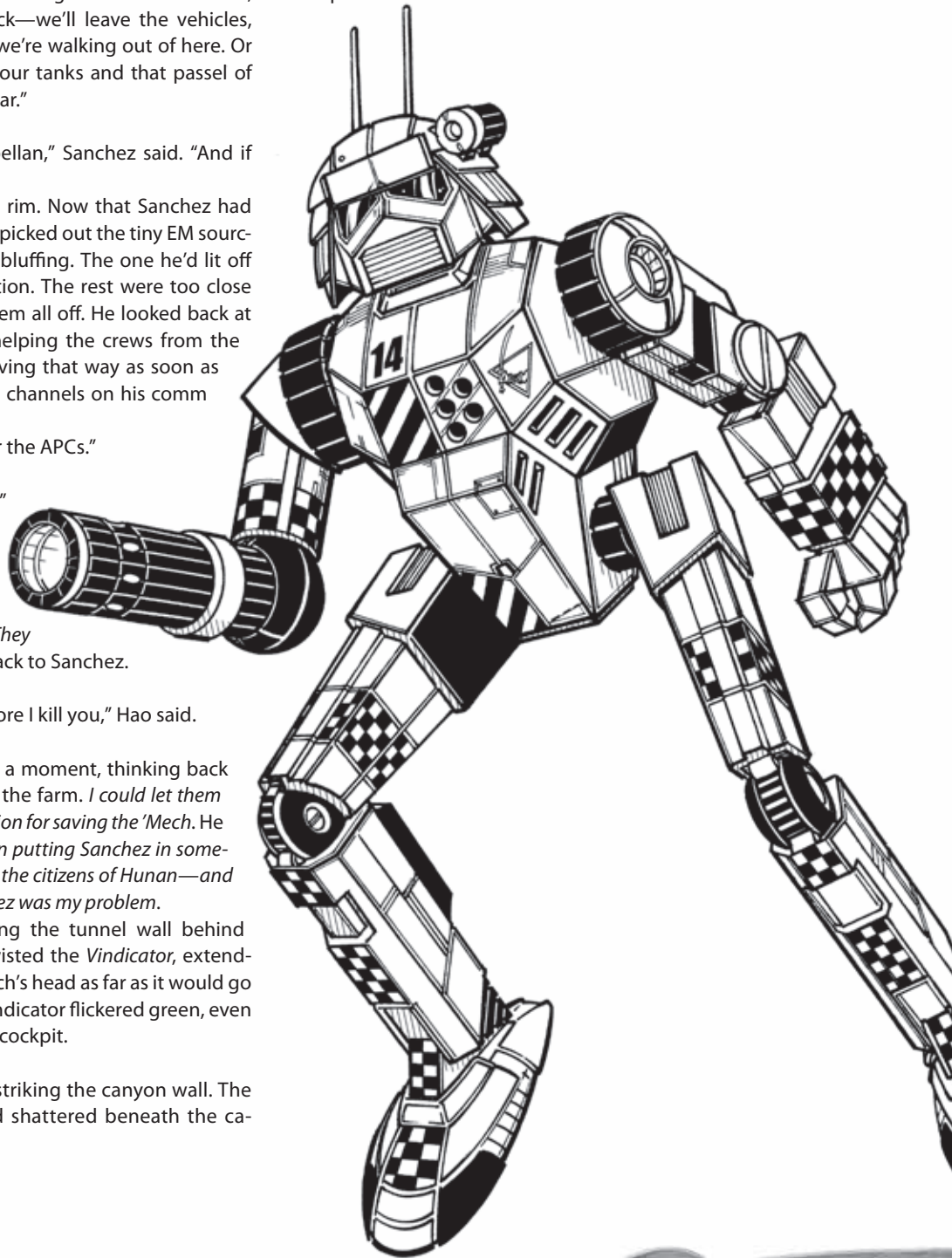
The PPC flashed to life, collapsing the tunnel wall behind Sanchez's position. *No escape.* He twisted the *Vindicator*, extending its arm even as he turned the 'Mech's head as far as it would go in the other direction. The recharge indicator flickered green, even as a handful of LAWs flashed past his cockpit.

"Stop!" Sanchez screamed.

The PPC flashed again, this time striking the canyon wall. The hard rock absorbed the energy and shattered beneath the ca-

ress of accelerated ions—instants before the explosives erupted, flashing around the canyon's rightward rim. The medium pulse laser on the *Vindicator's* head spat light at the left wall, triggering the charges there. Smoke obscured the cockpit, drowning out his sensors. A scream filled half the comm before it disappeared beneath squelching static. The *Vindicator* rocked, shuddered. Hao wondered—*maybe I'll—*

A thousand tons of rock crushed the forty-five ton BattleMech to the ground and beneath it, interring it with the men it had come to stop.



INTRODUCTION

The history of the Capellan Confederation is the history of sacrifice. It is the history of millions of like-minded individuals assembling together for the common good, forsaking personal gain for the benefit of their children and their children's children. The labor of billions: of soldiers and doctors and technicians and craftsmen, spent across centuries to build the solid foundation of the oldest Inner Sphere polity. That is the dream of every Capellan citizen, the dream that many together can accomplish more than one alone.

No dream, of course, survives contact with reality unscathed, and the dream of the Capellan Confederation is no different. For every visionary Chancellor like Sun-Tzu Liao, we have suffered the predations of Calvin the Mad or the self-indulgent schemes of Maximilian Liao. Capellans are proud of their heritage, proud to be citizens of a nation strong enough to accept its own past misdeeds. Indeed, in his missive to begin compiling this text, the Chancellor himself wrote, "...and be certain that the information presented is objective and as true as possible—polishing the rough edges from history does little for its students. If we have not always shone in the best light, then we must admit when that light was darkened. The truth is the most powerful tool we have to shape the future. Be honest in your studies, rigorous in your conclusions." In assembling this history of the Capellan Confederation, we have attempted to find the truth in every situation, whether or not it shows the Confederation or the House of Liao in a favorable light.

Most every Successor State in the Inner Sphere (and not a few Periphery realms) has branded the Confederation a totalitarian regime under the iron fist of the Liao family, or a corrupt socialist state held under the heel of vicious, greedy nobles. While it is true that the Confederation operates under a socialist political structure, it would be incorrect to label us a police state, or to say that the Liao family rules absolutely. The citizens of the Confederation have a say in the way their state is run, both in their support of the Chancellor and in their choices for the various other arms of the Capellan government. The rule of law operates in the Confederation, just as it does in the other Successor States—and if the Capellan citizen is perhaps more likely to allow his government the benefit of the doubt, this is to the Confederation's credit as an entity that inspires loyalty.

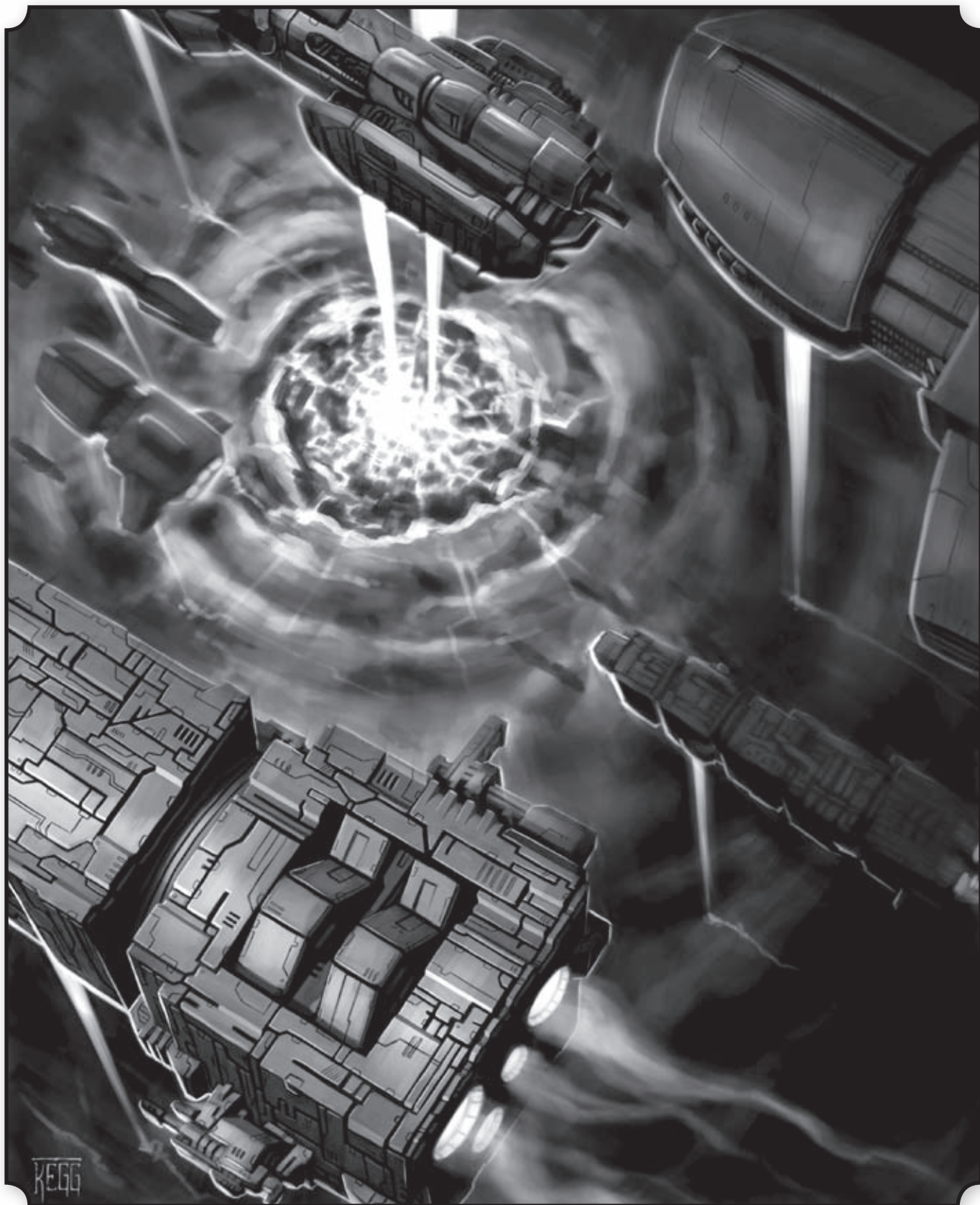
With this project, we have attempted to show the truth of Capellan life: an honest accounting of our realm's history, as well as realistic reports on the functions of our various Ministries of government. We have provided an overview of our heroic Capellan Armed Forces, as well as primers on citizenship and the rights of our citizens. Per the Chancellor's instructions, we have endeavored to be as objective as we can. Not all of our history is clothed in the successes we might have wished for, but we have taken great pains to remove the cloak of deception wherever possible.

The best-known document of this sort to precede ours was the study of House Liao published by ComStar in the mid-3020s. As most historians will acknowledge, that book was little more than propaganda perpetuated against the Confederation by a ritualistic order devoted to furthering its own aims at the expense of the peoples of the Inner Sphere. Full of contradictions and inaccuracies, it did far more harm than good to serious scholars of the Capellan state, and we have made every effort to see its errors corrected here.

We are doubly indebted to the Chancellor and his government for allowing us to forward this project on to the Star League offices involved in educating the various Member States about each other. As citizens loyal to the man chosen as the very first First Lord of the new Star League, we are honored to provide this treatise on the realm of the Celestial Wisdom, Chancellor Sun-Tzu Liao.

*Most humbly and responsibly,
Doctor Oliver Carakov, University of Sian Press, 3067*

HISTORY OF THE NATION





"In the strength of the state lies the safety of the people; from one to the other, and neither alone. This is what makes Capellans strong. This is what gives us strength, and balance where others have none. Yin and yang—man and nation."

—Franco Liao, 2367

In July 2367, Franco Liao drafted the Statement of Pan-Capellan Unification, the document that more or less created the Capellan Confederation out of the smaller states that filled the Capellan Zone. In practice, those states had been cooperating well enough to be a de facto realm, but it was Franco Liao's drive and charisma that brought the Confederation as we know it into being, and his iron will and discipline that kept it alive through its turbulent early years. To understand the Capellan experience, it is necessary to understand the formation of the Liao family—no other single family has held such sway over the course of the Confederation.

STRENGTH IN BELIEF

"I learned in Hong Kong the danger of being a small state in the sea of larger nations. If we are to survive, we must move away from our regional differences. In space we can be free. Among the stars, we'll find room enough for all of us, and in that space we'll find safety."

—Elias Liao, 2188

The history of Elias Jung Liao presented in the ComStar Liao document is that of a chimera: at first a conservative politician of a tiny state, then the vicious and bloodthirsty leader of a resistance movement, and then again the resourceful and intelligent colony head. We cannot say with any certainty which of those versions of the man are true—or, indeed, if all of them are—but we can make certain assumptions. A man who enters politics and gains a reputation as a conservative might later in life become a radical zealot. What is uncommonly rare, however, is for that zealot to suffer the trauma of having his family killed and then run away to a new world and become a man of peace and prosperity. After centuries of ComStar's "stewardship," Terran records are suspect, so we will focus on the history of Elias Liao that we can document: the history of the founder of Cynthiana.

ELIAS LIAO

Born in 2141 in the Hong Kong Free State on Terra, Elias Jung Liao was the son of an English politician and a Nepalese university professor's daughter. He grew up in the Free State and entered that tiny state's politics, rising to the position of Third President before the Free State was overrun by Republican China. Most histories agree that he fled to Nepal and his wife's family, but after that the accounts are muddled. Most Capellan histories claim he spent the years before he left Terra in 2188 in quiet contemplation and simple work, earning his Nepalese family significant profits and perfecting his economic theories. Terran histories provided by

ComStar archivists paint a different picture, that of a power-mad terrorist responsible for hundreds of deaths.

According to ComStar histories, a simple politician with practically no means to do so exploded out of the Himalayas, decapitated twenty-six separate countries and murdered hundreds of government functionaries in his quest to return Terra to a more simple, anarchic form of society. This reign of terror ended in 2188 after Elias and his organization allegedly bombed a Beijing suburb with "fusion weapons" that destroyed a mere few blocks. Fusion weapons. A poor man in the Himalayas.

Whatever the cause, all histories agree that in 2188 Elias' family was attacked in their Himalayan village (how ComStar can call prefab cold-weather housing a "fortress" has long been a topic of debate among Capellan scholars) and his wife and two young daughters were killed. Elias, his eldest son Victor and Victor's brother, David Paul Liao, escaped the attack and fled Terra aboard a colony vessel.

Landing on the world he named Cynthiana in 2189, Elias Liao took charge of the small group of settlers who'd come with him (many of them having abandoned the colony vessel's original world in favor of following Elias) and spent the next thirteen Terran years laying the foundation of an economic powerhouse. Recognizing that the planet was too rugged for industry, given the limited colony population, he instead focused on agriculture, importing livestock and flora and developing Cynthiana as a food world. This choice earned the planet respect and currency, as nearby worlds came to depend on it for food stocks less expensive than Terran food shipments.

The founding of Cynthiana and the almost-uniform admiration accorded Elias Jung Liao in the planet's earliest histories are some of the most telling evidence against the ComStar theory of his earlier life. No matter what his charisma, the Terra of the late 22nd century was not a world where people would embrace a former pathological murderer as leader in an unknown environment. A man responsible for the murders attached to Elias Liao's name would have been killed out of hand—perhaps not by tribunal or other authority, but surely by a single aggrieved vigilante.

Had Elias been the rabid terrorist he has been portrayed as, he never would have fled Terra. The death of half his family would have set him on a path of vengeance comparable to Jinjiro Kurita's slaughter of Kentares. A man who had never flinched at killing heads of state, members of Parliament and bureaucrats by the score would have spent his last breath slaughtering the inhabitants of the world who had taken so much from him.

Instead, Elias Jung Liao took what family he had left beyond Terra's reach.

Every source available agrees that Elias Liao died of natural causes in 2202 at the age of sixty-one, a victim of the harsh years of opening a new world and the hardships of living hand-to-mouth in the Himalayas for so long. Cynthiana was officially renamed Liao shortly after his death, by referendum of its citizenry—and despite opposition from Elias' sons, Victor and David Paul. They bowed to the wishes of the planet's population, recognizing that the will of the people outweighed their personal desires, and Liao became

HISTORY OF THE NATION

the birth world for the dynasty that would protect and expand the burgeoning Confederation for centuries to come.

CYNTHIANA

Cynthiana, named for Elias Liao's murdered wife, was a pastoral planet with grasslands that covered most of its continents. Its lack of significant terrain features made its climate very pleasant—without mountains to thrust the warmer air high into the cooler atmosphere, powerful storms rarely developed—and ideal for agriculture. Of course, the early settlers often found the lack of varied terrain stressful in itself. "We're never leaving Kansas again," was a common joke among early prospectors, as they surveyed the planet and found only grassland after grassland.

Elias Liao took advantage of the planet's prairies. After discovering that local biology could accommodate several off-planet species, he began aggressively importing plants and animals. His prizes were several breeding sets of Eridani stallions, which he turned into sought-after sport lines with a few years of selective breeding and careful management. The colonists also quickly learned to domesticate the massive herds of Liao buffalo that ranged across the savannahs, finding them a ready source of native digestible food. Losses to the deadly Liao cougar were heavy, though a massive hunting program eradicated that species from the world within a century.

CONFEDERATION GENESIS

"In few other areas of space could you find such a disparate group of rabid independents who share so many views on so many issues. We were like family already, in the Capellan Zone. Certainly we fought like brother and sisters."

—Franco Liao, 2370

The birth of the Capellan Confederation was the final growth spurt after more than a hundred years of small-scale warfare and the rise and fall of small, multi-world associations and governments all battling each other for supremacy. Not until House Davion invaded Capella did the realm come together, created from an emergency union of several of the most powerful Capellan Zone states.

FOUNDING MEMBERS

Aside from Liao and the republic it would found, a number of other realms had risen to power in nearby space by the time events came to a head in 2367.

Liao and Capella

Since its founding in 2189, Liao (formerly Cynthiana) had quietly built itself into an economic powerhouse. A succession of Liao-

TIMELINE: CAPELLAN ZONE

- | | | |
|---|---|---|
| 2086: Terran Alliance forms from the Western Alliance. | 2245: St. Ives Mercantile Association forms on St. Ives. | |
| 2176: Sarna Supremacy forms on Sarna. | 2250: Sian Supremacy forms on Sian. | |
| 2189: Elias Liao founds Liao Republic on Cynthiana (later known as Liao), after fleeing political persecution on Terra. | 2270: Capellan Hegemony forms from the Capellan Republic. More expansionist than the previous regime, the ruling Aris family has great territorial ambitions. | 2278: Marlette Association founded on the edge of Davion space. This new state will immediately and repeatedly clash with the Tikonov worlds. |
| 2194: Jurdan Aris founds Capellan Republic on Capella, for many of the same reasons Elias Liao fled Terra. | Capellan Renaissance begins, a period of unprecedented growth and learning in the Hegemony (and to a lesser extent in the surrounding states of the Capellan Zone). This will last until the emergence of the Terran Hegemony, which will spell the end of colonial dominance in technology and learning. | 2288: Capellan-Sian forces lift siege of Highspire, cooperating in a way that provokes the Sarna Supremacy. |
| 2193: Chesterton Trade League forms on Chesterton. | 2271: Capellan Ballet Interstellar forms. | 2304: Palos and Wei secede from Sarna Supremacy; support for their succession by Paula Aris and the Capellan Hegemony is the flashpoint for war. |
| 2202: Elias Liao dies. His son, Victor Liao, becomes next President of the Liao Republic. | 2272: Capellan Hegemony annexes Ingersoll Concordium, the first in a small series of expansions that will provoke conflicts with the Sarna Supremacy and even the nascent Free Worlds League. The worlds of the Concordium are absorbed with little conflict. | 2305-09: Capellan Hegemony-Sarna Supremacy War |
| 2218: Library of the Capellan Republic opens on Geifer. | | (2308) Liao merchant marine defeats Free Worlds League fleet, annexes Arboris |
| 2220-25: Jurdan Aris negotiates formation of Capellan Co-Prosperity Sphere, a mutual-defense organization to protect Capella. | | (2309) Free Worlds League blockades Liao |
| 2225: Sarna Supremacy Premier Emmanuel Denevieve orders attack on Capellan Co-Prosperity Sphere, which fails thanks to the rapid response to an attack on Capella. | 2273: Flush from their victory at Ingersoll, Capellan Hegemony attacks St. Ives Mercantile | 2302-06: Marlette Association occupies Mirach, Mira, Mersartim and Almach, and clashes with Tikonov Grand Union. The Tikonovs mount a successful counterattack, but trouble at home will soon have disastrous effects. |
| 2243: Tikonov Grand Union forms on Tikonov. | | 2308: General Diana Chinn attacks into Marlette Association space and wins several early, |



family planetary executives (beginning with Elias' son Victor, and then his granddaughter Irenna) slowly built Liao's population and its industrial and agricultural bases, until trade rights with neighboring worlds brought in sufficient income to begin building a small merchant marine. Liao stayed mostly out of grand interstellar politics until the Capellan-Supremacy war, when they sided with Arboris secessionists and fought off a Capella-sponsored Marik invasion fleet. Liao's successes against the Marik fleet led to Arboris becoming a Liao protectorate, followed by several more worlds until in 2315 Emile Liao declared the formation of the Duchy of Liao with himself as duke. The duchy quickly became a trading power, as Emile amassed a massive merchant marine fleet before his death in 2356.

The Capellan Hegemony grew out of the Capellan Republic, a small realm founded on Capella that had made its name (and garnered its power) by becoming one of the largest repositories of knowledge outside of Terra. Ruled by the Aris family, and backed by the Capellan Agropolis (Senate), the Hegemony was aggressively imperialistic, which eventually brought them into contact with neighboring realms such as the Sarna Supremacy, with whom they went to war in 2303. It was the Capella-Supremacy war that brought the planet Liao into interstellar politics, and morphed the Capellan Hegemony into the more populist Capellan Commonality. The Commonality was an attempt to create a democratic government that could speak for all the small realms of the Capellan Zone, a government open to any citizen of its signatory realms. Like most

Jordan Aris

Like Elias Liao, Jordan Aris fled Terra to escape persecution for his political beliefs. Arriving on Capella in 2193, he founded the Capellan Holdfast, which quickly became the Capellan Republic. Educated in the classics, he became enamored of the republican ideals of Plato. He spent much of his middle years (and his father's fortune, which he inherited) attempting to improve the Terran Alliance government. The Capellan Republic he founded built itself on information and the arts. It was his son, Nicopolo, who embraced politics and violence, and set the stage for decades of warfare and strife.

high-minded experiments, the Commonality struggled for a number of years, until events with House Davion brought the need for a more centralized government to the fore.

Tikonov Grand Union

Tikonov was settled in 2177 by expatriates from Central and Eastern Asia. Because of its prime location along popular colonization routes, Tikonov quickly became the centerpiece of a loose federation of worlds soon to become the Tikonov Union, ruled by the Council of Four (the Tetrarchy). In the 2220s, the Union involved itself militarily with a number of border disputes and expanded toward Davion space. During the latter part of the century, the Union grew peaceably, but in the early 24th century it moved against the Marlette Association in what quickly became known as Diana's

TIMELINE: CAPELLAN ZONE

- | | | |
|--|--|--|
| <p>quick victories. Morale in her forces rides high until they get bogged down in one last assault.</p> <p>2309: Diana Chinn dies, leaving Tetrarch Anton Carinus of Tikonov without an heir.</p> <p>2310: Capellan Commonality forms as an accord at the end of the Hegemony-Supremacy war. The Commonality is a loose federation of all the states in the Capellan Zone, with its government open to anyone, not just Capellan citizens. Though the Commonality has little real power, it becomes the proto-state of the Capellan Confederation.</p> <p>Tetrarch Anton Carinus of Tikonov dies; the Tetrarchy ends as the final three Tetrarchs establish a bureaucratic system to preserve their power and autonomy. This flawed government quickly drives the Grand Union into near-bankruptcy.</p> <p>2315: Emile Liao forms Duchy of Liao.</p> <p>2320: Terran Hegemony attacks Capella.</p> <p>2344-45: Federated Suns captures Mira, Mesartim and Almach from the Tikonov Grand Union. Almach Accords signed.</p> | <p>2351-52: Supremacy-Tikonov War erupts between the Tikonov Grand Union and the Sarna Supremacy.</p> <p>2356-57: Commonality elections collapse; Julian Dux is named interim Prime Minister, but the authority of the Commonality is waning. Voter confidence is beginning to erode.</p> <p>2357: Federated Suns occupies Bell and Chesterton in the face of ineffective and disorganized counterattacks.</p> <p>2358: Prime Minister Dux resigns amidst protests of the loss of Chesterton and other worlds. Seluk Tucas elected Prime Minister of Capellan Commonality, gaining the highest level of authority and support in the Commonality's history. He takes a hard line with House Davion.</p> <p>2363: Tikonov renounces Acala and Almach Accords and attacks Lee.</p> <p>2364: The Davion response to the resumption of hostilities reaches as far as Tikonov before it is halted, and Reynard Davion promises more attacks in order to end "the Capellan problem."</p> | <p>2365: As dissatisfaction grows Prime Minister Tucas allows new elections but is assassinated the night before the elections take place. Warren Aris, last scion of Capella's ruling family, throws the Commonality into a morass of failed elections and corruption charges as he attempts to win the Prime Minister's office. Voter turnout is the lowest in Commonality history.</p> <p>2367: (July) As a Davion "peacekeeping" force moves toward Capella, Capellan delegates convene on St. Andre to elect a new Prime Minister.</p> <p>(July) Duke Franco Liao calls for abolition of the Commonality and, after a dramatic vote, forms the Capellan Confederation.</p> <p>(August) Davion forces occupy Capella Prime on Capella. Confederation naval assets destroy Capella Prime and the occupying Davion troops, along with thousands of Capellan civilians. The Confederation capital shifts to Sian, and Franco Liao moves to build his Confederation.</p> |
|--|--|--|

HISTORY OF THE NATION

War. The death of General Diana Chinn and the end of operations against the Marlette Association marked the beginning of the end of the “good days” of the Tikonov Union.

General Chinn had been chosen as co-ruler by one of the Tetrarchs, Anton Carinus, who was nearing retirement and had no blood heir. Her death in 2309, followed shortly by Carinus’ death in 2310, left the Tetrarchy with a vacancy. To resist dissolution or replacement, the remaining Tetrarchs implemented rule-by-committee. By 2350, the Union was nearly bankrupt and under attack by the Sarna Supremacy, a conflict that would only be set aside by the arrival of a common enemy: House Davion.

Supreme Sarna

The small realm known as the Sarna Supremacy was one of the most powerful in the Capellan Zone. Its capital world, Sarna, was one of the first settled worlds in the region and heavily industrialized, given the Sarns vast economic and military potential. They quickly expanded, colonizing many worlds until they ran into the borders of the Capellan Holdfast, the St. Ives Association and the Tikonov Grand Union. Controlled as a dictatorship by a single premier, the Supremacy had little compunction against using force to accomplish its goals. Of course, wanting something is not the same as having it, and the Supremacy met stalemate after stalemate as its enemies closed the gap militarily.

Attacking Capella in 2225, the Sarna military found itself forced to retreat by the gathering forces of the Capellan Co-Prosperty Sphere. When again they went to war with Capella, this time against the Capellan Hegemony in 2305 after the secession of Palos and Wei, they fought well but were eventually overmatched after Capella negotiated aid from the Free Worlds League. Pushed into a discontented peace, the Sarns turned their sights on other borders and attacked the Tikonov Grand Union in 2351, where they enjoyed early successes until House Davion attacked and took the Supremacy world of Bell. This attack sparked the long process that would culminate in the Capellan Confederation.

Commonality

In 2357, the Federated Suns occupied the Sarna Supremacy world of Bell, easily overwhelming the local garrison. A combined Capellan task force arrived to contest the Davion occupation, but found nothing—no troops, no civilians, no bodies. In an eerie parallel to ancient Terran Roanoke, the planet’s citizens had apparently vanished. The political effect of this incident was to collapse the government of the current Capellan Commonality Prime Minister, Julian Dux, and allow the election of an electronics wizard from St. Andre: Seluk Tucas.

Though Tucas was a consummate politician, his decisions had disastrous consequences for the Commonality. At first his actions seemed to be exactly what the Capellan Zone needed. He unified much of the government under his personal control, cutting out costly and wasteful bureaucracies and making several under-the-table deals to cement his position. With his power base secure, he turned his attention to external threats.

Teng’s “Cease Fire”

Having learned that a number of locals had murdered several Union scouts prior to the assault on the world of Jonathan, General Teng was determined to exact his pound of flesh. Teng was a combination of traditionalist and eccentric. In this age of modern, mechanized warfare, he made a point of commanding whenever possible from horseback. On this occasion, Teng ordered the guards to round up the local population, about 3,000 strong, and march them out of the city. Once they were surrounded, he ordered the troops to open fire indiscriminately into the huddled mass of unarmed human beings. As children died beside their parents and entire families alongside their neighbors, Teng swore the firing would not stop until the blood reached his horse’s knees. As providence would have it, moments later Teng’s horse stumbled and fell, its knees touching the ground. (This fall was not surprising, considering that the general weighed more than 140 kilos.) The superstitious troopers took it for an omen that enough was enough, and the sound of guns died away while Teng was helped to the rear area.

Following Jonathan’s recapture, the survivors of the massacre, with the dry humor so typical of Sarns, erected a statue in honor of Teng’s horse.

—From *A War of Extremes*, by Aladir Yeng, *The Conservative Press*, 2402

Tucas’ Plotting

Of all the deals Seluk Tucas made to ensure his election as Prime Minister of the Capellan Commonality, two stand out. First, he signed the secret Hessen Conventions with the Tikonov Grand Union, which gave him their support in return for his government’s backing of the Union’s overturning the Acala and Almach Accords with the Federated Suns. Those accords gave a number of worlds to the Federated Suns in return for peace. This back-room deal would come to prominence in 2363, when Tucas severed diplomatic ties with the Federated Suns and recalled his brother Fashir, whom he’d sent there as ambassador.

The second deal was his daughter Caroline’s arranged marriage to Franco Liao, Duke of Liao and master of the enormous Liao trading fleet. Though made for political expediency, in case Tucas needed to retreat from Capella, this match would have far-reaching repercussions, as Caroline would soon become the catalyst for creating the Capellan Confederation.

Unfortunately, Seluk Tucas was a better politician than military planner. His attempt to capture Lee failed miserably when the Davion troops there ambushed and annihilated his assault force. In the aftermath, Warren Aris, descendant of Jurdan Aris and Tucas’ political foe in the Agropolis, whipped up such a backlash that extremists assassinated Tucas and his family on the eve of new elections.

FORGED IN FLAMES

With Tucas dead, Davions invading the Capellan Zone and Warren Aris the likely winner of any election, things looked bleak. As head of the largest weapons manufacturing conglomerate in Capellan space, Aris’ ambitions were well known, and both the Free Worlds League and the Federated Suns had little interest in seeing



the Capellan Zone come under the control of a man with that much firepower at his command. Agents from both realms approached the other candidates with offers of support, insuring that Aris would not be able to earn the majority vote needed to win the post of Prime Minister of the Commonality—and thereby gaining their own governments time and advantage as they sought to claim as many Capellan worlds as they could. When the first vote returned with no clear winner, Aris demanded a recount. Amid charges and counter-charges of corruption, a Davion agent was captured in the act of paying large sums into the campaign coffers of one of Aris' opponents. In this atmosphere, the Senate was forced to call for new elections in 2366. Fewer than five percent of native Capellans voted. Democracy in the Commonality was dead.

In June of 2366, the Senate learned that Reynard Davion had dispatched a "peacekeeping" force to Capella, to oversee new elections and insure the safety of the Capellan people. Several of the regiments listed in this force were veterans of the slaughter on Lee, and so few Capellans had difficulty understanding Reynard Davion's plan. In one stroke, he hoped to decapitate the Capellan Commonality and remove the threat of a strong Capellan Zone once and for all.

Warren Aris and Franco Liao

When a convention of Capellan Zone leaders met on St. Andre in July, the delegate for the Independent Worlds of the Capellan Zone, Duke Franco Liao, proposed a radical solution: dissolve the Capellan Commonality in favor of a new, temporary confederation that could stand against the Federated Suns and the Free Worlds League. In his Statement for Pan-Capellan Unity, Liao said, "Remove the Commonality, and in one stroke you remove the bone of contention from within and the excuse for foreign invasion from without." A loose coalition of the embattled Commonality states could not succeed. Only as a unified group could they hope to stand against the other interstellar nations.

Warren Aris condemned Liao's plan as an outright dictatorship and urged the convention to censure him and his duchy. When offered his chance at rebuttal, Franco Liao merely smiled and offered this reply: "We have seen years of Warren Aris' attempts at governing. I'll not waste time with him or any of his, nor will my ships. Stand with Aris and stand alone. Unity is the only way we're going to survive this, and my ships will enforce that unity." With the threat of blockade, the delegates opted to listen to Franco Liao's proposals.

In the end, there were no other good options. Whether they liked acquiescing to Franco's blackmail or not, the alternative was Warren Aris, and the corruption and disinterest displayed in the previous election proved he was not likely to save them from the present crisis. Franco Liao offered a plan, and something none of the rest of the delegates were willing to assume: responsibility. His new Articles of Confederation called for the creation of a Chancellor to lead the unified Capellan state. A single person with responsibility could accomplish many things that a council could not, but that single person was also responsible for his failures. Even if they passed Liao's plan and he then failed, only a small portion of the

The Liao Fleet

The massive fleet with which Franco Liao threatened his enemies in 2367 was not an armada of the massive WarShips of the Star League or the Clans. In the 24th century, most interstellar vessels were smaller craft that interacted with planetary surfaces using shuttles or intrasystem freighters (forerunners of today's DropShips). Most JumpShips of the time were similar in design to modern WarShips; they had maneuvering drives that let them move in-system, as well as massive cargo bays and small craft bays, but the DropShip as we know it wasn't developed and accepted until well into the 25th century.

The Liao merchant marine was just that—a fleet of armed merchant ships, independent traders who plied the spaceways in the fractious Capellan Zone and nearby space. Pirates were common in those areas, as they are now, and most of Liao's captains were experienced spacers. If they didn't have the finesse and polish of true Navy warships and crews, they had decades of practical experience in getting in and out of the Capellan systems. No one doubted Franco Liao's ability to blockade any Capellan world he wanted—his ships and captains had been to all of them.

blame would come back to them. It remained to be seen if Liao himself was the man to lead this new Confederation. By threatening force, Liao made many of the delegates disinclined to support him, and he spent much of his efforts at the convention trying to convince fellow delegates that he had only the Capellan Zone's interests at heart. In the end, though, the final decision would come from another.

Caroline's Word

After hours of quarreling and no end in sight, many of the delegates were surprised when Duchess Caroline Liao—daughter of slain Commonality Prime Minister Selak Tucas—appeared at the foot of the dais, interrupting her husband's speech. Most of the rest were shocked to silence when she mounted the dais and drew her husband's ceremonial sword from his belt. Taking it in both hands, she pointed the tip of the Aldebaran blade at Franco Liao's chest.

"We have all heard enough this night," Duchess Caroline said. "The time is come for us to act, and act quickly. To those of you who fear the threat of dictatorship, to you I swear I will run my husband through should he ever dare to threaten your freedoms. If need be, I shall demonstrate the truth of my words here and now." Her statement rolled across the assembled delegates, and with the exception of Warren Aris, every delegate accepted Liao's terms by acclamation. Each nation and independent world had four hundred days to ratify or reject the Articles of Confederation, but for the moment Franco Liao had succeeded.

Assuming the post of Commonality Prime Minister only long enough to declare that nation dead, Franco Liao proclaimed the establishment of the Capellan Confederation and himself its first Chancellor. The Confederation included every delegate's world and realms: St. Ives, Sarna, Tikonov and Sian. The vote to confirm Franco's edicts was fourteen to one—only Warren Aris voted against them.

HISTORY OF THE NATION

One Man to Rule Them...

Aside from the riveting historical drama of Duchess Caroline's statement, her words are almost meaningless. The post of Chancellor is the post of a dictator, benign or not. Considering her audience, one wonders if she knew she was speaking for posterity, since almost every man at that convention would have leapt at the chance to become that selfsame dictator.

It is unlikely, however, that the convention would have struck down Franco Liao's plan even if Caroline Liao had not made her pledge. The realms of the Capellan Zone may have been independent, but each had ties to the Capellan Commonality, and the newly formed super-states of the Federated Suns and Free Worlds League saw that entity as their enemy. They made no distinction between it and the tiny St. Ives Association or the Tikonov Union, or any other Capellan Zone realm. To the rest of the Inner Sphere, Capellans were Capellans. It was inevitable that they begin to act so in order to survive.

History does not record whether anyone ever called on Caroline Liao to uphold her pledge during the next twenty-eight years, when Franco Liao held the Chancellorship of the Capellan Confederation. It is unlikely, however, as the same security and economic boom that made entry into the Confederation so appealing made it difficult to remove the Chancellor.

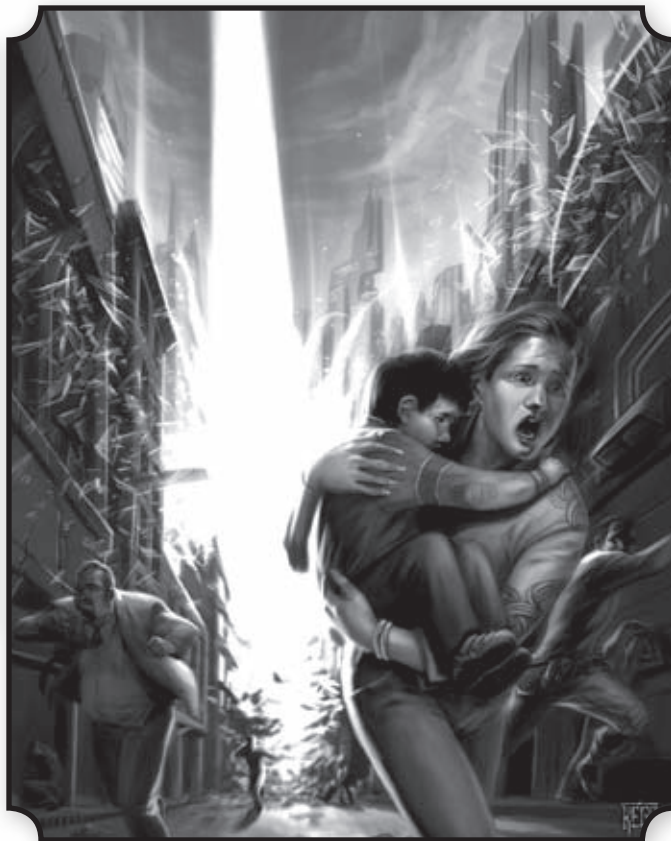
Franco's first act as Chancellor—seconds after being confirmed—was to offer Warren Aris the post of Deputy Chancellor. Aris, enraged at the sudden and complete destruction of his political dreams, refused. Liao had him arrested for crimes against the Confederation, and not a single delegate spoke in his defense. After years of turmoil, corruption and deceit, the troubles of Warren Aris were over.

Franco moved swiftly to secure his Confederation's position. With a Davion invasion force still bearing down on Capella, he appointed two military commanders for each commonality in the new realm (the former independent states of Sarna, St. Ives, Capella, Sian and Tikonov) and gave them sweeping powers. To make sure he held their loyalty, he also gave each of them substantial land grants in their own commonalities, mostly from Aris' ancestral holdings.

With the military handled he turned to the nobility. He created an advisory council—the House of Scions—and used appointment to it to buy the loyalty of most of his opponents. His wife, Duchess Caroline, became the first President of the House of Scions.

Capella Prime, Kurnath and Andurien

With the basics covered the new Chancellor closed the St. Andre convention and took ship for Capella. He sent messengers to the Davion fleet commander, informing him of the new government and suggesting new negotiations between the Federated Suns and the Confederation on New Avalon. It was a slim chance, but Franco Liao had to take it. The one commodity he did not have was time—the Davion fleet was nearly upon his capital, and it would do the Confederation government little good to reach an occupied capital world. In the end, he bought enough time for he and Caroline to arrive on Capella ahead of the Davion invasion force and make a few contingency plans.



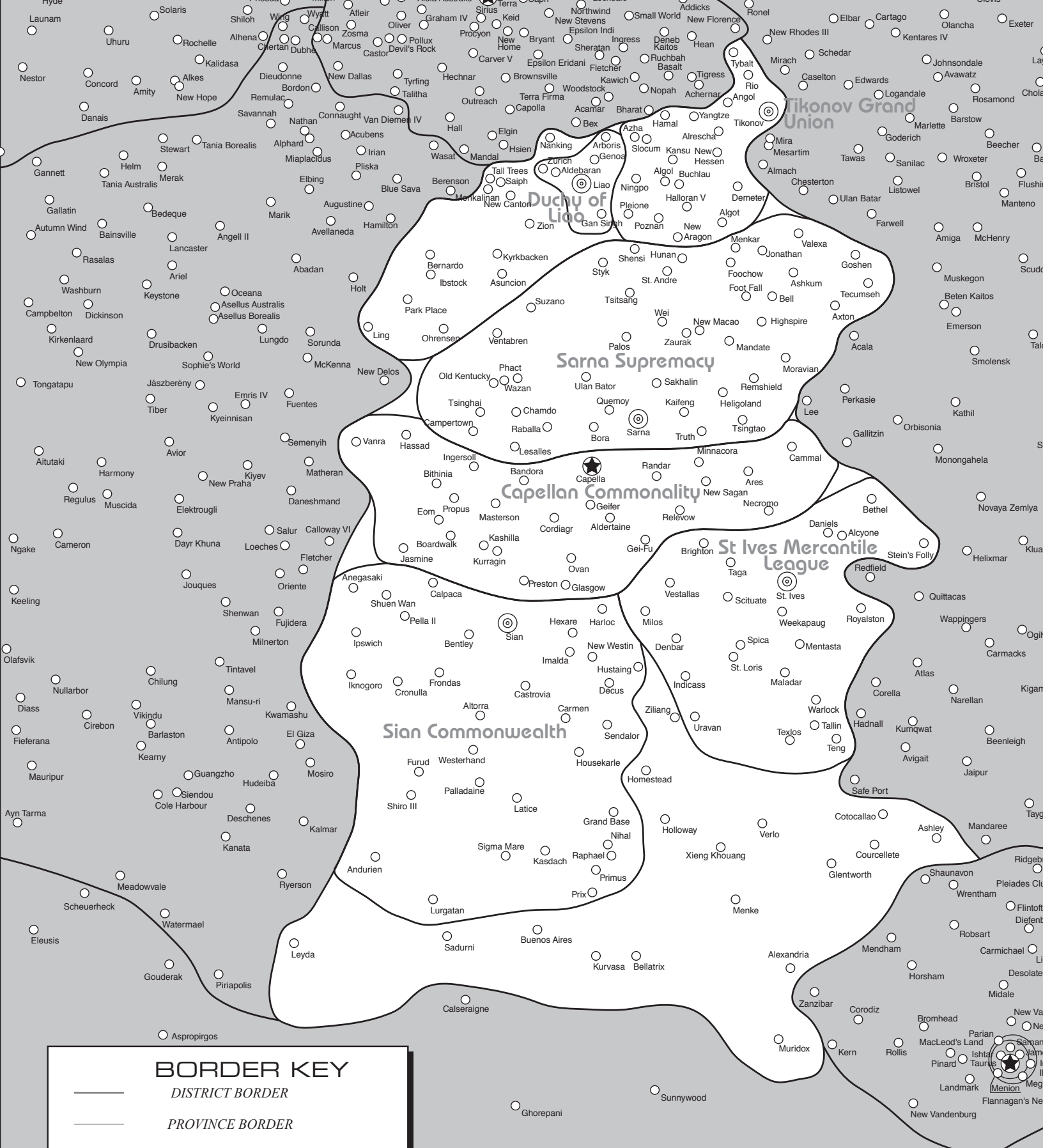
Before leaving St. Andre, the Chancellor had ordered the most elite units of the new Confederation Army and Navy to assemble, with the naval units rendezvousing within a jump of Capella. With little time to organize, the Chancellor set in motion a bold plan. The Chancellor and his party barely made it offworld before the Davion fleet arrived.

When the Davion forces landed, they found hardly any resistance worth the name. They dealt with local sabotage and scattered gunfire from irregulars, but far less of both than they expected from a capital world. Three regiments moved to occupy the capital city, Capella Prime. When the sun went down on the first evening, the Davion troopers joked about setting up permanent shop. The Capellans had run rather than fight.

Or so the invaders thought.

The next day, reports of combat in orbit began to filter down. Soon, the troopers on the ground could see the evidence with their own eyes as elements of the St. Ives and Sarna navies, together with the bulk of Franco Liao's fleets, attacked the Davion ships in space. In seven hours of battle the Confederation annihilated the supply ships, transports and escorts that had brought the occupation force to Capella. With space superiority achieved, the Chancellor called on the Davion troops to surrender unconditionally.

Safely ensconced in Capella Prime, the Davion commander refused. His troops held the city hostage—his defenses and those of captured Capella would swat Confederation landing craft out of the skies. He had plenty of food and ammunition, and surely



BORDER KEY

- DISTRICT BORDER
- PROVINCE BORDER

PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

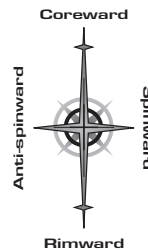
CAPELLAN CONFEDERATION Foundation (2366)

© 3067 BLAKE'S TRUTH CARTOGRAPHIC DIVISION

LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



HISTORY OF THE NATION

at least one vessel would escape to warn the rest of the Federated Suns about his situation. The Davion commander watched the deadline count down to zero with little concern. He told his troops to watch the skies—the Capellans would be coming.

Two minutes after the deadline, the skies above Capella Prime filled, not with landing craft and shuttles, but with lasers and missiles. The Confederation Navy—newly formed and personally commanded by the Chancellor—obliterated Capella Prime. More than 2,000 Capellan citizens died, along with three elite regiments of Davion troops.

Afterward Franco Liao moved the capital of the Capellan Confederation to Sian, where it has remained ever since. A black-edged border was added to the Confederation's triangle, commemorating the dead of Capella Prime and their sacrifice. The threat averted, and the debacle at Lee that had cost Seluk Tucas his life avenged, Franco looked to the future. The Confederation still faced dire threats, even though the occupation of Capella had ended, and he had much work to do.

By 2395, the Confederation had more or less secured its borders. Pressure from House Davion had eased since the death of Reynard Davion in 2371, and the lack of heavy combat in the Davion border region enabled the Confederation military to focus on stemming the slow but steady advances of the Free Worlds League. With the government he'd built solidly in place and his borders as secure as possible, Franco Liao resigned the Chancellorship in favor of his younger brother Kurnath, and retired to the planet Liao with his wife.

Kurnath Liao's four years in office were tumultuous and decisive. With no pledge from Caroline to stop him, he increased the power of the Chancellor and made the position permanent. He formed the state intelligence agency that would become the dreaded Maskirovka. His most lasting contribution to history, however, was the instigation of hostilities with the Free Worlds League over the contested Andurien system—an action that touched off the colossal Age of War.

Aleisha and Ares

Kurnath's daughter Aleisha was chosen by the Prefecture as the third Capellan Chancellor. Only twenty-seven, she immediately set about ending the conflict over Andurien. Domestically, she appeared much less power-mad than her father, but shrewd observers saw how she played each branch of the Capellan government against the others while maintaining most of her own power. By balancing the powers of the Prefecture and the House of Scions against each other, Aleisha Liao maintained control, using the military as a lever when

THE ARES CONVENTIONS

We, the undersigned, on this 13th day of June, 2412, in accordance with our commitment to preserving human life, do solemnly pledge to prevent the loss of civilian life in war. Let this document testify to our desire to end the senseless atrocities attendant upon human conflict, and our pledge to uphold the ideals contained within these Conventions or suffer the harshest consequences.

Article I — Nuclear Arms

The use of any nuclear device or variant thereof on a planetary surface or against any commercial vessel is prohibited. This prohibition extends to tactical nuclear blasts against the aforementioned targets. Controlled nuclear attacks in space against military targets are prohibited unless they occur at a minimum of 75,000 kilometers from the surface of any inhabited world in a star system.

Article II — Orbital Bombardment

The use of orbital assets to bombard stationary targets (as defined in Appendix B, Section 4) on a planetary surface, with the single exception of a valid military objective whose destruction the attacker deems necessary to ensure the survival of his own troops, is prohibited. In no case may any orbital attack take place in or near any heavily populated area, and any orbital attack is subject to ex post facto review by a duly appointed council from the signatory states.

Article III — Surrender

To lessen the human cost of warfare, all combatants must accept the surrender of any unit that offers it. A white flag adorned with a red S will represent the universal surrender standard, so that any unit unable to communicate by conventional means may still surrender fairly. The universal surrender guidelines in Appendix E outline the provisions for the treatment of prisoners and fair compensation for the capturing forces upon the release of war prisoners to their native realms.

Article IV — Safe Passage

The governments and military commands of the undersigned agree to recognize the aforementioned white flag as a symbol of truce. Any vessel, vehicle or person bearing such a truce flag shall be granted safe passage through any place, insofar as the bearer breaks no laws pertaining to that place, or initiates no hostile activity of any kind. Should the bearer of a truce flag engage in hostile activity as defined in Appendix F, the truce flag shall be deemed invalid, and any action taken against such an individual or individuals becomes the responsibility of those suffering said hostile action. Harassment of a truce flag bearer without provocation will be investigated by a duly appointed board of inquiry from the signatory states.

Article V — Urban Warfare Restrictions

No battle shall be waged in an urban area except under extreme circumstances. If the military objective of an assault lies in a city center, attacking troops must ensure that any hostile action taken causes the least possible amount of collateral damage. No attack may be made against any civilian target, for any reason. Civilian targets shall be deemed to include such life-supporting equipment as water and air purifiers, agricultural assets or any other item that enables a planet's population to continue their existence.

Article VI — Chemical and Biological Weapons

Because chemical and biological agents kill human life indiscriminately and often permanently damage the biosphere of any world suffering such an attack, the use, further development and production of such agents is strictly prohibited.

necessary. She continued this pattern until a new cause drew her attention: controlling the human cost of warfare.

In 2412, a series of horrific battles slaughtered more than one hundred thousand civilians in the Tintavel system. Horrified by the loss of life, Chancellor Aleisha Liao began a campaign of aggressive diplomacy that culminated in the Ares Conference, a conclave of delegates from around the Inner Sphere. The end result of these discussions was the adoption of the Ares Conventions, a series of agreements about the method and scale of armed conflict. At the time, the signing of the conventions was hailed as a breakthrough in peace negotiations, but history has shown the accords had the opposite effect.

Over the next hundred and fifty years, the incidence of warfare actually increased as the stylized nature of combat evolved under the Ares Conventions. By making warfare less costly to civilians, the signers made it only more likely that the realms of the Inner Sphere would resort to armed conflict to settle their disputes. By the time Aleisha Liao died in 2415, warfare had become a near-everyday occurrence.

The Time of Tribulation

In 2451, Chancellor Duncan Liao, son of Chancellor Stephen Liao, ordered the Merik's Grenadiers regiment of the Capellan Hussars to disband half its strength. His actions, brought on by the rising tide of military extremism and power-mongering that had begun appearing among Capellan generals, had the opposite effect from the one he intended. Instead of disbanding, the Grenadiers took the Chancellor hostage and held him captive for almost seven months. The Capellan government, concerned about the security of the state if the Chancellor was killed, allowed the Grenadiers to virtually run the government. These seven months are remembered as the Time of Tribulation. They ended in February 2452, when Duncan Liao killed himself by lighting an electrical fire in his apartments. He reasoned, correctly, that his life was the only thing holding the junta in power. Alive, he was too useful to kill; dead, there would be no impediment to the rest of the government removing the traitors from power.

Jasmine Liao, Duncan's sister and colonel of the Second Hexare Lancers, acted as soon as she learned of her brother's death. Declaring herself Chancellor, she moved her regiment and attacked the Grenadiers' positions around the Forbidden City. For two days the two units fought, with several units of the Grenadiers attempting to surrender. Jasmine Liao would have none of it—and in the end, the Grenadiers ceased to exist. With the junta terminated, the Prefectorate quickly ratified Jasmine as Chancellor. One of her early decrees was to name the Second Hexare as the Chancellor's personal guards, re-christened the Red Lancers. It was the first of many decrees the new Chancellor would make, and the Capellan military would never be the same.

Furious over the military's assumption of power and the government's inability to rescue her brother, she moved to curb the power of both. Courts of Inquiry wreaked havoc on the Capellan officer corps, cashiering or executing several hundred general officers. The authority of divisional and sector-level officers was

removed and given to the Chancellor. Mindful of the greed seemingly bred by a general officer's high rank, Jasmine Liao abolished all officer ranks above colonel by special decree in 2455, a decree that remained in effect until Sun-Tzu Liao's *Xin Sheng* reforms of the 3060s. No general would again rise to challenge the Chancellor—in effect, the Chancellor was the only general left in the realm.

With the military handled, Jasmine turned to the civilian government. Careful issuing of edicts allowed her to remove much of the governing authority from the House of Scions and the Prefectorate, transferring it to the Chancellorship. For the first time, the Chancellor became not a constitutionally sanctioned executive, but something close to a monarch. With the power of decree vested in the Chancellor's person, any decisions he or she wished—subject only to the narrow channels of authority still held by the Prefectorate and the House—were law. The dictator that Caroline Liao had pledged to murder all those years ago on St. Andre had finally come to power.

It was during Jasmine Liao's reign that the Terran Hegemony first fielded the BattleMech, and the Maskirovka's sole focus for many years was the acquisition of that technology. While their efforts ultimately culminated in the Xanthe operation, netting the Confederation copies of Free Worlds League 'Mech technology, Jasmine focused on international issues. For the first time since the disappearance of Fashir Tucas, Sian and New Avalon exchanged ambassadors. Though little of consequence ever occurred diplomatically, this action assuaged fears among the *Sheng*—the hereditary nobility of the pre-Confederation Capellan states—that Jasmine would use her newly acquired authority to lead the Confederation into another costly war.

After Jasmine Liao's death, power on Sian was held first by the regent Edmund Salindar and then by Jasmine's second son, Hendrik Liao. Both men were good Chancellors, and the years of their reigns showed much promise. Both expanded the Capellan military, bringing the new 'Mech forces into their own and increasing Capellan security. During Hendrik Liao's reign, Kalvar Loric formulated the famous Loric Creed. When Hendrik resigned the Chancellorship in 2520, many believed his nephew and successor Calvin, an intelligent and charming man, would continue the years of peaceful growth to which they'd become accustomed.

They could not have been more wrong.

Kalvin the Mad and the Magistracy

Kalvin Liao quickly revealed himself to be the worst example of Liao Chancellors ever to hold the throne. Corrupt, power-mad and utterly uncaring about the state's welfare, Calvin saw the Chancellorship as a way to glorify himself and those sycophants nearest him. In the ten years and eight days of his reign, many Capellans became disenchanted with the Confederation. More of them died—either by Calvin's order, or in the wars he started—than in the previous century as well.

The *Sheng* suffered greatly during Calvin's reign. Greedy to a fault, Calvin routinely ordered the Maskirovka to drum up charges against rich nobles so he could blackmail or outright murder them for their fortunes. His own family was not immune—he or

HISTORY OF THE NATION

dered his uncle Hendrik executed in 2521 for “crimes against the Confederation,” and accused his own father of plotting to give an entire world to the Davions. In 2523, when the Red Lancers foiled an assassination attempt, Calvin had the young nobleman responsible drawn and quartered. Then, using the attempt as an excuse, Calvin had one in ten members of the House of Scions murdered for their alleged complicity in the attack.

The other realms of the Inner Sphere were not safe from Calvin Liao, either. Obsessed with a woman, Calvin launched the Second Andurien War in an insane attempt to win her. He practiced polygamy, amassing a harem of twenty-six wives before eventually having them all executed for supposedly plotting to assassinate him in his sleep. When a member of the Red Lancers finally murdered him in 2530, the assassin’s tribunal was almost apologetic in its assignation of guilt.

CAPELLAN MATURITY

“...and from our turbulent youth shall come our time of sagacity and experience. We shall overcome the dark memories of our childhood, and in concert our Confederation shall become a peer of any other realm around us.”

—Salicia Liao, 2550

The next fifty years in the Confederation were relatively peaceful. Chancellors Mica and Salicia Liao both maintained cordial relations with the Federated Suns and a period of détente with the Free Worlds League, and though Terrence Liao did manage to embroil the Confederation in the abortive Third Andurien War, the assistance of Ian Cameron and the Terran Hegemony ultimately became useful partnerships for Sian. With entry into the Star League, the Capellan Confederation finally could begin focusing on domestic issues.

URSULA LIAO

Ursula Liao, sole child of Terrence Liao and his Terran bride, Lady Victoria Matthews, assumed power on the death of her father and immediately reaffirmed Sian’s commitment to the Star League. She used her powers as Chancellor to bring educational and infrastructure improvements to nearly every Confederation world, and she made it her personal mission to leave the Capellan worlds better than she had found them. Her commitment to the Capellan people makes her perhaps the truest example of the benevolent leader that Franco Liao (publicly) intended the Chancellor to be, and stands as a model for many of the best Chancellors since, including Sun-Tzu Liao. There are many parallels between the social programs Ursula Liao instituted and the *Xin Sheng* reforms of today.

Ursula took a direct interest in the Capellan educational system. With the Star League treaties resulting in hundreds of new technologies arriving on Capellan worlds, it was imperative that the citizens be trained and educated to take full advantage of them. She instituted a national system of weights and measures, creating a standardized set that replaced ancient systems like those of the Tikonov Grand Union and the Sarna Supremacy. Her administra-



Shepperton’s Freebooters

That the Freebooters managed to evade capture for more than five years is a testament to either their skill or the incompetence of Capellan and Free Worlds League military planners, or evidence of a silent support structure within the Atreus and Sian governments. This third theory seems most likely in hindsight, as the Freebooters contained no recognizable military geniuses, and the officers of the day in both realms’ armies were not noted for their inability to fight.

The Freebooters’ initial discontent stemmed from the disposition of the Andurien worlds, but after their flight into the Periphery and subsequent absorption of many of the smaller pirate bands inhabiting the near Free Worlds League-Capellan Confederation border, it’s likely they also absorbed several of the known state-sponsored pirate groups. With the powerful ‘Mechs of the Grenadiers added to their arsenal, these pirate bands became much more capable of petty political maneuvering than they had been.

Records from that time show that the Freebooters struck at Free Worlds and Confederation planets, and often seemed to alternate back and forth. Targets struck were often noble ones—facilities controlled by particularly fractious dukes, or nobles who’d been particularly bothersome at court. While no evidence exists for either the Captain-General or the Chancellor supporting these groups, it’s not impossible for segments within their respective governments to have done so. Years later, groups like the Freebooters would become commonplace as the House Lords fought each other during the Star League years using pirates and malcontents as proxies.

Perhaps the Freebooters were an early version of the same.

tion also pushed for the use of a base-ten Confederation calendar, to supplement Terran Standard Time and each world's individual time system.

Aside from the Reunification War, which was fought under the Star League's aegis and command, the only domestic military challenge Ursula Liao faced was the so-called Freebooter's War, an uprising by units of Shepperton's Grenadiers in apparent discontent over the disposition of the Andurien worlds. For nearly five years, Freebooter 'Mechs ranged with impunity along the Free Worlds border, until a combined Free Worlds-Confederation task force struck at the Freebooter base on Wisconsin. Prior to 3057, this was the only recorded instance of Free Worlds and Confederation troops working together.

NORMANN ARIS AND THE KORVINS

When Ursula Liao died unmarried and childless in 2599, the Prefecture chose the last scion of the Aris family, Normann Aris, as the next Chancellor. Despite the recognition of House Liao as the only representatives of the Confederation to the Star League, many of the League's officials and member states were unhappy with the Liaos because of the "cattle tax" Chancellor Ursula had instituted during the last years of the Reunification War. With Confederation territory being the primary travel route from the Terran Hegemony to the frontiers of the Magistracy of Canopus and the Taurian Concordat, the Star League Defense Force sent transport after transport through Capellan space. Ursula instituted a tax on every soldier passing through the realm, which increased the costs of the war paid by the other states and offset the cost to the Confederation. The Prefecture hoped that by electing a non-Liao as Chancellor, they might placate some of the more vocal Star League members.

As an executive of Earthwerks, Ltd., Normann Aris had overseen the development of some of the best weapons the

Confederation had. His work on BattleMechs had secured his place in history; as the Reunification War ended, the Confederation needed a man of his caliber more than ever before. As the income from Ursula's "cattle tax" dried up along with other war-related revenues, the Capellan economy ground to a halt. Entire industries had grown around the twenty-year Reunification War—industries that depended on the steady stream of Star League traffic and on the spending habits of transient soldiers. With those incomes gone, the Confederation fell into a recession that rivalled the worst days of the old Tikonov Tetrarchy.

Chancellor Aris used his power of decree to enact compulsory organization, a system of socialist labor that outlined the state's right to assign any citizen to whatever task needed doing. As citizens, Capellans were rewarded with many things: protection by the armed forces, health care, and the infrastructure that allowed modern civilization. Each citizen, the thinking went, should be willing and happy to offer the state whatever service it required in return for those boons.

In theory (as with socialist theories throughout history), this system allowed for the streamlining of Capellan productivity and the distribution of work and wealth. In practice, however (as also throughout history), those in power corrupted the system to strengthen their own positions at the expense of the people. Chancellor Aris fought these practices wherever he found them, and his inquisitors were adept at rooting out corruption, but his untimely death in 2611 meant that the measures he started continued on after him.

THE SUNDERMANN LIAOS

The next three Liao Chancellors—Sundermann, Androsar and Warex—reigned during the century and a half of peace that encompassed most of the first Star League. Known collectively by the name of the first—Sundermann—they enhanced and strengthened the social changes begun by Normann Aris. Unlike many previous Chancellors, all three ruled for more than fifty years apiece, giving them plenty of time to make the changes they desired.

Sundermann Liao organized many of the societal delineations that would eventually create the Capellan caste system. He decided that each citizen should contribute to the state as best dictated by his education and talents, and with the economic crisis of the Aris recession ended, allowed the system the flexibility to make sure needs were met wherever they existed. It was during Sundermann's reign that the practice of moving citizens around the Confederation first came into use. If the Sarna Commonality had a shortage of teachers, for example, and the Sian Commonality an excess, teachers were moved. As in all things, the state's needs were paramount. Rather than wait the years it would take to educate more teachers from the existing labor pool in the Sarna Commonality, the Capellans would solve the problem more quickly and directly. The lives of the teachers in the Sian Commonality, and the distress their uprooting would cause, were simply new problems to be dealt with once the existing difficulty was eliminated.

Androsar Liao, content with the social changes his father had wrought, made it his mission to heal the Confederation's wounds.

The Legacy of Normann Aris

Normann Aris was a student of the Korvin Doctrine, which states that only an elite can govern effectively. His interpretation of this teaching led him to institute compulsory organization when the Capellan economy collapsed, and the historical record clearly shows his intentions to be in the best interests of the Confederation. It was Aris who first codified in law the precept of state before individual, though it is incorrect to assign him credit for the idea. Capellan Chancellors have valued the state over the individual as far back as Franco Liao; Aris did little more than formalize that valuation.

The *Sheng* were in an uproar, of course, until they saw their opportunity to shape compulsory organization to meet their own needs. Where Aris intended the system to protect the state from greedy individualists, the *Sheng* found a way to shape the system to benefit them first and the state second. The last years of Aris' administration are rife with examples of his breaking such nobles as harshly as possible—for it appears Aris prized the good of state more highly than his own—but his tragic death on Nanking ended many of the purges. With no one to stop them, the greedier members of the Capellan government allowed the drastic changes Aris had instituted to continue in perverted form.

HISTORY OF THE NATION

Refrectors

The position of refrector was created during the reign of Sundermann Liao as an outlet for the people's anger about their lack of control over their lives. As compulsory organization spread and became embedded in Capellan life, many citizens resented being forced from their homes and occupations to fill some other need of the realm. The refrectors gave a voice to these people. A noble appointed to speak on their behalf to the Diem—or, in extreme cases, directly to the House of Scions—the refrector served as the voice of the common citizen in disputes between the citizenry and the nobility.

In practice, the refrector was selected from among his peers to be the nobles' protector against the average citizen. While many refrectors did try to preserve citizens' rights against compulsory organization, almost none managed to stand up to the combined might of the House of Scions and the rest of the *Sheng*. After a mere fifty years, the *Sheng* realized what a powerful position it was for controlling the common citizens; since then, nearly every refrector has been an appointee dedicated to filling his own purse and following his own agenda.

One of his first acts was to abolish Kalvin the Mad's polygamist policies and strengthen the rights of Capellan parents over their families. He established guidelines for the periodic redistribution of labor throughout the Confederation, making it illegal to disrupt family units with dependent children. Many of the *Sheng* who'd made their fortune in the periodic labor migrations protested this ruling, since it cost quite a bit more to ship a man, his wife and his four children across a hundred light-years than just the man himself. Androsar stood his ground, however, and when protest did not cease, he decided to break the protesters.

Knowing that the cost of transporting so many more people cut steeply into the profits of the transit barons, Androsar quietly worked to establish a guild of nobles devoted to profiting from the resettlement of the displaced. Homes needed to be bought and sold, occupations filled, lost labor replaced, children schooled. One of Androsar's methods—compulsory schooling for all children in the Confederation, at the state's expense—paid dual dividends. Subsidized education allowed a savvy few to profit from supplying the new schools, and the children themselves grew to become productive citizens of the Confederation. As the transport guilds were realigned or broken, the state-sponsored educational system spread to every world, bringing the national literacy rate up every year. Civic works projects were established to employ these newly educated citizens, and eventually training in secondary occupations was added, making labor distribution less necessary as the citizenry became better educated.

Androsar Liao was no fool. Along with these changes and the redistribution of power they had caused among the *Sheng*, he made certain his descendants would not have to reinvent the wheel. All the new educational programs included political indoctrination, influencing the way the coming generations would see the government and the state.

WAREX AND THE END

The last of the Sundermann Liaos, Chancellor Warex Liao, ruled the Capellan Confederation as the first Star League began

to fail. His focus since replacing his father Androsar had always been the military; it was Warex Liao who created the modern Capellan Confederation Armed Forces, bringing the disparate Army, Navy and aerospace forces under a unified command and logistical structure. His pursuits as the Capellan member of the Star League Council of Lords were almost always military; he lobbied for Member State access to new Terran military technology, gaining the Confederation many advanced machines and equipment, including BattleMech designs. Basking in the increased appropriations funneled toward it by the military-minded Chancellor, the Capellan military reached its professional apex. When Warex Liao sponsored an amendment to the Cameron Decree of 2650, each Member State—including the Confederation—began to double the size of its standing army.

Warex's interest in all things martial brought much-needed innovation and refinement to the Capellan military, but the previous century's social and infrastructure growth saw drastic cuts in funding and prestige. Nobles unhappy with the new state of affairs labeled Warex a martinet, more concerned with pretty swords and 'Mechs than with the good of the Capellan people. Unrest grew, and the threat of violence rose across the Confederation. As Warex fell ill and protests over unfair taxation flared to life in the Periphery states, a flashpoint erupted when a group calling itself the Chesterton Liberation Battalion used a nuclear weapon to destroy a BattleMech factory on Demeter. Though news of the attack didn't reach Sian until after the aging Warex had succumbed to his frailties, his daughter Barbara Liao immediately refuted the Federated Suns' claims that the Maskirovka had aided the CLB in destroying the factory, and brought the matter before the Star League Council for adjudication. Unfortunately, other matters intervened before the Council could rule on the issue.

In 2762, First Lord Richard Cameron reached his majority and the regency of General Aleksandr Kerensky came to an end. One of Richard's first acts was to issue Executive Order 156, directing the Member States of the Star League to disband their militaries and depend on the Star League Defense Force for all their military needs. This order was overturned almost before the young First

Chesterton Liberation Battalion

Though House Davion claimed that the Confederation was behind the Demeter attack and used it as an excuse to launch the invasion known as the Border War (2760-2762), actual Maskirovka records at the time reflect little official connection with the Chesterton Liberation Battalion. The one link House Davion claimed as their "smoking gun" was the admission of former Maskirovka operative (and Chesterton native) Edgar Borlenko into the ranks of the CBL in 2759. The Federated Suns cited Borlenko as a ringleader in the Demeter bombing, and he may well have been. Maskirovka records of the time show him to be a modestly successful analyst who tried to transfer to field operations and washed out of the training. Borlenko left the Maskirovka on Sian in 2758 and traveled to the Tikonov Commonality, where he was recruited by the CBL. It seems unlikely that he was a plant in a terrorist organization, but of course Maskirovka records are not always the most reliable sources.

Lord had finished decreeing it, as every House Lord fought it—one of the few times that all five leaders of the soon-to-be Successor States ever agreed on anything.

STEFAN AMARIS

Every man, woman, and child in the Inner Sphere knows the name of Stefan Amaris, ruler of the Rim Worlds Republic in the Periphery and the man who destroyed the first Star League. He came to Terra during Richard Cameron's regency, befriended the young leader and gained his trust. During this time, Amaris pledged Rim Worlds troops to protect the Hegemony if they were ever needed, and when the Periphery States suddenly erupted in rebellion in 2765, the bulk of the Star League Defense Force was quickly deployed out of Hegemony space to put down the revolt. Rim Worlds divisions secured Terran planets, meaning that Amaris' troops held the defenses of the most technologically advanced realm in the Inner Sphere when the Usurper slaughtered the Camerons on Christmas Day of 2766.

Upon learning of the deaths of First Lord Cameron and his family, and that Amaris had usurped the First Lord's throne, General Kerensky brought the full weight of the SLDF to bear first against the Rim Worlds and then against the Usurper's troops in the Terran Hegemony. For more than a decade, Amaris' forces fought off the finest military humankind had ever built, until finally Terra fell and Stefan Amaris was brought to justice.

During this period, the groundwork was laid for what would become the Succession Wars. Kerensky asked each of the House Lords to help with the campaign against Stefan Amaris, but most refused. Some states, like the Federated Suns and the Free Worlds League, allowed Star League troops basing rights and offered materiel support, but few House units actively fought Amaris' armies. Chancellor Barbara Liao, cognizant of the aid the Free Worlds and the Suns were giving, held the Capellan Confederation in a position of armed neutrality, framing the conflict as a matter for the Terran Hegemony and the Rim Worlds Republic. Kerensky and his troops honored the Chancellor's wishes and offered little conflict, but on several occasions Amaris' forces landed on Capellan worlds and were attacked and destroyed by CCAF garrisons.

The capture of Amaris by Star League forces prompted celebration around the Inner Sphere, no less in the Confederation than anywhere else. The House Lords reconvened on Terra to form the Star League Council again, but this time without the moderating influence of House Cameron. General Kerensky had appointed himself Protector of the Star League upon the recapture of Terra, but political leadership was not a role he sought. He asked the House Lords to appoint a new First Lord, so that the Star League could begin rebuilding. Instead, blinded by the prospect of the riches to be gained from taking the First Lord's throne, they began to bicker among themselves. One of the few measures they passed was Kerensky's removal as Protector, and by 2781 each of them had realized that diplomatic measures would not gain them the First Lordship. The Star League Council dissolved, and each ruler returned to his realm determined to press his claim by other means.

Armed Neutrality

Despite requests from General Aleksandr Kerensky (and many of her own nobles), Chancellor Barbara Liao kept the Confederation out of the conflict to remove Stefan Amaris. Her justification, that it was an internal Terran Hegemony affair, had legal backing, but many of her citizens dismissed that as pretext. Whether that was her intent, we cannot say. While many of her personal journals reflect her sympathy for General Kerensky's cause and her disgust at the murder of Richard Cameron and his family, she believed she could not embroil the Confederation in a border-spanning war with the threats of the Free Worlds League and the Federated Suns held like knives at the Capellan throat. Amaris had made his treaties with the Terran Hegemony, after all, and except for a few rogue units, his forces did not attack the other Successor States around him. While his claim to the First Lordship was blatantly spurious, no clear line of succession had ever been determined outside of the Cameron family, and while General Kerensky and his SLDF were fighting to right the wrong of the Camerons' murder, the action did not directly affect the Capellan Confederation.

Not every Capellan honored the Chancellor's decision, of course. Many flocked to the training camps established by the SLDF in the captured Rim Worlds Republic, eager to join the fight and overthrow the tyrant. Many small Capellan military units—most no more than a lance or company in size—deserted, with or without their equipment, and volunteered their service to General Kerensky's army. In the Confederation, many demonstrations were staged and speeches given in the House of Scions deriding the Chancellor's decision and calling for Capellan involvement in the war effort. Chancellor Barbara, however, fought off all challenges to her authority.

Worse than a Crime—A mistake

I watched as the general listened to the news of removal in silence. Halfway through the speaker's list of justifications, the general stood up and raised his hand for quiet. The speaker stopped in mid-sentence. We all expected an angry refutation of the demotion, a stormy rebuttal, a vehement denunciation of our actions.

Instead, the general looked each of us in the eye (a most unpleasant moment, I confess). Taking the purple robe of office from his shoulders, he sighed and ripped the robe in half. The sound was like the tearing of a human heart. Next, he tore the rank from his uniform lapels, the Star League insignia from his cuffs. After that came the decorations, the citations, the many ribbons of valor and victory...

In the end, what remained was a plainly clothed, tired, disillusioned old man. Thinking back on it all, I daresay he could have had us all killed with the raising of his little finger.

How stupid we were to do that to such a hero. How insanely stupid we were.

Too late, we came to realize that what we did that day was worse than any crime; it was a mistake.

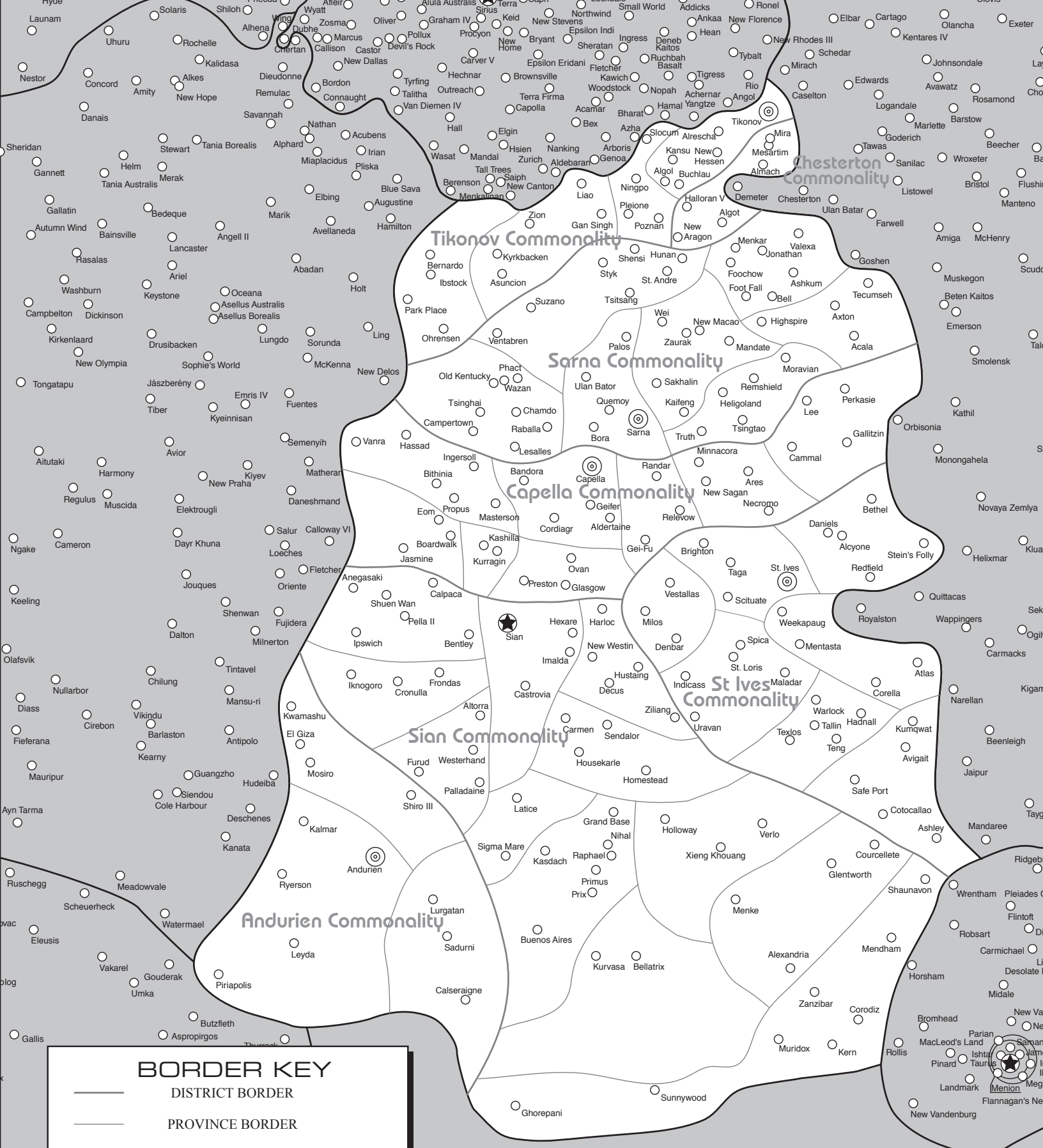
—From *Official Memoirs*, by Barbara Liao, Capellan Institute Press, 2797

General Kerensky, faced with the dissolution of the Star League and the likely resumption of open warfare in the Inner Sphere, took his veteran troops into the Periphery in his now-famous Exodus, where they would vanish until the mid-31st century. Lifetimes later, they returned as the invading Clans.

HISTORY OF THE NATION

TIMELINE: THE AGE OF WAR AND THE STAR LEAGUE

- 2398:** Kurnath Liao declares war on Free Worlds League, begins the Age of War—the first time the new super-states that would later be known as Successor States engage in simultaneous open warfare.
- 2399:** Confederation attack razes Novaya Zemlya, making the planet uninhabitable for years.
- 2412:** Aleisha Liao drafts Ares Conventions, codifying warfare in an effort to curb civilian casualties. Despite her best intentions, the Conventions did little more than turn warfare into a more accepted tool of national policy, actually encouraging nations to engage in force as a method of persuasion.
- 2415:** Arden Baxter named Chancellor, the first non-Liao to rule the Confederation. His rule is punctuated by attempts to undo everything earlier Liaos had accomplished and make the Confederation into a more democratic state like the failed Capellan Hegemony. He makes major cuts in the force size and budget of the Confederation military.
- 2425:** Arden Baxter assassinated; Stephen Liao named Chancellor.
- 2430-40:** “Sir” Stephen launches military reforms, including a project that will culminate in *Union* and *Overlord* DropShips. The Confederation military rebounds to a more professional and capable force.
- 2439:** *Mackie* BattleMech makes its debut, destroying four tanks on Terra. Every interstellar nation scrambles to acquire BattleMech technology, which will take decades.
- 2451:** Merik’s Grenadiers take Chancellor Duncan Liao hostage; they stage a coup and control the capital and government in his name. Their leader, General Ral Merik, is unwilling to sacrifice the prestige and power of his position, and thanks to Sir Stephen’s reforms, he has to the tools to keep them.
- 2452:** **(February)** Duncan Liao commits suicide for the good of the Confederation.
(March) Jasmine Liao assumes the Chancellorship and destroys Merik’s Grenadiers, which marks the start of the period known as the Time of Tribulation. She purges both the civilian and military bureaucracies.
- 2455:** In order to curb their authority, Capellan officers are limited to rank of colonel; the office of the Chancellor assumes those duties and powers previously possessed by generals.
- 2462:** In an intelligence coup, Operation Xanthe gains BattleMech technology for the Confederation from House Marik.
- 2504:** *Koschei* BattleMech enters service.
- 2505:** Kalvar Lorix injured in BattleMech malfunction, writes *The Lorix Creed*, a tract naming the MechWarrior as the pinnacle of military and social evolution. In coming years this creed will form the basis for virtually deifying MechWarriors in almost every Successor State.
- 2523:** House of Scions decimated on orders of Chancellor Kalvin Liao, known to history as Calvin the Mad, after they oppose some of his policies.
- 2524:** *FireBee* BattleMech enters service.
- 2528:** Calvin Liao invades Andurien to win the heart of Mesillia Allard, beginning the Second Andurien War.
- 2530:** Calvin Liao assassinated.
- 2546:** The Confederation and the Federated Suns sign Bell Accords, in which both sides agree to disallow the use of nuclear weapons (aside from the provisions of the Ares Conventions, which could be waived).
- 2556:** Terrence Liao signs Star League Articles; the Confederation joins the Star League.
- 2577:** Reunification War begins as the Star League uses military force to annex the Periphery states.
- 2584-88:** Freebooters’ War rages across Capellan and Free Worlds space as rogue soldiers enact a pirate reign of terror. Their eventual capture by a joint Capellan-Free Worlds task force marks the only time before the 3050s that the two realms cooperate militarily.
- 2597:** Ursula Liao decrees “cattle tax” that exacts payment from Star League soldiers transiting through the Confederation en route to Periphery space, even as the Reunification War draws to a close after twenty years of conflict.
- 2606-10:** Confederation economy collapses as Reunification War ends. Chancellor Normann Aris begins restructuring Capellan society based on the Korvin Doctrine, which allows for the redirection of labor based on the needs of the state rather than the individual.
- 2611:** Normann Aris dies in a hunting accident on Nanking.
- 2630:** **(January)** First hyperpulse generator (HPG) comes online; it quickly becomes one of history’s most important scientific discoveries.
- 2760-62:** Border War between erupts between the Confederation and the Federated Suns (one of the few open military conflicts of the Star League era).
- 2714:** As part of the continuing adjustment of Capellan society begun by Normann Aris, Androsar Liao normalizes Capellan noble ranks, decreeing only five that are shared by the *Sheng* and the *Barduc*.
- 2741:** The Third Hidden War begins, with the Great Houses fighting each other through proxies disguised as pirates to keep the Star League from intervening.
- 2650:** At the suggestion of Chancellor Warex Liao, the Star League Council passes a resolution allowing Member State militaries to double in size.
- 2766:** Stefan Amaris murders First Lord Richard Cameron and usurps control of the Terran Hegemony and the Star League. General Aleksandr Kerensky and the SLDF declare war on Amaris and his Rim Worlds Republic, but Chancellor Barbara Liao denies the SLDF’s request to use Capellan worlds as bases, afraid of retaliation should Kerensky fail.
- 2779:** Terra liberated; Amaris executed. After more than a decade of war, the Terran Hegemony is in shambles.
- 2780:** The Star League Council reconvenes to name Jerome Blake as Minister of Communication and revoke Kerensky’s Protectorship of the Star League. Aside from that, the Great House Lords cannot agree on anything.
- 2781:** The Star League Council disbands amid bitter squabbling over each House Lord’s claim to rulership of the League.
- 2784:** Kerensky and the SLDF depart the Inner Sphere.



BORDER KEY

- DISTRICT BORDER
- PROVINCE BORDER

PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

CAPELLAN CONFEDERATION

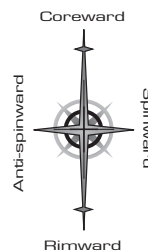
after
Age of War (2571)

© 3067 BLAKE'S TRUTH CARTOGRAPHIC DIVISION

LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





DAWN OF THE SUCCESSION WARS

"And so what if he does come back? Are we children to be disciplined? Will he take our toys away, give us a paddling and send us off early to bed? To hell with Kerensky—we make our own rules now."

—Unnamed Capellan officer, 2790

In September of 2786, Minoru Kurita of the Draconis Combine declared himself First Lord of the Star League, and the other Lords of the Successor States quickly followed suit. With none of them willing to recognize the claim of any other, the conflagration that would become the First Succession War flared to life.

SLIPPING THE LEASH (DAVION AND TERRA)

When the Star League Defense Force abandoned the Inner Sphere, it left much of the Terran Hegemony undefended. The bulk of the Hegemony armed forces had long since been nationalized into the SLDF, even before Amaris and his treachery annihilated the few independent units that remained. Many Hegemony worlds bore the scars of the terrible campaign to displace Rim Worlds troops during the liberation of Terra, and their citizens looked to Terra for leadership when Terra had no

real statesmen left. The Hegemony, like the Star League, had long been ruled by the Cameron family; with all claimants to that line slaughtered by Amaris, a mini-Succession War erupted among the surviving lesser nobles.

Each of the five Successor States surrounding the Hegemony wasted little time in placing many valuable Hegemony worlds—and their technology—under "protection." Between 2785 and 2800, the Capellan Confederation moved deep into Hegemony space, claiming world after world with little or no opposition. Many of the planets' populations were so tired of anarchy that they welcomed the Confederation with open arms. The greed of the other Successor Lords, however, brought war to these weary billions regardless.

NEW DELOS

Even as the Successor States scrambled to gobble up as much of the former Hegemony as they could, the various realms also moved against each other. The build-up of armies during the last years of the Star League made each Successor State lord overconfident, and each launched costly attacks against the other, seeking to redress long-past wrongs or to punish their enemies for earlier assaults. In 2787, word of Marik attacks against worlds near Wazan and Corey reached Sian. Chancellor Barbara Liao, still dealing with the aftereffects of the fall of the Star League and the integration of the first captured Hegemony worlds, gathered a sizable force on Sian and issued orders for a counterattack. Rather than directly

Better the Devil you Know

When General Kerensky led the SLDF out of the Inner Sphere, a bunch of us spread the rumor around that he was on a flanking run—he was going to swing out behind one of the Successor States and attack it from the Periphery, using the same sort of tactics he'd used against the Rim Worlds. We were the Terran Hegemony, after all. No way were we going to go under, not with the Star League Defense Force and the legacy of the Camerons. Our capital was Old Terra herself, by God.

But the General never came back, and pretty soon the media figured that out. We tried—every HAF unit still in the Hegemony tried—but there just weren't enough of us to secure the border. I mean, we had a couple of battalions of troops on-planet. We had no big BattleMech divisions to hold the House Lords off. The Navy was flotsam in the dark space around the core stars. So when Confederation troops landed and didn't start shooting, we accepted their request for parley. The colonel in charge gave us the straight scoop: the Confederation was claiming Fletcher, whether we wanted them to or not. The Terran Hegemony was dead, and we couldn't stand alone against every other nation of the Inner Sphere.

He was right. It hurt, and for a long time I thought I'd eat my gun over it. But damn him, he was right.

—From *It Had To Be Done: A Memoir of the Fall of Fletcher* by former Hegemony captain Arnold Vine; Capellan Institute Press, 2786

relieve the garrisons of Wazan and Corey, she chose to strike into the Free Worlds League to draw the pressure off of her embattled garrison troops. A massive Capellan flotilla swiftly set out for the League world of New Delos.

In preparing the embarking troops for battle, Chancellor Barbara issued one order that would set the tone for the entire First Succession War: "Commanders! Henceforth you may consider the Ares Conventions suspended. I expect you to act accordingly." While many wondered at the order, sealed directives to the strike force's commander—Colonel Devlin—clearly displayed the Chancellor's intentions. Already, the maneuvering against the other House Lords had shown Barbara Liao that the fighting would be fierce. Like her ancestor Franco, she was determined to demonstrate the Confederation's dedication and resolve.

The Capellan naval taskforce—more than one hundred ships—entered the New Delos system and hid its identity behind stolen naval codes provided by the Maskirovka. At first, the ruse succeeded, but the Marik defenders quickly realized that the sheer size of the flotilla—and the fact that every ship was heading for the planet—meant it couldn't be the simple trading mission its IFF codes said it was. As the Liao ships slid into orbit around New Delos, the Free Worlds League garrison scrambled every defense they could gather. It was not nearly enough. The paltry militia aerospace squadrons deployed, but could not overcome the sheer numbers of Liao fighters, and the invaders quickly gained space superiority. With orbit secured, Colonel Devlin dispatched his DropShips to the surface, following the orders given him by Chancellor Liao. The Marik ground commander realized he was outnumbered and spread his forces across New Delos,

New Delos—a preview

The tactic of shocking an enemy so much that he refuses battle rather than risk inordinate casualties has been used throughout recorded history. The earliest example of a military empire, the Romans, used fear as a pacifier and a tool of conquest. It succeeded for Rome, however, because Roman leaders routinely used it against lesser foes—barbarian tribes, for example, that couldn't hope to match Rome in pure military power. When Barbara Liao unleashed Colonel Devlin on New Delos, she was no doubt hoping to scare the Mariks back across the border while she finished gobbling up the remains of the Terran Hegemony.

As has been proven many times, however, such terrorism does not work against an enemy of similar size and capability. In almost every instance where one power or another has tried to frighten a foe into submission, that foe instead has done its level best to annihilate the enemy in return. The Gauls could not hope to stand against the organized might of Rome; but the Free Worlds League, just as large and militarily advanced (if not more so) as the Confederation, did not quail from battle when threatened. As with most societies, the wanton death inflicted by the enemy solidified the Free Worlds' righteous anger, making a retaliatory strike inevitable and ensuring that its level of barbarity would match the horrors of the Capellans' attack.

Instead of bullying the Free Worlds League into submission, Barbara Liao's calculated atrocity nurtured the latent hatred the League had always harbored toward the Confederation. The citizens of Outreach, Ingersoll and New Canton ultimately paid the price for their Chancellor's hubris.

—From *Barbara Liao: Chancellor of Doom* by Jackson Hughes, Andurien Free Press, 2804

hoping to keep the Confederation tied up long enough for Marik reinforcements to arrive. The Confederation 'Mechs—elements of ten separate regiments—landed against little opposition and moved out, striding confidently toward the capital. The Marik commander could do nothing more than harass the Liao troops as they began to occupy the city—or so it appeared. By the first night, however, it became horrifyingly clear that occupation was not the Capellan troops' intent.

THE DEVLIN SOLUTION

Chancellor Liao's sealed orders to Colonel Devlin were simple: make the Mariks pay for their temerity in attacking Capellan worlds. Her rationale—the same failed excuse put forth throughout history by dictators and tyrants to rationalize atrocities—was to shock the Mariks into drawing back. She wanted to convince them that the cost of attacking Capellan worlds was too high to bear. Colonel Devlin and his troops—those bits and pieces of ten regiments deemed reliable enough by the Maskirovka to carry out such extreme orders—were to destroy as much of New Delos as they could reach in a short time. Civilians were not to be spared. Capellan 'Mechs, working in concert with squadrons of *Thrush* aerospace fighters assigned to ground-attack missions, lured the few Marik 'Mechs out into the open by firing on civilian targets, and destroyed them. By the time the Liao force lifted from New Delos—anxious to escape before the inevitable Marik counterat-

HISTORY OF THE NATION

tack—they had obliterated most every Marik military unit that had reached them, as well as killing upwards of 20,000 civilians and wounding more than ten times that number.

After the success of New Delos, Barbara Liao sent Strike Force Devlin to Calloway VI, only to find the Marik defenders ready for them. The battle quickly bogged down and resulted in eventual Capellan defeat. Free Worlds forces hunted those they named “the butchers of New Delos” with particular relish and offered them little mercy.

SANDOL QUINN

When Barbara Liao died in 2795, the next surviving Liao in the line of succession was Ilsa Liao, the orphaned daughter of one of Barbara’s sons. As Ilsa was too young to serve, the Prefecture chose Sandol Quinn as regent. Prefect of the Tikonov Commonality and Duke of Sirius, Quinn was the last non-Liao Chancellor in Confederation history.

Quinn was a loyal nobleman devoted to ensuring Ilsa Liao’s eventual ascension to the Celestial Throne, but he was also an ambitious man, and he spent nearly every waking moment of his regency working to increase his own and his Commonality’s prestige. With renewed fighting against House Kurita drawing many of the most elite Federated Suns units out of the neighboring Capellan March, Quinn ordered several assaults against the weakened Davion positions and captured a number of worlds. The six years of his regency were categorized by swift Confederation assaults and a number of valiant successes. Quinn was always quick to praise the soldiers—he spent much of his time off Sian, nearer the battlefield that coincidentally lay in his own Tikonov Commonality—and awarded more medals in a shorter time than any other Chancellor.

The Capellan military, still reeling from the losses at Calloway and other battles, welcomed the attention and successes. Senior colonels in the Tikonov Commonality often fought for the prestige of having the Chancellor-Regent in their headquarters, and more than one assault suffered greater casualties than necessary as the troops showed off for their commander. Ilsa Liao declined most of Quinn’s invitations to accompany him to the front lines soon after the first visit. She found the constant clamor of combat distracting and, while by no means a pacifist, disliked first-hand exposure to the massive casualties of the battlefield. These experiences would color her Chancellorship later, but at the time it gave her the advantage of having a distant regent who allowed her considerable control over Sian’s politics at a young age. Upon ascending the throne, she would put this experience to good use.

In 2801, Quinn’s regency came to an end. He turned over to Ilsa a Confederation that had grown in size at the expense of the hated Davions, and a military that took pride in its accomplishments—though it was also approaching exhaustion. Almost twenty years of constant operations had taken a large toll in men and equipment. Ilsa’s own brief military service—a two-month lance command in the Red Lancers on Sian—showed her some of that exhaustion, and one of her first concerns was finding a way to give her soldiers time to rest.



ILSA THE PEACEMAKER

Though forced to continue fighting the First Succession War, Chancellor Ilsa attempted to buy her realm some breathing room with a peace proposal to New Avalon in 2808. In return for House Davion’s concession of the Chesterton worlds, Ilsa promised to renounce Capellan claims to the First Lordship and to back Paul Davion for the position. While many in her government argued against it, some even labeling her a traitor to her ancestors, Ilsa awaited a response from the Federated Suns government. The message that finally came was delivered by the heavy ‘Mechs of the Crucis Lancers, renewing their assaults on several Capellan worlds.

DEBACLE AT CHESTERTON

Four years after the failure of her peace proposal, Ilsa Liao switched tactics with Chesterton. Four regiments of Capellan troops gathered and set off for the lost Commonality capital, expecting to surprise the defending Federated Suns troops. Operational security in the regiments held, as no one save the Capellan Strategios, the Chancellor and the Maskirovka knew the regiments’ eventual target. Unfortunately for the Confederation, a Maskirovka mole managed to warn the Davion intelligence ministry, and Chesterton’s defenders were ready and waiting.

Elements of the Crucis Lancers and several mercenary regiments allowed the Capellan units to make planetfall and move away from their landing zones before ambushing them and inflict-



Ilsa Liao and Chesterton—A gamble

Critics of the 2808 peace proposal to House Davion fail to see the artistry in Ilsa Liao's plan. Her request—the return of Chesterton and its worlds to Capellan suzerainty in return for Confederation support of Paul Davion as First Lord of the Star League—was ludicrous. It played on strong emotions on both sides of the border, pitting the ego of a Davion against the greed of Capellan nobles.

Chesterton had been the bogeyman of the Confederation from the realm's birth. Chesterton fell to a Davion assault years before the Confederation came into existence, and it remained a burning issue to the Confederation's founding states. Until well into the 31st century, the Capellan government maintained a Commonality-in-Exile for the Hargreaves family, displaced nobles from Chesterton. Whenever a Liao Chancellor tried to drum up fervor for anything, Chesterton was the lever used to move the people and the House of Scions. Even by 2808, Chesterton was a thoroughly Davion world—the oft-touted resistance movements there were no more numerous than fringe elements on any other world. By involving Chesterton in her peace bid, Ilsa Liao got the attention of nearly every noble in the Confederation.

The other side—the offer to recognize Paul Davion as First Lord—was designed to appeal to vanity and nothing else. After almost thirty years of war, there was no Star League left to be First Lord of, and precious little chance of any Successor States coming together to form a new one. It was an empty gesture, one Paul Davion made clear he saw through when he sent the Crucis Lancers to Farwell and Ulan Bator.

Had the gamble worked, Ilsa would have been hailed as a hero for the return of Chesterton, and it would have been child's play to convince the Capellan people of the Star League's utter demise. Even the lowest servitor would have laughed when the Chancellor likened her recognition of Paul Davion as First Lord to tales of the fabled monarch, King Canute, who commanded the tide to stop. But it didn't work, and the First Succession War raged on for another decade at least.

—From *Ilsa Liao: Always Watch the Quiet Ones*,
by Theo Jenks, University of Sian Press, 2904

ing heavy damage. The First and Second Ariana Fusiliers took heavy casualties, losing more than two battalions of 'Mechs in the first skirmish as the Crucis Lancers fired from prepared positions and then waded into the disorganized enemy troops. Subsequently, the Capellans were forced to consolidate both regiments into two oversized battalions. The other Capellan regiments faced similar losses in the first exchange.

Badly hurt, but still under arms and on Chesterton's virtually sacred soil, the Capellan forces hung in for two more days until it became clear they lacked the strength to overcome the Davion defenders. The senior surviving officer ordered a retreat while they still had enough 'Mechs to secure a landing zone for their DropShips, but barely two battalions out of the twelve that had landed made it back aboard. Even more damaging than the equipment losses was the capture or killing of most of the regiments' MechWarriors. It took decades for the Capellan Armed Forces to make good the loss of so many veteran troops. Soon after the Chesterton debacle, an uneasy peace settled across the Inner Sphere as the First Succession War limped to an end from sheer exhaustion.

Every Capellan frontline unit had taken heavy losses, and many were outright destroyed. In the interim before the outbreak of the Second Succession War, Chancellor Ilsa did all she could to re-equip and re-arm her troops. The hopes for peace that had characterized her first years were gone—decades of battle had brought Ilsa's inner MechWarrior to the fore, and she spent her every effort on the Capellan military. When House Davion opened negotiations for the return of Federated Suns POWs, Ilsa used them as a lever to gain major concessions, which she used to help defray the cost of the Strategios' crash rebuilding plans.

THE RED HEART GUARD

As war returned to the Inner Sphere in 2828, Chancellor Ilsa Liao knew her realm faced serious threats from the two larger, more powerful states on her borders. The Confederation could not hope to stand against concerted attacks by both the Free Worlds League and the Federated Suns. In one of the first Capellan actions of the Second Succession War, Ilsa launched a major assault against a Davion staging world, hoping to hurt the Federated Suns war effort badly enough to buy time to launch more of her own attacks. In anticipation of these actions, she undertook an intelligence operation to disguise the fact that she was stripping the Marik border of its garrisons. The Maskirovka ably used a massive disinformation campaign to keep the Free Worlds and its intelligence agency—SAFE—misinformed about the woeful state of Capellan defenses.

The Chancellor personally led the assault on the Davion world of Orbisonia in 2828, leading the Red Lancers and elements of the Prefectorate Guard against regiments of the Avalon Hussars. Many Confederation citizens cheered the Chancellor's involvement. Despite her attempts at peace near the turn of the century, she had become the epitome of a warrior-queen to many in the Confederation military, and her willingness to place her life on the line along with those of her troops earned her fanatical loyalty.

Unfortunately, however, the Capellan military had yet to recover from the long attrition of the First Succession War and the hammer-blow of the debacle on Chesterton. The Federated Suns troops were more experienced, and despite the Confederation's advantage in 'Mech weight soon rolled the invading forces back to their drop zones. Chancellor Ilsa Liao was slain in a final rearguard action, holding back the Davion defenders long enough for the remnants of the Red Lancers to board their DropShips and escape. In honor of her sacrifice, the Red Lancers have been known ever since as the Red Heart Guard.

The death of Ilsa Liao—the first Capellan Chancellor killed in battle—demoralized the Capellan military, and over the next thirty years the realm's enemies pounded on its weakening fighting forces. Ilsa's daughter Laurelli tried to stem the tide, but could do little against concerted attacks from both sides with an army harshly handled over the past decades.

DAVION PUSHES, MARIK PULLS

Anxious to capitalize on Ilsa Liao's death, House Davion launched a series of attacks beginning in 2832. The first of these, against most of the border worlds near Chesterton, were spear-

HISTORY OF THE NATION

TIMELINE: FIRST SUCCESSION WAR

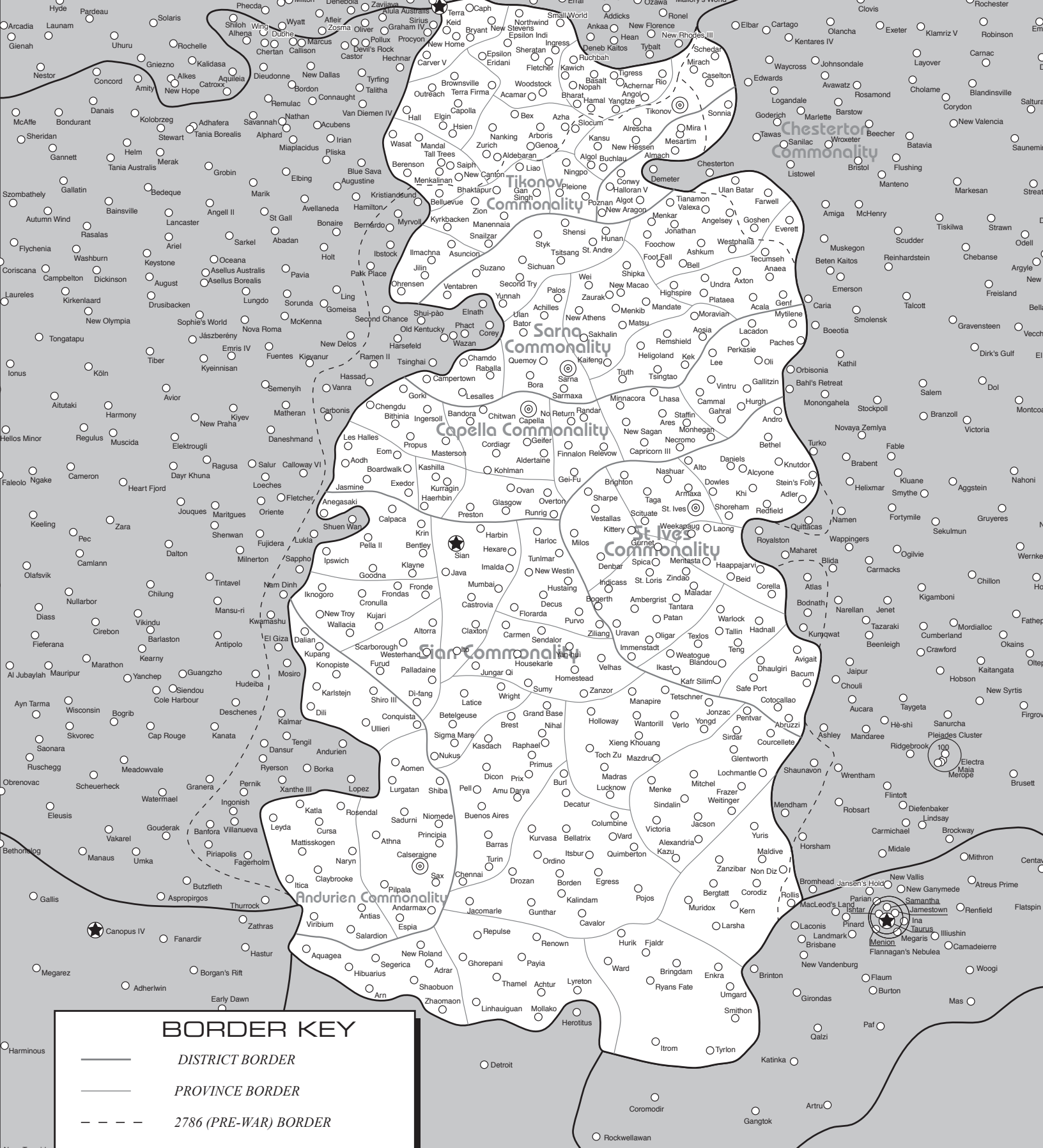
- 2785:** Confederation forces begin systemic occupation and annexation of former Hegemony worlds, taking advantage of the disorganization of the remaining HAF and militia forces. Most worlds surrender without combat, grateful to be taken into a stronger national polity.
- 2786:** (**December**) Chancellor Barbara Liao and other House Lords each declare themselves First Lord of the Star League, triggering First Succession War.
- 2787:** The Free Worlds League invades Corey and Wazan as a part of a general assault into Confederation space.
- (**October**) Confederation task forces capture several Federated Suns worlds in the Terran Corridor, reducing Davion access to Terra while gathering up more former Terran Hegemony worlds.
- 2788:** Jerome Blake claims Terra for ComStar, using former SLDF troops and mercenaries. He gains the Great Houses' consent with a combination of diplomacy and the threat of cutting them off from interstellar communication.
- 2789:** A Confederation task force razes much of New Delos in response to the assaults on Corey and Wazan. The Free Worlds League retaliates by firebombing Outreach, Ingersoll, New Canton and Hall. Chancellor Barbara Liao decides the League has not been sufficiently cowed.
- 2790:** Task Force Devlin attacks Calloway VI, hoping to replay New Delos, but a traitor leaks advance knowledge of the attack to the Free Worlds League. The Confederation task force retreats with heavy losses, including both of Barbara Liao's sons.
- 2793:** The Twenty-First Centauri Lancers destroy the Fourth Marik Militia on Negasaki, in one of their first contracts as mercenaries after the Star League Defense Force's withdrawal.
- 2795:** Barbara Liao dies; Sandol Quinn named Chancellor-regent for Barbara's daughter Ilsa. He rules with a firm plan to hand over a Confederation larger than he found it.
- 2795-99:** Concerted attacks recapture many of the Chesterton worlds from Davion, but not Chesterton itself. The Capellan victories are tainted by this lack, casting a shadow across Quinn's other military successes.
- 2796:** Confederation task forces capture enough Terran Corridor worlds to cut the Federated Suns off from Terra and the few remaining Hegemony worlds that have not already been absorbed by other Successor States.
- 2801:** Ilsa Liao ascends the Celestial Throne, gaining a Confederation larger but militarily exhausted.
- 2808:** Ilsa Liao renounces her claim to the First Lordship and offers peace to Paul Davion in exchange for the return of Chesterton.
- 2809:** In answer to Ilsa Liao's peace proposal, the Third and Fifth Crucis Lancers attack Liao worlds near Chesterton.
- 2812:** Forced into fighting, Ilsa Liao dispatches a large Confederation assault force against Chesterton, but the attack fails when a double agent warns the Federated Suns forces on the planet. The Capellan force suffers heavy losses.
- 2821:** The Confederation and the Federated Suns sign a cease-fire, ending the First Succession War.

headed by the 'Mech regiments of the Deneb Light Cavalry and the Avalon Hussars, and succeeded in capturing several Capellan worlds. In many cases, the defending CCAF forces refused to retreat and were destroyed, denying the Confederation these desperately needed troops as they fought off one attack after another. The highly trained and mobile Davion invaders were well matched against the Capellans' plodding, artillery-based defenses, and quickly broke through one defensive line after another. When the Davion advance finally halted, as much because the Davions had so many conquered worlds to consolidate as because of any action by the CCAF defenders, the Capellans breathed a quick sigh and swiftly redeployed to face other threats.

The few Capellan successes came against House Marik, which had been suffering under a ComStar communications interdiction ever since Charles Marik's ill-advised attack on the Oriente hyperpulse generator station. In the summer and fall of 2837 the Capellan military took several border worlds against disjointed and isolated Free Worlds garrisons, and many Confederation military planners envisioned making up losses to House Davion by plucking particularly juicy plums from House Marik. The interdiction's end in 2838, however, soon dashed those hopes. The Free Worlds League military soon bounced back to fighting form and engaged in fierce counterattacks against Capellan worlds.

The next twenty years, except for a series of costly raids by House Davion, passed in the grinding, fruitless total warfare that characterized much of the Second Succession War. The Confederation poured its scant military surplus into rebuilding small units again and again as they were shattered in combat against Houses Marik and Davion. Chancellor Laurelli Liao, desperate to keep her realm afloat amid seemingly endless war, did miraculous work keeping the struggling Capellan arms industry alive and providing the tools her soldiers needed to survive the constant conflicts.

Many histories present the Confederation during the Second Succession War as the first example of a desperate, resource-poor, militarily exhausted realm, but such accounts ignore the fanatical dedication shown by Capellan soldiers and citizens. While it is true that the Federated Suns and the Free Worlds League enjoyed enormous successes at the Confederation's expense, the people as a whole remained resolutely loyal and defiant against the aggressors. Many histories record Laurelli Liao as "the Chancellor who tried" while ignoring her impressive accomplishments in keeping the Capellan nation together during the war years. She traveled extensively throughout the Confederation, and died on the battlefield of service to her people just as her mother died in a BattleMech. All of her journeys had one purpose: keeping the Confederation alive and functioning. Many of her visits brought countless citizens back from the brink of despair.



BORDER KEY

- DISTRICT BORDER
- PROVINCE BORDER
- 2786 (PRE-WAR) BORDER

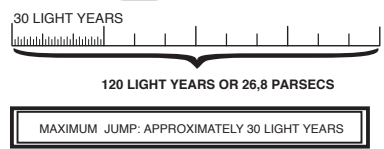
PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

CAPELLAN CONFEDERATION after First Succession War (2822)

© 3067 BLAKE'S TRUTH CARTOGRAPHIC DIVISION

LEGEND



HISTORY OF THE NATION

DAINMAR LIAO

In one of the great ironies of history, the resolute militarism of Ilsa Liao and the steadfast labor of Laurelli Liao gave way to the reign of Dainmar Liao—Laurelli's younger brother, almost universally considered the Confederation's weakest and most worthless Chancellor. How he became the Prefecture's choice is a mystery—and as the Second Succession War ground to a close, he did more damage to the Capellan war effort through incompetence than the realm's enemies did through combat.

Dainmar Liao was present on St. Ives in 2861 when the Davion Assault Guards surprised that planet's defenders in a lightning attack. Overpowered by the Guards' assault 'Mechs and the effective leadership of their commander, Colonel Melissa Davion, the defenders soon barely held a perimeter around the Chancellor's palace. The Chancellor himself, Celestial Wisdom of the Confederation and direct ruler of billions, huddled under his bed in the bunker far beneath the palace. He finally sued for peace, accepting Davion control of all the worlds the Federated Suns had claimed in the Second Succession War and making large concessions elsewhere.

Had the Second Succession War continued any longer, Dainmar Liao might have brought down the Confederation. Had it not been for the dictatorial powers enjoyed by any sitting Chancellor, he would surely have been impeached. In fact, during the immediate postwar period a number of laws were proposed in the House of Scions that would have made it easier to remove the Chancellor, but hardcore elements of the Prefecture quickly quashed those bills. Dainmar would not be Chancellor forever, they reasoned, and with peace finally breaking out they would have a chance to rebuild.

Recently recovered documents shed some light on the choice of Dainmar Liao as Chancellor. The most powerful figure in the Capellan Prefecture at the time was Angmar Liao, Duchess of Liao and Prefect of the Sarna Commonality, a powerful and ambitious woman born to a branch of the Liao family not in the line of succession. She may have intended to order the meek Dainmar killed soon after his ascension, thereby placing herself in position to be named regent for Dainmar's young son Otto. Unfortunately for her—and for the rest of the Confederation—Dainmar survived long enough for Otto to gain his majority. Nearly every Capellan citizen quietly celebrated when Dainmar abdicated to Otto in 2866.

KAMACHI IMARRA AND THE WARRIOR HOUSES

The brief gap between the Second and Third Succession Wars was filled with frantic rearmament programs as each realm tried to prepare for the inevitable next conflict. In the Confederation, first Dainmar and then Otto Liao lavished money and resources on nearly anyone with a worthwhile idea for giving the Confederation an edge against the expected hordes of Davion and Marik troops. One such idea came from Kamachi Imarra, a MechWarrior who had just mustered out of the Prefecture Guard. A fellow Capellan officer, Colonel Hiritza Hikaru, had proposed the formation of Warrior Houses, small enclaves of soldiers devoted to the Chancellor and the state who had no other vocation in life than soldiering.

Hikaru claimed that by recreating a warrior class—*janshi*—the Confederation would gain elite soldiers who could fight to victory against overwhelming odds. Hikaru died before he could found the first Warrior House, but Kamachi Imarra had become enamored of his theories. After suitable application of his own ideals to Colonel Hikaru's, Warrior House Imarra was born.

Imarra selected his future warriors from among the Confederation's secondary schools, having decided that a true warrior should be steeped in the traditions of martial discipline and glory from a young age. He took only volunteers—no conscripts, no assignments—and used a carefully chosen and trained cadre of officers and enlisted men to instruct his new warriors in the ways of combat. He raised a battalion of MechWarriors and one of infantrymen, numbers that would become the standard for all Warrior Houses.

Opponents of the new order—and there were many, as the Warrior Houses drew valuable materiel and funds away from the general reconstruction effort—claimed that these small, elite forces were using state resources far disproportionate to their size and likely effectiveness. To silence his detractors, Imarra arranged a demonstration. A small group of his best warriors would fight a like number of soldiers from the Prefecture Guard in a series of simulator and training environments.

The contest went on for two weeks, but it was clear by the end of the first week that the regular Capellan soldiers would never match the Warrior House's scores. All of the Warrior House candidates chosen to represent Imarra were young soldiers, fresh from their schools and the Imarra training program. Despite protests that the contest was rigged, impartial observers declared Warrior House Imarra the winner. In one of his last acts as Chancellor, Dainmar Liao pronounced the Imarra Warrior House ready for service with the Capellan Armed Forces.

THIRD SUCCESSION WAR

"Of course nothing has changed—we haven't won yet, have we? Of course we'll be ready to resume hostilities. We can't give up, we can't surrender. For the Confederation, the choices are fight or die. Our enemies will not be satisfied with tribute. They seek to destroy everything that makes us Capellan. You're damned right we'll fight them, against that."

—Otto Liao, 2865

In 2866 hostilities flared to life again along nearly every border in the Inner Sphere. Unlike the previous two wars, the Third Succession War was categorized by near-constant, small-scale combat punctuated by a series of larger offensives. The damage to infrastructure done by the first two Succession Wars meant that no realm—especially the resource-strapped Confederation—could afford the sort of massive assault forces fielded in the First Succession War. The general level of technology stagnated and in some cases retreated as every resource of the state went toward military revitalization. Upon the resignation of his father—whom he regarded scarcely better

than did the rest of the Capellan realm—Otto Liao made several decisions to strengthen Capellan defenses.

The first was to hire as many mercenary units as the Capellan budget would support. Mercenaries had become vital to the Inner Sphere; each realm depended on them for supplemental forces and, in rare cases, additional shock troops. More than a century of warfare had created the perfect support system for the mercenary industry, as every battle produced trained soldiers who had become disillusioned with their national militaries and yearned for something different. Many were forced to stick with the only profession they knew, but at least as mercenaries they could claim some independence.

In the Confederation, Otto Liao spearheaded the system of chartered mercenary units that survives to this day. Mercenaries were hired under specific terms, and each unit was expected to perform to the letter of its contract. Disobedient mercenaries were punished, most often with contract cancellation but sometimes with force. Many larger mercenary commands accepted Capellan offers, some of them serving for so long that they became indistinguishable from regular Capellan commands. The Fourth Tau Ceti, for example, have served the Confederation almost exclusively since the fall of the Star League, but only after Chancellor Sun-Tzu Liao's *Xin Sheng* reforms was the unit brought into the Confederation proper as citizens and regular soldiers.

ELASTIC DEFENSE

In addition to bolstering the number of troops available to the Confederation, Otto Liao directed a more controversial change in general military strategy that caused significant unrest among the nobility. A realist if nothing else, Otto Liao decreed that henceforth the Confederation would operate under “elastic defense” rather than fortifying every border world. Even with the addition of mercenary troops, the Confederation lacked the numbers to turn every border world into a fortress capable of withstanding a Davion or Marik invasion. Otto therefore ordered the creation and disbursement of various strategic reserve units, combat forces with enough transport capability to respond to an attack on several nearby worlds. He also placed small harassment units on most border planets and created a series of planet-sized defensive redoubts to supply the worlds around them.

The nobles, especially those with lands on worlds near the Federated Suns and the Free Worlds League, screamed bloody murder. The young Chancellor's name was reviled in the House of Scions, and the minutes of a Prefecture meeting record a Prefect asking the Chancellor how he intended to reclaim the lost Chesterton worlds from three jumps away. His answer shocked the assembled Prefects but revealed the clarity of the Chancellor's intentions: “I don't.”

The dream of every Capellan Chancellor since the fall of the Star League (and probably most before that) had been to expand the Confederation's borders. Otto Liao was the first to recognize that dream for the folly it was. His military could barely hold onto the worlds he already controlled; it could not hope to conquer the oth-

Elastic Defense, Inelastic Offense

We'd just gotten back from a Marik raid on Drozan. We'd taken maybe ten percent casualties, not that bad considering the usual numbers. Our 'Mechs were shot to shit, though. We needed a good month of downtime at least, time for the techs to crawl around the 'Mechs and put them back together. Time for us to crawl off-post, relax, maybe get our tubes cleaned. Decompress, you know?

Didn't happen. The Colonel told us we were going right back on ready alert when we landed. No one got more than a twelve-hour pass off the base. The techs—God bless the techs, you know? They'd been working hand and foot since we boosted from Drozan, twelve-hour shifts, trying to get the machines rebuilt from the ready stores. I thought they were going to mutiny, and I'd hardly have blamed them. My guys were all complaining, but that's what soldiers do, right?

We got back to base and things started breaking. I mean, things always break. That's a soldier's job: break things. Even the 'Mech boys, whose toys cost more than most of us'll make in a lifetime, they're really only good at breaking things. But this was bit much. Things like trucks were breaking. Doors went missing from the junior-officers' quarters. Somebody sabotaged the cooling units in the commissary. We had to eat field rations for three days. The Colonel was livid. He stood the whole unit up for a general inspection.

And then the alarm went off, and we were back on the DropShip. Elastic defense and all that. Sit in place, then respond whenever and wherever needed. No matter whether you're ready or not. Elastic? It's the opposite, and that's a fact.

—From an interview with Subcommander Georgia Berenson, 2922

er Successor States and place him on the throne of a reconstituted Star League.

The first test of elastic defense came in 2901, when House Marik attacked Sirius. Though the world sustained damage, the defensive reserves' quick response soon forced the invaders to retreat, and similar incursions were likewise contained with very few worlds falling to the enemy. In time, the Free Worlds League military elected to leave no more than light raiding forces on the Capellan border and concentrate on the Lyran Commonwealth. Otto Liao's elastic defense strategy had proven its strength.

MELANCHOLY MERLIN

Secure in the knowledge that elastic defense and reliance on mercenaries had made the Confederation safe from massive invasion (if not from attack), Otto Liao passed the Celestial Throne to his son Merlin in 2917. Many feared that the new Chancellor, often called Melancholy Merlin because of his constant air of worry, would be as timid as his grandfather Dainmar. Fortunately, that did not turn out to be the case.

Merlin Liao earned his nickname because he cared deeply about the inevitable toll elastic defense took on the Capellan military. To be successful, the strategy required keeping large numbers of troops on high alert for long periods of time—and often, these periods were broken not by rest and refit, but by combat.

By time 2930 rolled around a new, unofficial policy had formed. BattleMechs were almost too scarce to risk—Capellan commanders were learning that in an untenable situation (or even one when

heavy combat could be expected), it was far better to withdraw and preserve their forces than stick around and hope for a final, glorious battle.

THE GREAT LEE TURKEY SHOOT

In 2952 Chancellor Ingrid "Little Inga" Liao ordered a massive aerospace assault on the Davion world of Lee in the Capellan March. Though she'd been trained as a MechWarrior, Ingrid was fascinated by the aerospace arm of the Confederation military and directed large amount of funds and resources toward fighter programs. After a particularly successful aerospace battle against House Marik, she sent her fighters against Lee, hoping for a quick victory over the fortified Davion staging world. More than two hundred of the precious craft were gathered and sent, and Ingrid waited on Sian for word of the attack's success.

It was a slaughter, but not the one the Chancellor had envisioned. The Federated Suns met the heavy Capellan fighters in space and used the superior maneuverability of their *Sparrowhawk* fighters to demolish the Capellan squadrons. More than forty Capellan fighters were destroyed and the rest took heavy damage before they withdrew, leaving a large number of captured or dead veteran pilots behind just as they had at Chesterton so many years ago.

The losses over Lee forced a reorganization of the Capellan aerospace arm, a task Ingrid Liao wisely left to her colonels. She was too busy presiding over the disintegration of the Capellan military under the constant friction of elastic defense and the pressure of two-front fighting against Houses Marik and Davion. The sheer scale of the losses forced the Chancellor and her colonels to take a serious look at the readiness of the entire Capellan military, and what they found was disheartening.

Almost sixty years of elastic defense had ground the Capellan military nearly to dust. No one doubted its vital importance to the state's security, but the armed forces simply could not keep up the frantic operational tempo. Operational experience among the Capellan officer corps was abysmal; two entire generations of officers had joined up, fought and retired under the specter of elastic defense. There were no veterans of successful campaigns to rotate into the various martial academies to give the new recruits seasoning and pass on the lessons of experience. There were only near shell-shocked retirees and medically discharged vets, and they rarely had positive views of being a Capellan soldier.

The Capellan military procurement system was collapsing as well, as the attrition rate of machines matched or exceeded that for soldiers. The few intact industries in Confederation space were so overworked that they could permit no downtime. Lack of regular maintenance drove more and more industries into uncontrolled shutdowns as their production equipment failed. Unless someone found a way to bring a few years' peace to the Confederation, its future looked bleak.

TORMAX LIAO

In 2980, Tormax Liao inherited from his aunt Ingrid a Confederation on the brink of collapse. The popular ComStar history of House Liao makes it seem as though the Confederation



HISTORY OF THE NATION

hovered on the edge of a new Stone Age, but in reality things never got that bad. ComStar has become infamous for making epic “adjustments” to the details of history in order to present themselves in the best possible light. Still, even if the Confederation was not quite as near to barbarism as ComStar claimed, for a time its survival was in genuine doubt.

Even though they suffered the effects of constant warfare just as acutely as the Confederation, Marik and Davion worlds had far larger populations and stores of materiel to draw on. Both realms had hinterlands composed of worlds barely touched by war, or only sporadically affected by bandits or the consequences of shifting resources to wartime needs. These worlds could at least produce soldiers and basic equipment. Nearly every Confederation planet, densely packed as they were, had felt the caress of an invader’s whip since the fall of the Star League. The Confederation occupied so little territory by comparison to the other Successor States that every world was a potential target for enemy raids. Even Sian had been struck by the Seventh Crucis Lancers in recent memory.

Tormax Liao knew all this, and also knew how exhausted his military was. The frontline regiments were nearly shattered—none possessed more than seventy percent of their authorized strength—and the Home Guard was reeling from being forced to train and forward so many soldiers to regular line units. Tormax did what he could, adjusting troop rotations and increasing the use of the Capellan Hussars in border disputes, a practice Ingrid Liao had begun with limited success. He ordered overhauls of much of the Capellan military, including the aerospace innovations that resulted in the *Transgressor* aerospace fighter. His colonels revamped much of the Home Guard, consolidating those formations that had won victories into useful training cadres and relying even more on mercenaries. Several Capellan worlds hosted no garrisons aside from mercenary troops, with surprisingly few repercussions.

The state itself foundered as the military did. Few in the House of Scions had the bravery to question the exorbitant military budget when enemies were attacking on all sides, but some tried. A number of nobles appeared to be laying odds on the Confederation’s survival—the Maskirovka intercepted a number of quiet feelers from border-world dukes and *lamas* seeking terms for surrender to the Free Worlds League. Each of these transgressions was made public and harshly punished. Beset from outside and shackled with an increasingly disloyal nobility, Tormax was a man using both hands to build bricks without straw. He trusted none but family.

That was his worst mistake.

DIABLO TAKES CHARGE

Maximilian Liao had briefly commanded the Red Lancers as head of his father’s bodyguard. His short military service earned him the nickname Diablo—devil—from Free Worlds forces he fought near Andurien. He was a cunning man, always quick to exploit an advantage and cut an opponent’s legs out from beneath him. By 2990, he had assumed a position on his father’s staff and a seat on the Prefectorate. He watched his father work himself nearly to death trying to hold the Confederation together, to give it the tools it needed to fight off its enemies. He knew he would be

The Capture of the King

Several Chancellors have been assassinated throughout Confederation history. One died in battle, and at least one killed himself. None of them was a victim of a coup until Tormax fell prey to his duplicitous son Maximilian. That Maximilian succeeded is testament to his personal charisma, as well as the dangerous dual nature of the Chancellor’s power and the overriding ideal of service to the state that every Capellan learns at primary school. By using his military prowess to establish himself as a victor in the public mind—in fact, making himself the shining example of military adventurism that his father was not—Maximilian cemented the loyalty of the Capellan Hussars and the Warrior Houses. Every soldier swears loyalty to the state and the Chancellor, but neither appears on the line with them, producing victories they can brag about in bars and brothels. Neither state nor Chancellor gives them gifts of lands and money, incomes to support families or mistresses. Maximilian understood well the human need for direct comfort and the overriding power of personal greed. His father, Chancellor Tormax Liao, sent rousing missives from Sian and struggled with every breath to keep the Confederation alive. A small group of soldiers were not his concern.

Maximilian knew that soldiers, above all others, can project power out of scale with their numbers. He let his father concentrate on the Confederation, while he concentrated on the men with the ‘Mechs. In the end, those same ‘Mechs gave him the power to depose his father.

Chancellor someday, and he feared for the realm he might inherit by the time his father died or abdicated.

So he decided not to wait.

MAXIMILIAN TRIUMPHANT

An elaborate ruse that combined military adventurism with social disorder allowed Maximilian to distract his already harried father and ensure Tormax’s downfall. Maximilian orchestrated the deployment of the Capellan Hussars and much of the Warrior Houses to the Davion border, to put down supposed insurrections and demonstrate the Confederation’s ability to defend itself against the Federated Suns. Maximilian was appointed to lead this force, and Tormax gave them a rousing speech when they departed Sian. Upon their return, the situation would be much different.

Maximilian used the journey to buy the loyalty of a few last holdouts in the Warrior Houses. He used little direct bribery—the loyalty of the Warrior House orders is a bedrock article of faith among them—but instead relied on methodical arguments to convince them Tormax was doing the Confederation more harm than good, and that the realm needed a new voice and a new direction. The so-called insurrections—surreptitiously funded by Maximilian—were easily put down. In one instance, the soon-to-be Chancellor is recorded as single-handedly convincing the “insurgents” of the hopelessness of their cause and forcing their surrender. That the architects of this particular insurrection were longtime friends of the heir to the Celestial Throne, with whom they shared seats on many corporate boards, was left out of the daily reports to Sian.

Using the successful end of the insurrections—and the alleged cowering of the Davion threat, of which no official record exists—Maximilian shipped back toward Sian at the head of the Capellan

HISTORY OF THE NATION

Hussars and a body of Warrior House troops wedded to him personally by oaths of loyalty and not a few debts. He sent word ahead by trusted couriers with evidence he had manufactured against his father, poisoning the Prefecture against Tormax before the Chancellor realized his position was under attack. The shock of his son's betrayal blinded Tormax to these political maneuverings until it was too late. By the fall of 2990, Maximilian Liao was elected Chancellor and his father was in shackles.

And he did it all without firing a shot in anger.

MAXIMILIAN DUPLICITIOUS

The usurpation of Tormax's throne provided an early model of how Maximilian Liao would lead as Chancellor. He spent the early years of his reign cleaning up the messes his ascension had caused. By manipulating the loyalty of the regular military and the Warrior Houses, Maximilian had created a stark divide between the two organizations. The military saw him as a great leader who would send them against the Marik and Davion enemies in victory after victory. The Warrior Houses, swayed by his promises of honor and loyalty and combat, expected him to rein in the wasteful military excesses of the Strategios. The people and the Prefecture looked to him to ease the oppressive (but necessary) policies of his father. Where these competing interests might have driven some men insane, Diablo reveled in it.

The regular military he placated by instituting a massive overhaul of combat doctrine—including a reevaluation of elastic defense and the various restructurings begun by meddlesome Chancellors. Where previous Chancellors had embroiled themselves personally in these sorts of policy changes, Maximilian merely directed it. By keeping his nose out of the specifics, he gave the Strategios nearly free rein to experiment—and thereby kept them too busy to pester him for adventurous orders. He had similar plans for the Warrior Houses—but rather than change policy, he changed scale. At the end of Tormax's reign, there had been four Warrior Houses. Soon there would be eight, all of them swearing personal loyalty to the office of the Chancellor.

To the Death (Commandos)

One of Tormax Liao's few interferences in the military operations of the Strategios was the creation of the Death Commandos, a group of soldiers drawn from the Warrior Houses who were personally loyal to the Chancellor and served as the elite strike troops of the Confederation. After Maximilian's coup, the Death Commandos were reorganized. Many of them, loyal to Tormax, had died in the quiet conflict that raged for two nights on Sian while forces loyal to Maximilian eliminated the holdouts of his father's regime. Though the Commandos were quickly reconstituted, their fate was in limbo. They operated under the aegis of the Strategios, but their troops were all former Warrior House members. The two groups, though loyal Capellans to a man, disagreed on many things.

Tired of the constant bickering, Maximilian Liao decreed that the Death Commandos could recruit from the entire CCAF, not just the Warrior Houses. This brought more traditional tactics into the Commandos' ranks and reminded the former Warrior House soldiers that they were members of the CCAF first, and Warrior House troops second.

ANTON AND THE WOLF

The Maskirovka gained considerable increases in funding and operational independence during Maximilian's reign. Barely five years after assuming the Chancellorship, Maximilian and his intelligence apparatus had thoroughly penetrated the Free Worlds bureaucracy along the Capellan border. In every instance, he encouraged nascent disloyalty in the fractious Free Worlds nobles, often offering under-the-table trade and military support to rebellions against Janos Marik, then Captain-General. The crowning achievement of this scheming was the revolt of Anton Marik, brother of Janos and Duke of New Delos.

Anton Marik hungered to be Captain-General, and the enticements offered by Maximilian Liao convinced him to launch an open rebellion against Janos' government. He gathered as much support as he could and in 3014, with military aid from the Confederation through the elite Wolf's Dragoons mercenary unit, moved against his brother. (He was also promised marriage to Maximilian's daughter Candace, but that union never came to pass.)

The deadly 'Mechs of the Dragoons led Anton's forces to victory after victory in the first months of the rebellion, and these successes brought more troops to the rebel duke's side. As his campaigns continued to succeed, Anton grew bolder. Convinced of his own superiority, he began to interfere with his generals' plans. Before long, his meddling cost him the initiative, and even the Dragoons' fearsome prowess could not save him. He sowed the seeds of his own destruction when he turned on the mercenaries, murdering more than a score of their dependents. The Dragoons' vengeance has become the stuff of legend, and the death of Anton Marik ended Maximilian Liao's schemes to control the Free Worlds.

That those schemes cost him nothing but the lives of millions of Free Worlds citizens and the services of a first-rate mercenary unit did not escape his notice. Traditional Capellan regiments were untouched and none of his planets had been attacked. And it almost worked.

Maximilian came up with more schemes, most of them directed at House Davion and its new First Prince, Hanse Davion. While he plotted and trusted his military to hold the line, the Federated Suns spent the years between 3015 and 3020 sending out probes to hammer Capellan defenses. The AFFS appeared to hold the CCAF in contempt, as demonstrated by raids against St. Ives, a Commonality capital, and even one against Sian. Confederation regiments scrambled to meet these attacks, but could not keep up. By 3018, Davion forces were raiding a new Capellan world each month.

McCARRON'S WAR

In response to these Davion attacks, Maximilian ordered Archibald McCarron, commander of the Confederation's premier mercenary unit, McCarron's Armored Cavalry, to strike into Federated Suns space and disrupt the Davion war machine. McCarron and his regiments embarked on a three-year campaign of swift raids and deep strikes designed to confuse and harass the Capellan March defense system. The five McCarrons' regiments struck more than a dozen worlds, routing the militia or mercenary forces that guarded each one and withdrawing before heavy AFFS

forces could be brought to bear against them. The MAC's only real setback came when the unit chanced upon a detachment of Davion Guards on Beten Kaitos. The elite House troops fought the MAC to a standstill before the mercenaries withdrew.

In the Confederation, news of McCarron's victories brought a resurgent sense of morale across the realm. The Chancellor played these tidbits of good news for all they were worth in the Capellan press, and used the resulting political clout to get many of his own programs begun or continued. With public attention focused on McCarron's war with House Davion, Maximilian Liao directed the Maskirovka toward domestic operations that further secured his control of the state and eliminated the last lingering naysayers who remembered just how he had attained the Celestial Throne.

MICHAEL HASEK-DAVION

When Prince Ian Davion died on Mallory's World, the throne fell to his younger brother Hanse. That succession was not without conflict, however; the young duke of the Capellan March, Michael Hasek-Davion, also coveted the First Prince's throne. Though he'd sworn loyalty to the new First Prince like every other noble of the Federated Suns, Michael never got over the loss. He nursed a secret hatred of Hanse Davion, and that hatred was the lever Maximilian Liao needed to launch an intrigue in hopes of repeating the success of Anton's Revolt in the Free Worlds League.

In 3022, Maximilian's entreaties and platitudes convinced Duke Michael to conclude a secret non-aggression treaty between the Confederation and the Capellan March. Maximilian offered several Capellan systems in exchange for open rebellion against Hanse Davion, but Duke Michael demurred. The next three years saw intense—if clandestine—negotiations between Maximilian and Michael Hasek-Davion as each attempted to gain advantage over the other.

Documents recently recovered from that era illustrate the supreme arrogance of both men. Chancellor Maximilian Liao, sworn enemy of the Federated Suns, saw Michael Hasek-Davion as an embodiment of the weak-willed nobleman endemic to that realm. He thought he could entice the Capellan March into revolt against New Avalon and then swoop in and crush both sides after they'd bled each other dry. At the very least, he figured to take much of the Capellan March and hold it after he sued for peace. For his part, Michael Hasek-Davion had similar plans: he'd unseat Hanse and then turn and crush the Capellan Confederation, making him a hero to the people of the entire Federated Suns.

Whatever their private hopes, neither man truly believed the other's word. Maximilian continued with his other plans, content with the status quo. His negotiations thus far had cut Davion attacks on his worlds in half, and the secret provisions of his 3022 accord with Duke Michael meant the raids that did occur weren't as damaging as they might have been. The people on the border worlds slept a bit more peacefully at night, but the business of running both nations continued as it always had: through conflict.

It is interesting to note the approaches both men took in their subterfuges. The Chancellor offered several Capellan worlds to Duke Hasek-Davion as bribes; how the Capellan citizens on those

Liao, Davion and Mercenaries

By the turn of the 31st century, mercenaries were doing the bulk of the fighting between the Capellan Confederation and the Federated Suns. In the last years of the Third Succession War, the Federated Suns was perhaps the largest employer of mercenary regiments in the Inner Sphere, and many of those regiments fought and died on the Capellan border. Hanse Davion, always anxious to keep his enemies off-balance, employed mercenaries as offensive troops and as garrison soldiers to free his own regular regiments for other duties. Along the Draconis Combine border, mercenaries mostly served as garrison troops, but against the Capellan Confederation—which he held in far less regard than he did the Combine samurai—Hanse Davion let his mercenaries carry the weight of attacks and raids as well.

Regiments such as Tristram's Terrorists and Vestal's Stilettoes were active against the Capellans and known as enemies of the Confederation. Many mercenary regiments came to be as fiercely hated as regular Davion units by Capellan border populations. In fact, when House Davion wanted to remind the Chancellor that even he was not beyond reach, they sent the two regiments of Smithson's Chinese Bandits rather than a frontline RCT to raid Sian. Though many mercenary regiments were destroyed, many more stood ready to replace them.

Action against House Liao was a mercenary regiment's chance to build a name. Most other nations refused to give mercenaries primacy of place in assault fleets, but Hanse Davion often sent mercenaries with little more than AFFS logistical support and a liaison officer. The draw of glory—and the enhanced contracts such glory could bring on the Galatea merc markets—brought mercenaries to Hanse Davion's banner, and he spent them like coin to keep the Confederation guessing. That such spending preserved regular AFFS units was an added benefit, one the wily Prince Hanse no doubt relished.

worlds would have felt being abandoned by the Confederation is a subject of some conjecture. Would the *Sheng* with holdings on worlds like Remshield and Jonathan have been satisfied to become nobles of the Federated Suns? Would the planetary militias and members of the CCAF who'd bled to keep those worlds Capellan over the years simply lay down their guns and allow the AFFS free rein? Would the Prefecture have accepted such a fait accompli, all to see Davion killing Davion? Given the sheer amount of conflict brought about by a similar disposition of the Andurien worlds, it seems likely that the worlds Maximilian was willing to barter away would have become hotbeds of discontent and conflict for generations—much like worlds conquered by force.

Duke Michael likewise viewed the universe through the lens of his own hubris. Toppling Hanse Davion may well have been militarily possible, but the citizens of House Davion's Crucis March would never have accepted Hasek rule. The Sandoval family, obsessed with the Draconis Combine, may well have allowed the fighting to continue as long as it did not weaken the border with House Kurita, but unless Duke Michael proved himself capable of seeing past the Confederation, he would never have found support there. And his own people, the citizens of the Capellan March, almost uniformly hated the Confederation. Much of this hatred could be laid at the feet of Duke Michael's propaganda machine, but centuries of raid and counter-raid had done much to cement it. Admitting to

HISTORY OF THE NATION

Operation Doppelganger

The Confederation's vaunted Sian University could not compete with the New Avalon Institute of Science in knowledge or technique, but neither could the Federated Suns' Ministry of Information, Intelligence and Operations compete with the Maskirovka in sheer ruthlessness. Where Davion-sponsored intelligence operations might be denied because they were too costly, the Maskirovka cared only about results. One of the longest-running and most expensive operations the Maskirovka undertook came from the fruits of the capture of several Davion geneticists on Sanilac. These scientists were put to work for a black operation that the Maskirovka named Doppelganger. This project had one purpose: to create as perfect a duplicate as possible for a person of interest in the Federated Suns.

A duplicate for First Prince Hanse Davion.

After years of work and preparation, the opportunity came for House Liao to replace Hanse Davion with the double. For months, the double assumed the First Prince's identity and began to shift Federated Suns policy closer to House Liao's interests. A number of projects were threatened before the double was revealed, and if it hadn't been for the unlucky survival of a member of Hanse Davion's personal staff, the double might have ruled the Federated Suns into the ground.

Once the double was exposed and the rightful First Prince placed back on his throne, the Third Succession War crawled to a close. Doppelganger was perhaps the last significant act of that war, and Maximilian drove its limited successes for all they were worth. When hostilities petered out, he set the Capellan Armed Forces to rebuilding and the Maskirovka on to new projects. Much of the funding spent on Doppelganger was redirected toward efforts to turn Duke Michael Hasek-Davion.

Doppelganger would have far-reaching consequences. The few in the Federated Suns who were allowed to learn the full truth reacted with disgust and loathing for the Capellan Confederation. We now know that the information was also shared with the Suns' new allies, the Lyran Commonwealth, where it prompted much the same response. The truth of that would become clear just a few years later.

—From *The Devil You Didn't Know: Diablo's Secret Programs*
by Anson Roswell, Solaris Press, 3059

collusion with House Liao—even collusion intended as a double-cross—would have gutted Duke Michael's support base.

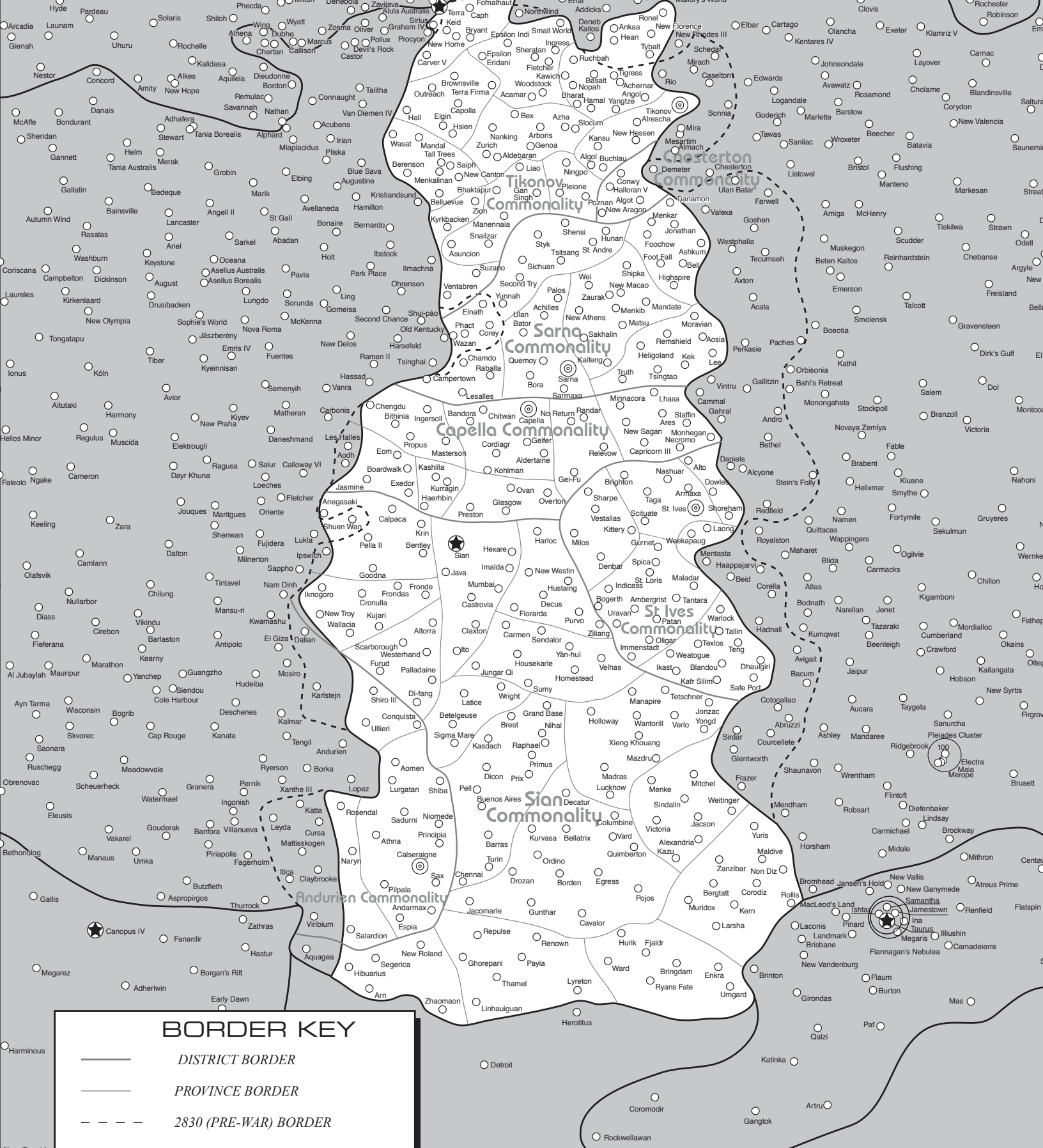
In reaction to the growing alliance between the Federated Suns and the Lyran Commonwealth, Maximilian Liao joined the rulers of the Free Worlds League and the Draconis Combine in a loose confederation dubbed the Concord of Kapteyn. Under the terms of this concord, each realm agreed to share information on the Suns-Commonwealth axis, and Houses Marik and Liao pledged the support of several mercenary regiments should hostilities resume against any of the signatories. Chancellor Liao viewed the concord as just another scheme to bear fruit for the Confederation. Documents show he cared little for either of his allies, and may have intended to renege on his military commitments if the Free Worlds League was attacked.

Unluckily for Maximilian Liao, the nascent Federated Commonwealth had little interest in House Marik. They had other targets in mind.

TIMELINE: SECOND AND THIRD SUCCESSION WARS

- 2826:** *Vindicator* BattleMech enters service, serving with distinction on Tikonov.
- 2828:** Chancellor Ilsa Liao leads an attack on Orbisonia and is killed in battle while leading a rearguard that allows her troops to escape.
- 2829:** House Davion launches assaults along the Chesterton border, pressing the Confederation defenses hard as they drive toward Tikonov. When they finally reach it, they will attack and be repulsed three times in three years.
- 2832:** First Battle of Tikonov.
- 2833:** Second Battle of Tikonov.
- 2834:** Third Battle of Tikonov.
- 2837:** Capellan forces attack Cursa on intelligence from ComStar—which, when SAFE discovers the motive behind the assault, results in the destruction of the HPG on Oriente by Free Worlds League military forces and ComStar's subsequent interdiction of Free Worlds League; Capellan forces capture several Marik worlds as a result.
- 2838:** *UrbanMechs* defend Carver V from Marik attacks, in one of the first uses of specialized 'Mechs.
- 2840:** Capellan Confederation captures Asuncion, a symbolic victory but the first of several over-extensions now that the Free Worlds League has regained access to ComStar HPGs.

The Chesterton Decree grants the Hargreaves family stewardship (and Prefecture voting privileges) for lost Chesterton—a state of affairs that gains the Confederation access to the massive Hargreaves fortune and allows the Hargreaves family to retain a modicum of authority in Confederation affairs.
- 2846:** Free Worlds League retakes Asuncion, marking the beginning of a counteroffensive the CCAF will be hard-pressed to defend against.
- 2854:** By this point, most of the worlds captured from House Marik during the ComStar Interdiction are lost to counterattacks, and the CCAF is firmly on the defensive. The Confederation's logistical system is on the verge of collapse, and most combat units are suffering from extreme exhaustion.
- 2861:** Davion Assault Guards attack St. Ives, driving Chancellor Dainmar Liao below ground and forcing him to sue for peace before the massive enemy assault 'Mechs bring Tian-tan down around him.
- 2862:** Dainmar Liao signs peace accord with Federated Suns, recognizing Davion territorial gains and ending hostilities.
- 2864:** Second Succession War ends; Kamachi Imarra forms Warrior House Imarra and begins its specialized training.
- 2866:** Third Succession War begins. Capellan March forces under Jason Hasek invade the Confederation; Dainmar Liao resigns in favor of Otto Liao.
- 2901:** Operating under the new principles of elastic defense, Capellan troops defeat a deep raid against Sirius. Though many of the establishment scream treason at the idea of trading space for time, Capellan military planners recognize that the CCAF has dwindled to a size incapable of defending every world at once.



BORDER KEY

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

PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

CAPELLAN CONFEDERATION after Second Succession War (2864)

© 3067 BLAKE'S TRUTH CARTOGRAPHIC DIVISION

LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



HISTORY OF THE NATION



TIMELINE: SECOND AND THIRD SUCCESSION WARS

- 2905:** Otto Liao and Joseph Davion II sign the temporary Armistice of Van Diemen IV, agreeing not to attack JumpShips. All Successor States unofficially adopt this practice, as the unrelenting open warfare of the First and Second Succession Wars has all but eliminated JumpShip production facilities and the know-how to create more.
- 2920:** Warrior Houses Kamata and Hiritsu form as the Imarra regiment proves its worth.
- 2928:** Major Troi Lu Sann raises a fourth Warrior House during a lull in the fighting.
- 2930:** Détente between the Confederation and the Federated Suns ends when the AFFS attacks New Aragon. The Strategios scrambles to respond, but a general assault along the border limits their options.
- 2942:** Erica Laurel holds off a Davion assault on Hsien long enough for Warrior House Kamata to arrive, in one of the few victories the Confederation can claim during this period.
- 2952:** A Capellan aerospace assault over Lee, dubbed Great Lee Turkey Shoot, is savagely defeated; the loss prompts a reorganization of the Confederation's scant aerospace assets and is the driving force in the development of the new aerospace fighter that will become the *Transgressor*.
- 2970:** The Xiang Khouang Home Guard is massacred; Chancellor Ingrid Liao blames the Federated Suns, though no proof is ever presented.
- 2982:** *Transgressor* aerospace fighter enters service, figuring strongly in the defense of Tikonov the next year and signaling a resurgence in the Capellan aerospace service. Though their numbers remain low, the Capellan pilots' performance equals that of their Marik and Davion counterparts.
- 2987:** The AFFS attempts six assaults on Tikonov, all of which fail thanks to a combination of stubborn defense and a steady trickle of reinforcements. The end of the fighting is a barely noted sign of the increasing exhaustion of both realms' militaries after more than a century of steady warfare.
- 2988:** Death Commandos form, becoming the elite of the Confederation armed forces. They are comprised solely of recruits from the Warrior House orders and swear personal fealty to the Chancellor.
- 2990:** Maximilian Liao deposes his father Tormax and assumes the Celestial Throne, using a combination of military subversion and public attitude adjustments to declare his father incompetent to rule.
- 2991:** Warrior Houses Dai Da Chi, Fujita, Ma-Tsu Kai and Ijori form by order of Maximilian Liao, as a means of strengthening his control over the military. The new Warrior Houses quickly make names for themselves in the near-constant raids and counter-raids that punctuate the next quarter-century.
- 3014:** With urging from Maximilian Liao and the support of Wolf's Dragoons, Anton Marik launches a rebellion in the Free Worlds League, but is ultimately defeated after turning on Wolf's Dragoons. Liao's involvement is underplayed, though Janos Marik will remain distrustful of House Liao even as he later signs the Concord of Kapteyn.
- 3022-25:** McCarron's Armored Cavalry embarks on three years of raids into Federated Suns space in retaliation for a damaging series of raids conducted by the AFFS between 3015 and 3020. The raids are a smashing success, drawing the attention of the AFFS throughout the Capellan March for three years. The CCAF takes the time to refit and attempt to rest, though they do not quite reach active status again before the end of hostilities.
- 3024:** The Concord of Kapteyn—a loose alliance meant to defend against the growing power of the Steiner-Davion alliance—is ratified by the Capellan Confederation, Draconis Combine and Free Worlds League. While not as inclusive in scope as the secret Federated-Commonwealth Document, the Concord does allow for intelligence sharing and limited military support.
- 3025:** End of Third Succession War.

FOURTH SUCCESSION WAR

"Here, my love—I give you the Capellan Confederation!"

—Hanse Davion, to his wife Melissa Steiner-Davion

The period of détente from 3025 to 3028 can be characterized as the calm before the storm. Each of the five Inner Sphere realms was exhausted, militarily and economically. Regiments struggled to refit, cities to rebuild, manufacturing to restructure. The Third Succession War had raged for generations and many were thankful for the quiet of semi-peace. The Capellan military concentrated on giving its units much-needed rest and refit periods, while the Maskirovka kept careful watch on the Confederation's borders. Massive troop movements in the Federated Suns and the Lyran Commonwealth initially caused some concern, but the Maskirovka accepted the positions of the Commonwealth and Suns governments: the movements (Operations Thor and Galahad) were strategic redeployments and training exercises, defensive in nature. The Confederation was doing much the same, albeit on a much smaller scale. Besides, almost every media outlet in the Inner Sphere was overwhelmed with shock at the announcement of the engagement of First Prince Hanse Davion of the Federated Suns to Archon-Designate Melissa Steiner of the Lyran Commonwealth. As the border clashes of the Third Succession War appeared to be over, public attention turned to the world where war never ended: Solaris VII.

The Legend-Killer

One of the few friends Justin Allard made on Solaris was Gray Noton, the so-called Legend Killer of Solaris. Noton, a former champion MechWarrior, had retired and entered the underground business of information trading. He was known to broker information and even special operations teams from his headquarters on Solaris, and is suspected of participating in a number of high-risk 'Mech operations. Rumors persist that he was responsible for the action that cost Justin Allard his arm and led to the trial that ejected him from the Federated Suns.

Whatever his role, Maskirovka records show they had many dealings with him through intermediaries on Solaris in the years before Justin Allard's arrival. Noton is known to have helped finance Allard's rise through the arena, and even lent the MechWarrior the use of his *Rifleman*—Legend-Killer—in his final fight with Philip Capet. Noton was murdered that same evening, and Allard left Solaris soon after. The Solaris police never identified Noton's assailant, though the personal records of Lord Tsen Shang indicate he believed Allard had committed the murder.

JUSTIN ALLARD

Most intelligence agencies with a presence on Solaris VII marked the arrival of Justin Xiang Allard on that world. Usually, the arrival of yet another MechWarrior on the Game World was hardly an event of note—but Allard's presence was sure to inflame the already high tensions among the various stables and fighters. Wounded in combat in the Capellan March, Allard's treason trial had been widely broadcast across the Federated Suns. When Hanse Davion personally denounced him, he became a figure of note across the Inner Sphere. Many called Allard, who was half-Capellan, a traitor to the Federated Suns; others wondered that he was still alive. Exiled from the Suns, Allard fled to the Game World to enter the MechWarrior competitions.

From the start, Justin Allard targeted Federated Suns fighters on Solaris. His skill in a 'Mech swiftly made him the focal point of several popular feuds, culminating in his defeat of Suns favorite Philip Capet. Allard vanished from Solaris soon afterward, eventually reappearing on Sian in the court of Maximilian Liao.

Impressed with Allard's fighting ability and cognizant of the service he had done the Capellan state in defeating so many Federated Suns MechWarriors, Maximilian offered him a position with the Maskirovka. Allard, angry with his former homeland, gladly began service as an analyst dealing with the Federated Suns. This put him into direct conflict with his father, Quintus Allard, head of Davion's MIIO. Justin Allard did excellent work for the Chancellor and the Maskirovka, and it wasn't long before Chancellor Liao promoted Allard and his partner—Tsen Shang, who would later become Director of the Maskirovka—to leadership of a "crisis team" of analysts focusing on the Federated Suns. As part of this promotion, Allard was given access to the intelligence from Maximilian's clandestine arrangement with Duke Michael Hasek-Davion of the Capellan March.

The Maskirovka maintained a close watch over Justin Allard even while he served the Capellan state. Though he had the Chancellor's

ear and appeared to be doing well for the Confederation, many inside the Maskirovka feared he might harbor some lingering loyalty to his former homeland. They ignored his half-Capellan heritage from his mother (Quintus Allard's first wife) and maintained tight surveillance. Allard gave them no sign of disloyalty, and before long they redirected those resources elsewhere.

Allard's position was put to the test in August of 3028 when the Chancellor's party reached Terra to attend the wedding of Hanse Davion and Melissa Steiner. Maximilian had ordered his daughters Candace and Romano to attend the wedding with Justin Allard and Tsen Shang, allowing him to keep his experts on the Federated Suns with him during the important event. The meeting of Justin Allard and his family—the first time Allard had seen them since his banishment—was cold, to say the least. Any lingering doubts about Allard's loyalty were laid to rest as the wedding began. The real shock, however, came at the reception following the ceremony. With his wedding toast, the First Prince of the Federated Suns declared war on the Capellan Confederation.

OPERATION RAT

Even as the Prince and his wife were cutting their wedding cake, the first JumpShips were delivering the DropShips of dozens of Davion RCTs to Capellan systems in the Sarna and Tikonov Commonalities. Davion's Operation Rat—the invasion of the Capellan Confederation—had been in the offing ever since the Operation Galahad exercises had proved to the Prince that he could rapidly move large numbers of troops around. Every other realm—save for the Lyran Commonwealth, which launched its own attack into the Draconis Combine—had dismissed Galahad, but the real threat it posed had just been revealed.

The leading elements of the Davion invasion struck swiftly and unexpectedly, and shattered all their targets. The Capellan military had barely begun rebuilding, and the overwhelming force displayed by the Davions meant that even the most robust Confederation units had little hope. Where a Capellan battalion defended a world, the AFFS arrived with a regiment. Where a Confederation regiment gathered, three Davion regiments came calling. The stalemated grind of the Third Succession War was not a pattern Hanse Davion wished to repeat; his troops proved his new methods of warfare worked, and worked ruthlessly.

The men and women of the Capellan Armed Forces put forth their best effort. To their credit, many of them died in the attempt to repulse the invaders. The advanced planning and sheer numbers of Davion troops, however, meant there was little they could do. Armed with the knowledge gleaned from analyzing the Galahad and Thor maneuvers, the AFFS struck hard and fast and gave no quarter. Most of the units involved in the first wave were regiments from the Crucis March, or household guard units that answered directly to Prince Hanse Davion rather than the lord of the Capellan March, Duke Michael Hasek-Davion, which gave House Liao no hope of any leverage with the enemy.

Nine worlds fell to House Davion in the first wave of Operation Rat, including Liao, the ancestral homeworld of the Liao family. Also targeted were three of the Chancellor's elite Warrior Houses,



Hints and Shadows

It appears certain now that Hanse Davion suspected his brother-in-law, Michael Hasek-Davion, of treating with Maximilian Liao. The exchange of military data between Chancellor Liao and the lord of the Capellan March shows inflation and undervaluing of troop strength, materiel readiness and asset placement on both sides. Both men lied to each other about the relative strengths of their militaries and the status of units along the border, each trying to gain advantage over the other.

It recently came to light that the data provided to Michael Hasek-Davion from the First Prince's MIIO and the AFFS High Command on New Avalon was doctored as well. Hanse Davion (or more likely, Quintus Allard) provided Duke Michael with information that misrepresented the strength of Crucis March units in Capellan March space. It seems likely they were using this information as a double-blind test of Michael's loyalty. It has been common practice for millennia to feed a suspected traitor false data and see if that information can be confirmed by loyal assets in the enemy's camp. Since Michael was passing this information to Maximilian Liao's government—a government we now know Quintus Allard's MIIO had thoroughly penetrated—there is little chance MIIO agents did not see this faulty data and report it to their superiors.

One wonders how much more damage might have been done by Operation Rat had it not been partially hamstrung by Michael Hasek-Davion's treason.

and in each case the AFFS assigned frontline regiments support by mercenary auxiliaries to make sure the job got done. The waves that followed would repeat this tactic, each precisely targeted to overcome local defenses and tangle the delicately balanced web of elastic defense. The Capellan forces on each world sold themselves dearly, but the scale of the invasion outpaced even the most liberal planning of the CCAF, and the Capellan response was disjointed and ineffective. Elastic defense called for the consolidation of military strength against incursions, but these incursions were too numerous to counteract. Battalion after battalion gave their all in the defense of the state as their duty demanded, but the Davion juggernaut rolled onward.

The invasion was particularly costly for militia and Home Guard formations. Standing orders for frontline regiments were to withdraw when their position became untenable, in order to preserve the Confederation's scant BattleMech resources. The sheer speed of the Davion attack, however, made withdrawal impossible for many units, and captured Davion documents show that the invaders were specifically tasked with preventing withdrawal whenever they could. The AFFS did not intend to let a single 'Mech escape that might face them again on another Capellan world. For Home Guard formations, escape had never been an option, and so the invasion meant almost certain death in battle.

THE DEATH OF MICHAEL HASEK-DAVION

On Sian the prevailing attitude was one of gathering counterattack. Maximilian Liao and his family, including the crisis team of Tsen Shang and Justin Allard, watched as world after world fell to the first three Davion invasion waves. Liao's Concord of Kapteyn

allies had no help to send: the Draconis Combine was under heavy attack by Lyran Commonwealth regiments and Janos Marik was unwilling to draw the ire of a newly powerful Commonwealth when his forces were still dealing with the lingering effects of Anton Marik's rebellion from a decade earlier.

By December 3028 the full weight of the assault was wearing heavily on Maximilian Liao's shoulders. He sent angry missives to his commanders around Tikonov and Liao, but no answers came—many of those commands had been destroyed by the time the messages reached them, and others had already retreated in the face of overwhelming Davion force. The defection of the Northwind Highlanders' four regiments was a master stroke of diplomacy by Hanse Davion's government, and the Fox's military commanders wasting no time in redeploying the RCTs facing those veteran regiments against other Capellan commands. Both the Capellan military and the Maskirovka seemed helpless to react, until the Maskirovka raised an intriguing possibility.

A number of logistical choke points had been identified in the Davion invasion plans, and six worlds were isolated from intelligence data as holding significant stockpiles. Capellan military strategists seized on this information as a way to stop the invasion in its tracks and give the Confederation a chance to gather its forces and counterattack. Dubbed Operation Riposte, the attack proceeded after the data was corroborated with information passed to Chancellor Liao by Michael Hasek-Davion. Six Capellan regiments were dispatched on some of the last remaining Capellan JumpShips with orders to capture or destroy as much of the enemy's supplies as possible. Most of the units were survivors of earlier Davion assaults—they received the mission as a chance to redeem their shattered honor, and to avoid the use of the few fresh troops expected to counterattack when the Davion forces ran out of materiel. The Chancellor ordered the transports launched and awaited word of success.

When word came, it was not the news the Chancellor had hoped for. The information had been planted, and the six targets were traps. Barely any Capellan troops escaped from them, and the Federated Suns invasion continued without a hiccup. The Maskirovka immediately purged several officers from its ranks for this failure, and the Davion crisis team—Shang and Allard—pored over reports trying to identify the culprit. It came down to one conclusion—Michael Hasek-Davion's information was wrong, modified to lure the Capellans into a debacle. The traitor in House Davion had betrayed them.

The only bit of good news from Operation Riposte was a small raid on the world of Axton, which brought confirmation of a secret BattleMech research center located on the Suns world of Bethel. Justin Xiang Allard had been working diligently to discover more about this facility, and the Axton information gave him what he needed to create a workable plan. As he finalized it, more important news rushed through the Forbidden City: Duke Michael Hasek-Davion had arrived on Sian.

The March duke had realized, after the Capellan attacks on the alleged supply worlds failed, that Prince Hanse knew of his treason. He immediately fled New Syrtis for Sian before MIIO agents

HISTORY OF THE NATION

could apprehend him. He knew his only hope of salvation lay in a Capellan victory, and so he brought with him all the most current and reliable military intelligence he could gather. The Chancellor received him in the palace throne room, with the crisis team in attendance. Duke Michael claimed that Hanse Davion had betrayed him and offered to start open warfare against his liege lord. Chancellor Maximilian's years of intriguing, however, had taught him that desperate men rarely tell the truth, and he knew that a man with as flexible a sense of loyalty as Michael Hasek-Davion would betray him at the first opportunity. He looked at the information and listened to the plans, then ordered the plans burned and the traitor duke shot. Justin Xiang Allard personally pulled the trigger then and there.

In March of 3029, Justin Xiang Allard arrived at a neutral point, adjudicated by ComStar, to return Michael Hasek-Davion's body to the Federated Suns. Official Davion propaganda said the duke had traveled to Sian to negotiate a peaceful end to the war, and most Capellan March citizens believe that lie to this day.

INTRUDER'S COMMUNION

Returning quickly to Sian, Justin Xiang Allard threw himself into preparation for the raid on Bethel's secret 'Mech research facility, a raid he dubbed Operation Intruder's Communion. For weeks the participants rehearsed, using carefully constructed replicas of the Bethel labs and coordinating with the Fourth Tau Ceti Rangers, who would raid the planetary garrison to hide the activities of the Maskirovka team that would accompany them. Justin Allard had operational control of the entire mission, and would directly command the intrusion team that would enter the lab and capture the Davion data. Once confident of his preparations—and fearing a resumption of hostilities might warrant the lab's relocation—Xiang Allard launched for Bethel.

Bethel was garrisoned by the Davion Light Guards' Delta Company, an irregular force that had gained fame in the invasion's early months by helping defeat Cochraine's Goliaths and the Freemont Cuirassers. Rotated to Bethel for refit and rest, they were unprepared but still willing to oppose the apparent raid by the Fourth Tau Ceti Rangers, and deployed by DropShip to the Capellans' projected landing zone. Only at the last moment did they discover the Confederation force's subterfuge as the Maskirovka DropShip escaped from the radar shadow of the Rangers' *Overlord*-class vessel and burned toward the planet. A single lance of 'Mechs, commanded by Captain Andrew Redburn, remained aboard the Light Guards' DropShip in position to try to intercept the raiding force. Unfortunately, Delta Company could not reach the lab until after the Maskirovka force had plundered it. By the time they arrived, Justin Xiang Allard and his people were already back in their 'Mechs, and the two lances squared off. The modifications Xiang Allard had made to his *Centurion* when he fought on Solaris VII easily enabled him to overcome Captain Redburn, and the Maskirovka force quickly made their escape.

Upon return to Sian, the CCAF was amazed to discover that the Bethel researchers had devised a method of creating myomer fibers—the pseudomuscles that power 'Mechs—that offered

Communion Interrupted?

After-battle analysis of the TerraDyne facilities on Bethel after the departure of the Capellan raiding force revealed evidence of discord among the Maskirovka team inside the facility. One of their number was killed, apparently by their own forces, and another wounded; later forensic testing revealed the wounded man to be none other than Justin Xiang Allard. Given that Allard was later revealed as a traitor to the Capellan state, it makes sense that one of the Maskirovka operatives caught Allard doing harm to the Confederation's mission and attacked him, but was killed by Allard or his accomplices.

Interdiction

One effect of the assault on Sarna was the destruction of its ComStar HPG facility, which induced the Order to enact an Interdiction across the Federated Suns. Without the faster-than-light communications of the hyperpulse generator network, many expected the Federated Suns war machine to grind to a halt, but it did not. The wily Prince Davion—known by then as the Fox—had expected interference from ComStar at some point and had already planned a series of Pony Express JumpShip circuits to pass orders from New Avalon to units fighting in the field. Though this circuit of hand-carried messages was much slower than HPG, communication never truly ceased. House Liao, which had embraced the Interdiction as a means of halting the invasion, suffered continual losses as the Prince's commanders, in the absence of higher orders, attacked as planned.

—From *The Fourth Succession War: A Primer*,
by Gerard Talbot, Tikonov Free Press, 3042

nearly triple the strength of conventional myomer at no increase in weight or size. The Capellan Science Foundation quickly threw every resource it had at unlocking the secrets of manufacturing this musculature. The Chancellor ordered his 'Mechs outfitted with the stronger myomer, beginning with the 'Mechs of Warrior House Imarra's battalions on Sian. As the Davion invasion resumed, more worlds were targeted, but the Chancellor and his government bided their time, waiting for the captured myomers to spread across the Confederation. Unfortunately, the formation of the Tikonov Free Republic under the traitor Pavel Ridzik and the Federated Suns assault on Sarna didn't allow them much breathing room. The annihilation of the Fifth Syrtis Fusiliers by the combined regiments of McCarron's Armored Cavalry on Sarna was a salve to wounded Capellan pride, but by then the burns were getting worse—and salve would not be enough.

KATHIL AND SIAN

Even as ComStar announced its Interdiction of Federated Suns communications, more Davion regiments were landing on Capellan worlds and simply brushing aside the weak and ill-equipped forces facing them. Worse, the Maskirovka brought reports to the Chancellor that many worlds of the Sarna Commonality, with their capital lost and the Confederation helpless to reinforce them, had begun feeling out the Federated Suns with tentative inquiries

about surrender. Most of those worlds despised the Free Worlds League more than the Federated Suns; if the Sarna Commonality (and, as they feared, the Confederation) was collapsing, they would rather submit to Davion than Marik rule.

An ambitious plan authored by Tsen Shang offered the Capellans a way to slow the Davion juggernaut. The JumpShip yards of the Capellan March world of Kathil were one of the few remaining production facilities for JumpShips in the Inner Sphere; a strike to disable their repair facilities would almost certainly slow or even halt the Davion advance as their JumpShips succumbed to drive failures and other malfunctions. With no other troops to spare, the Chancellor sent his elite Death Commandos and the Fourth Tau Ceti Rangers from Sian to attack Kathil. Had the attack succeeded, it could well have altered the later course of the war. But it failed through treachery.

Justin Xiang Allard, as every schoolchild now knows, was a Davion double agent. He warned the Federated Suns of the impending attack using a bogus message to his father, and Hanse Davion managed to gather a new regiment on Kathil to defeat the Death Commandos and save the shipyards. The Death Commandos were destroyed; the Fourth Tau Ceti surrendered their DropShips for repatriation to Tikonov and eventual return to the Confederation.

With the Interdiction in full force throughout Federated Suns space, the first the Chancellor and his court heard of the Kathil operation was an announcement from the Fourth Tau Ceti Rangers that they had captured Morgan Hasek-Davion, newly elevated Duke of the Capellan March and son of the slain Michael Hasek-Davion. Though the raid itself had failed, Maximilian and his court celebrated the capture of Hanse Davion's heir and prepared to receive the Rangers with their prize at the private military spaceport in the Forbidden City. They knew nothing of the Fourth Tau Ceti's surrender. Morgan Hasek-Davion was on the descending

Needs must...

After the failure on Kathil, many in the Confederation criticized the Chancellor's decision to squander such precious troops—and even more precious transportation assets—on such a long-range, high-risk mission. Maximilian Liao's usual answer to criticism was violence, and despite his weakening mental state, this situation was no different. A number of Chancellory Courts were convened to examine "collusion with the Davion enemy," and several nobles were executed for daring to speak out. In hindsight, however, most objective historians recognize that Maximilian had little choice. With half the Confederation's worlds under Federated Suns control, the Capellan economy had ground to a halt. Every transport hull capable of carrying troops was dragooned into the defense effort; every manufacturer still capable of production was making war materiel, and workers were conscripted from every other segment of industry to support them. Production of consumer goods *stopped*—not slowed, stopped. Literal famines occurred on a dozen Confederation worlds. The Chancellor's options were to take any chance to slow the invasion, or to surrender.

And Maximilian Liao was incapable of surrender.

DropShips—not as a prisoner, but commanding them. As the vessels neared the surface, turrets on their hulls spewed fire and missiles exploded across the concourse. The 'Mechs of Warrior House Imarra, the only Capellan 'Mechs retrofitted with the stronger myomers captured on Bethel, moved to protect the Chancellor and came under fire from 'Mechs deployed from the counterfeit DropShips. The First Kathil Uhlans had arrived to reclaim the Davion spy in the Capellan court: Justin Xiang Allard.

Having served his duty to the Federated Suns throughout the war effort, Allard had sent a code signal announcing his readiness to come in from the cold, and the Uhlans came to free him. They attacked the Imarra 'Mechs with enough savagery to breach their armor and expose the experimental myomers to the gas clouds created by the DropShips' missiles. The myomers burst into flames when they came into contact with the catalytic gas, rendering the Imarra 'Mechs helpless. As the Uhlans 'Mechs stomped around the spaceport searching for the spy, a *Centurion* appeared from the 'Mech bay: Justin Allard, carrying Duchess Candace Liao in his cockpit. The Uhlans held the spaceport long enough for the survivors to load and then escaped into space and made their way back to the Federated Suns.

The raid on Sian was the last significant action of the Fourth Succession War on the Capellan-Suns front. Though another wave of invasions gutted the Sarna Commonality, the fighting was desultory as both sides were exhausted. Hanse Davion sued for peace and the lifting of the ComStar Interdiction, and the St. Ives Commonality seceded from the Capellan Confederation. The bulk of the fighting ceased, replaced by the near-constant grind of low-level raids that are almost a way of life in the Inner Sphere.

ST. IVES COMPACT

Duchess Candace Liao's decision to remove her St. Ives Commonality from the Capellan Confederation was an act of rebellion calculated to save the Compact from the madness of the Chancellor and the threat of destruction by an ever-growing Federated Suns. Encouraged by her lover, Justin Allard, she negotiated independence and the promise of peace from Prince Hanse Davion, and began to build the Commonality of old into the new St. Ives Compact, an independent Capellan nation.

As with any realm, the Compact suffered growing pains. Not all the new Compact citizens wished to separate from the Confederation, especially not when the peace treaty with House Davion was signed barely months after their withdrawal. Confederation loyalists spoke out every chance they got, even turning to armed resistance in 3029 and 3030 to bring the Compact back into the Confederation fold. Duchess Candace, knowing of her father's instability and certain of the savage punishment her elder sister Romano would have in store, fought back. Despite several early loyalist victories, over the course of three weeks the duchess and her fledgling military—with support from Federated Suns intelligence units—overcame the loyalist forces and won back control of St. Ives and Tian-tan, its capital city.

The Confederation was reluctant to part with one of its few remaining Commonalities, and while it lacked the military where-



withal to reconquer the rebellious province, Romano Liao—acting in her father's stead—ordered a near-constant stream of small punitive raids against the Compact's civilian infrastructure. She wanted to punish the traitors of St. Ives, and though the St. Ives Armored Cavalry and the Blackwind Lancers fought valiantly to stop the raids, they couldn't be everywhere. Duchess Candace was forced to appeal again to House Davion for military aid, which brought the raiding to a manageable level.

APART, BUT STILL AKIN

In 3031 the Compact's independence was tested. With the Confederation under assault by the combined forces of the Free Worlds League's rebellious Duchy of Andurien and the Magistracy of Canopus, Hanse Davion again cast covetous eyes on Confederation planets. This time, he hoped to conquer the rest of the Confederation and forever remove the Liao threat from his people. His attack plans floundered, however, when Duchess Candace refused to allow the Federated Suns military access to St. Ives worlds for the assault. Instead, she mobilized the St. Ives military to oppose any Davion invasion, and threatened to broadcast the Davion invasion plans to the Confederation military should he strike. Chancellor Sun-Tzu Liao alluded to this very action in his speech on St. Ives in 3065, when he said "...and despite the differences our fathers and mothers may once have had, in our hearts we are all Capellans—all sons and daughters of the same ances-

tors, all wards of the same great state, against all enemies of our Capellan culture...."

For whatever reason, the threatened Davion attack never came. Whether the Fox listened to his advisors—Duchess Candace's husband Justin Allard among them—who counseled against igniting war with both Capellan states, or whether he simply missed the opportunity, or shifted his gaze to the Federated Suns' other border, where the Draconis Combine was still recovering from the body-blows of the Lyran assault during the Fourth Succession War, is not known, but records show that the Prince soon after allowed his quiet program aimed at assimilating the Compact to lapse.

Service on Texlos

I never much cared where the AFFC sent me—I figured I signed up to do my duty as the Prince saw fit, and if that meant going to the Compact and making sure those yellow devils didn't invade our ally, that was just fine. Me and the rest of my boys got in our 'Mechs and did our patrols, participated in the parades, fought off the raids. We did our part for "hearts and minds" when we weren't on duty—everything a good soldier in the AFFC is supposed to do.

Thing was, most of those Compact boys and girls we fought beside were just as yellow as the Liaos. I mean, they was Capellans too, you know? Had the same languages, prayed to the same gods, used that same damned caste system that don't make no sense anywhere. They knew how to fight, of course—any man will do that, when someone comes to burn his house down. But they didn't hate, you know? Not even after a Mask raid came through and burned out the winter grain stores, or when a 'Mech exploded and took out half a football stadium.

Sure, they'd cuss. They'd swear up and down, get blood in their eyes. But they swore at the Chancellor—that gasbag Romano. Tore her name in half and set it on fire, most times. But they never said nothing bad about the Confederation, most of them. Strangest damn thing I ever saw.

—Transcript of an MII0 interview with Sergeant Roy Stroud, AFFC, 3043

ROMANO ASCENDANT

The duping of the Warrior House Imarra battalion and the raid on Sian were the last straws that broke Maximilian Liao's sanity. Though he lingered for six more years, responsibility for day-to-day operation of the state fell to his daughter Romano in 3030. The Prefecture may have wished to appoint someone else, but the post-Fourth Succession War Confederation was a fearful place and no one could doubt the Duchess of Highspire's zeal and devotion. When her father's breakdown gave her the opportunity, Romano took it, and even though the Prefecture declined to bestow Maximilian's title on her while he still lived, all his powers—including that of decree—were granted her.

Romano immediately set the Confederation on a path of reconstruction. Aside from essential civilian services—food, utilities, health care, education—she allocated the entirety of the Confederation's remaining industrial base to rebuilding the Capellan military. She—or her consort, Tsen Shang, whom she elevated to head of the Maskirovka in 3036—ordered bloody purges of the officer corps and the rest of the military, removing defeatists or those she feared might escape the Confederation and



flee to her enemies. The armed forces that survived, though still shocked from the beating they had taken at Hanse Davion's hands and bloodied by the ruthless purges, was a hardened, loyal instrument of the state. Without the need to throw soldier after soldier against an oncoming horde of invaders, the small Capellan military replenishment system sorted itself out and began rebuilding the remaining Capellan regiments.

The people of the Confederation suffered along with their military, but for every "loyalty purge" there were instances of Capellan citizens making great sacrifices for the betterment of the state. Beginning with *Mandrinn* Orin Tao of Redding on Minnacora, many of the *Sheng* donated most or all of their incomes to the Capellan treasury month after month, for as long as they could. More than a hundred nobles of the Confederation did likewise (though not all donated their entire income), and the monies were spent on the battered Capellan military. The Maskirovka went on a six-month postwar intelligence offensive, using the camouflage of the Interdiction and the lingering fighting to snatch up every military secret it could. By this time news of the Helm Memory Core's existence and contents was beginning to spread and the Maskirovka placed a high priority on obtaining a copy of that priceless database.

The latter part of 3030 and 3031 were difficult years for the Confederation, but the state survived and began to organize itself in its reduced capacity. Romano Liao was single-mindedly devoted to making sure the Confederation could defend itself, a goal she enforced domestically and internationally. Raids in the breakaway St. Ives Compact continued, designed to punish the rebellious province and to demonstrate to the Inner Sphere that the Confederation could still strike out against its enemies.

Romano the Mad?

There have been comparisons, mostly in the foreign press, of Romano Liao to her infamous ancestor, Calvin Liao. Most of her detractors point to her bloody purges, frequent bouts of anger and paranoia, and her impulsiveness in setting policy as signs that Mad Calvin had passed his insanity down to Maximilian's youngest daughter. And while by any sane standard many of her actions did verge on the crazy, the results they brought cannot be disputed. The harsh hand of Romano Liao welded the Confederation back together well enough to resist the Andurien-Canopus invasion in the early 3030s. Her management of the Maskirovka through her consort, Tsen Shang, was competent enough that few foreign agents could infiltrate that organization before 3040. Her management of the military, perhaps the bloodiest operation of her reign, resulted in a solid core of loyal veterans that took the fresh crop of academy graduates and recruits and turned them into a solid fighting organization.

So, yes—perhaps she did have a touch of madness. But there was a method to it, and that method saved the Confederation from near-certain destruction at the hands of the Anduriens, the Canopians and even the weakest members of Capellan society who might rather have just rolled over and died.

—From *Romano Ascendant*, Sian University Press, 3054

Unfortunately for the Confederation, not everyone was convinced by Romano's show of force. In late 3030 the Free Worlds League's Duchy of Andurien allied with the power-mad Canopian Magestrix Kyalla Centrella and attacked the Confederation, hoping to finish off the wounded state and claim its territory for themselves. This conflict showed the rest of the Inner Sphere—and Romano Liao's critics—that she had been correct in her estimation of the threat to the Confederation.

ANDURIEN AND CANOPUS

Though Canopian and Andurien forces both made sizable initial gains, by 3032 a counterattack spearheaded by McCarron's Armored Cavalry and Warrior House Dai Da Chi stopped the Magistracy forces cold and slowed the Andurien advance to a near-standstill. By 3033, the CCAF was on a firm counteroffensive, pushing the invaders back out of Confederation space in a way they had never been able to handle the AFFS in the Fourth Succession War.

The Andurien-Canopus conflict was exceptional in several ways. First, the Capellans traded space for time, allowing units to fight unconventional battles and then withdraw to join other CCAF forces behind the line of advance in order to create large counterattack groups. The tactics of Houses Dai Da Chi on Drozan and Fujita on Grand Base showed that the Capellan military would not simply stand and die, as many of them had done barely two years earlier during Operation Rat. On the advice of Lord Tsen Shang, Chancellor-regent Romano Liao waited until her counterattack was ready before she dispatched it, and the results were stellar. Led by the newly refitted regiments of McCarron's Armored Cavalry, the Capellan counterattack did more than restore the Capellan flag to worlds the realm had lost: it also restored a measure of pride to the Confederation Armed Forces.

The Not-So-Filthy Lucre

Though millions of words have been written about the determination of the Capellan soldier during the Andurien crisis, few Confederation texts mention the stalwart service of the mercenary regiments in the Confederation's employ at that time. Units like the Fifteenth Dracon and the Fourth Tau Ceti Rangers fought with distinction; the Big MAC (McCarron's Armored Cavalry) served with the dedication they had always shown, and which would gain them official Capellan citizenship and adoption into the CCAF several decades later. Where lesser units might have broken, or accepted the bribes offered by the Canopians on several occasions, groups like the Fifteenth Dracon held true to their contracts and fought the Confederation's fight as well as any regular unit might have. The Fifteenth's commander, Samuel Shimosa, was widely regarded as "Sir Samuel" in tribute to "Sir" Stephen Liao, the Chancellor who had done so much to reform the Capellan armed forces centuries ago. In all his dealings with Canopian officers, he remained true to his contract and the people he was paid to protect. Many of the mercenaries hired by the Confederation right after the Fourth Succession War were the worst of their kind, examples that make the holoivid news and give professional soldiers a bad name. But not all of them—and those that were loyal to their salt were loyal to the bone.

—From *Paid Sentinels: Mercenaries of the 31st Century*,
by Cally Moreau, Harlech Press, 3066

The average soldier of House Liao after the Fourth Succession War was far from the shell-shocked, inept charlatan that the Andurien and Canopus leadership had expected. Instead, they faced regiments of soldiers who'd had time to recover from the trauma of the Fourth War and had begun to achieve new confidence, with a resolute determination that their realm would never be so abused again. Despite the early purges and occasional irrational threat from Sian, most Capellan soldiers went about their training and rebuilding with an air of getting the job done. It was that attitude, more than any other, which allowed them to survive the initial attacks in 3030-3031.

The ejection of all the invading forces from Capellan space proved to Romano Liao that her policies were working—that her vision was correct and would guide the Confederation back from the abyss on whose edge it had teetered since 3029. The few that dared to criticize her were quickly silenced—either by acclaim for her successes or by the knives of her assassins. When Chancellor Maximilian Liao took his own life with poison in 3036, Romano Liao was confirmed as the next Chancellor of the Capellan Confederation. She immediately triggered another round of purges, this time including the Maskirovka, after which she elevated Lord Tsen Shang to Director of the organization. Hundreds of analysts and agents were put to death or exiled, including every single Maskirovka agent who had worked with Justin Allard or Alexi Malenkov, the Federated Suns double agents of the Fourth Succession War. That Tsen Shang directed those executions was a lucky break for him; he alone was allowed to live among Maskirovka employees who had dealt with Allard or Malenkov. Those who survived the purges were dedicated to Romano Liao's vision of the Capellan Confederation, a vision she would continue to shape over the next decade.

TEMPERED RESOLVE

With the sanctity of her borders restored, Romano Liao turned to domestic policy. Her priorities remained the same: rebuild and strengthen the military, secure what she already possessed, and prepare to retake the worlds lost to the Federated Suns in the Fourth Succession War. To these goals, she devoted all her time and attention, and left the actual running of the state to its own devices. Which is to say, she decreed what would happen, and then let the people figure out how to make her wishes a reality.

Since before the end of the Fourth Succession War, the manufacture of consumer goods had fallen by the wayside as industries shifted to wartime production. Despite the end of hostilities, this policy remained in place—no expense was spared to re-equip the armed forces, rebuild the Home Guard and hire more mercenaries to help protect the Confederation's borders. The production of non-military manufactured goods was actually outlawed by decree in 3036, after which civilian manufacturing continued clandestinely. A black market spread throughout the Confederation—not in illicit items like weapons and explosives, as might happen in other realms, but in prosaic consumer items like toasters, washing machines, holovid sets and radios. "Surplus" military production was redirected for sale to the masses in some cases, but by and large

the enormous needs of the common people went unmet while most production stayed military.

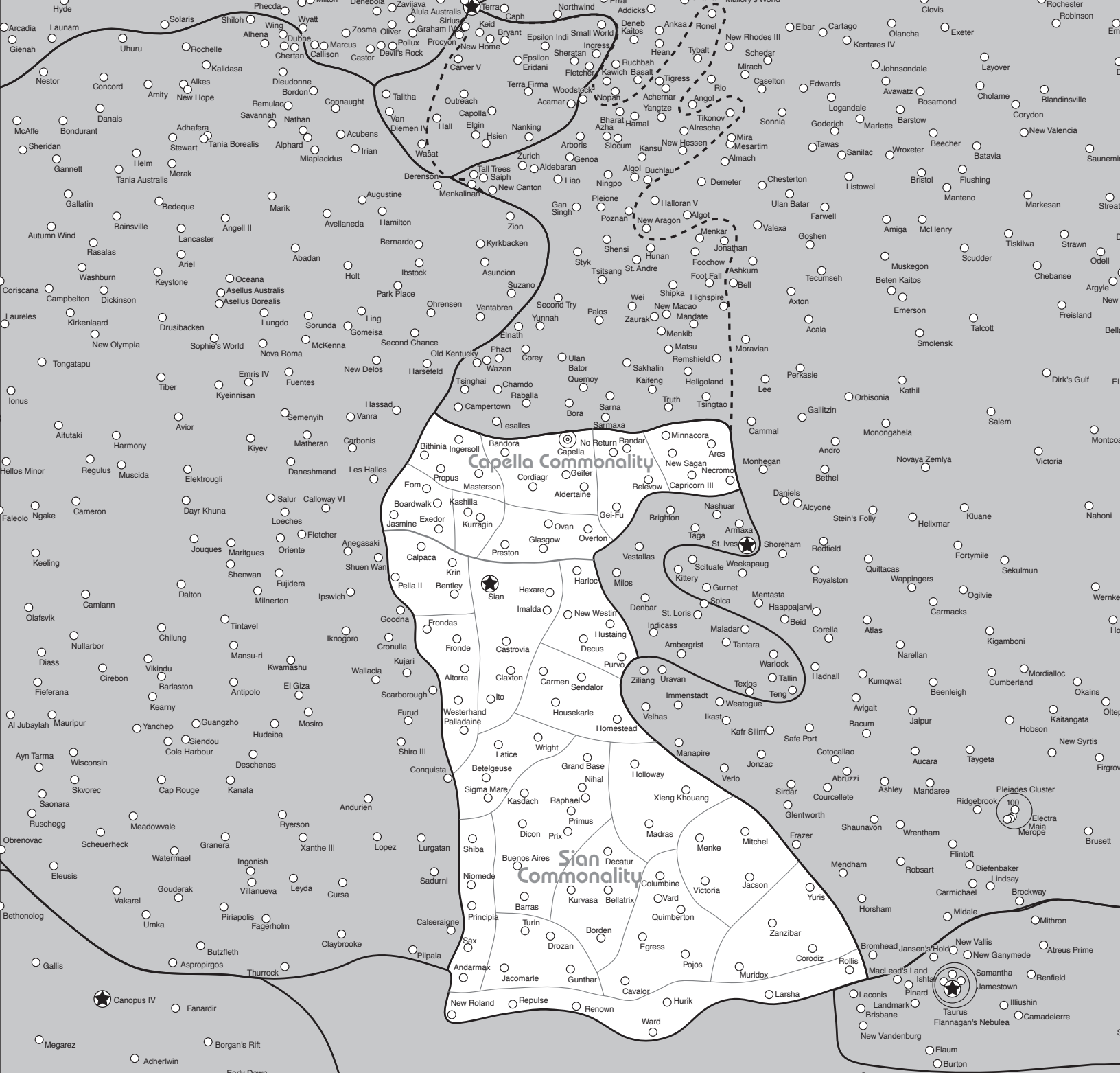
In 3040, the Chancellor took matters one step further; she seized all private property and turned it over to the state for disposition "as needed for the war effort." Though this seizure was a radical departure from Confederation tradition, it was technically legal, and despite a number of opposition measures in the Prefecture and the House of Scions, the decree was allowed to stand. The actual disposition—a matter adjudicated by the Ministry of Development—was never as severe as some pundits made it out to be. In almost every case, the decree meant that instead of owning property, landowners throughout the Confederation were informed that they had become "caretakers of Confederation property" and would be directed how best to use it. For most of the citizenry, this directive was phrased as, "continue to provide the same services to the state." In effect, keep doing what you're doing.

This decree also meant, however, that the state could—at Romano Liao's whim—disown and relocate any family, any nobleman, anywhere in the Confederation. A number of opponents of Romano's policies received "recouped property notices" stating that the Confederation was reclaiming "state property" for use as the state required. In this way, Romano bankrupted her foes and broke them—in public enough fashion that any others who might have contemplated disputing some of her more esoteric decrees could see the consequences of disloyalty.

In general, the late 3030s and 3040s were rebuilding years for the Confederation. The state adapted to a continual wartime production schedule. Employment was nearly universal, as the Fourth Succession War and the Andurien-Canopian war had proven that any world, anywhere in the Confederation, was open to attack at any time. Capellans had always been the target of raids, but in the 3030s this harsh reality surged to a new height. The creeping paranoia that infected Romano Liao spread to most Confederation citizens, deepening and entrenching the historical Capellan attitude of "us against the Inner Sphere."

Outside the Confederation other realms decried the Chancellor's policies at every opportunity. In the puppet Davion state of the St. Ives Compact, Duchess Candace Liao called for Romano's removal almost daily. From New Avalon, *Mandrinn* Tormano Liao, disowned son of Maximilian Liao, led his Free Capella movement from political activism to terrorism. With Davion support, he agitated for an uprising in the Confederation to remove his "murderous, insane sister," and drew many disaffected Capellan expatriates to his banner. The Federated Commonwealth, despite its inconclusive encounter with the Draconis Combine in 3039, continued to probe for weaknesses in Capellan defenses. The Free Worlds League, mostly embroiled in internal power struggles for much of the 3030s and early 3040s, began to pick once again at the border after Thomas Marik assumed the Captain-General's throne. The resurgent Capellan military, however, successfully turned back all attacks. The Confederation appeared more than ready to survive another round of assaults, should the Inner Sphere again devolve into open warfare.

The next attacks, when they came, did not touch one Capellan world—yet threatened all of them.



BORDER KEY

- DISTRICT BORDER
- PROVINCE BORDER
- 3028 (PRE-WAR) BORDER

PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

CAPELLAN CONFEDERATION after Fourth Succession War (3030)

© 3067 BLAKE'S TRUTH CARTOGRAPHIC DIVISION

LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



THE RETURN OF KERENSKY

"The descendants of Kerensky have returned, Chancellor. They are the Clans."

—Jaime Wolf, 3051

In 3049, unknown attackers drove across the Periphery border and attacked the Lyran half of the Federated Commonwealth, the Free Rasalhague Republic and the Draconis Combine. Using sophisticated BattleMechs and aerospace fighters, and gargantuan WarShips not seen since the Star League era, they advanced through all defenders at a pace not even Hanse Davion could have dreamed of, capturing world after world. The entire Inner Sphere rocked back on its collective heels at the juggernaut bearing down on it. As the Kuritas and the Steiner-Davions rushed to reallocate their regiments to stop the invaders, the Confederation reinforced its own Periphery borders in case the Clans, as they called themselves, struck from another axis. In mid-3050, after an aerospace action in the Radstadt system claimed the life of their war leader, the Clans temporarily halted their assault. Shortly thereafter, representatives of Wolf's Dragoons invited the leaders of all the Successor States to a summit on Outreach to discuss the invasion. The Chancellor and her family accepted the invitation, despite the attendance of the hated Hanse Davion and his spawn, and the presence of Candace Liao and Justin Allard.

OUTREACH

Once all the leaders had gathered on the Dragoons' fiefdom of Outreach, Colonel Jaime Wolf revealed startling news. The Dragoons were not simply successful mercenaries: they had come to the Inner Sphere in 3005 as an advance party for the Clan invasion now sweep-

Innuendoes

Media accounts of the Outreach Conference of 3051 are just starting to come out, and many of them paint Chancellor Romano Liao as a negative influence there. Several accounts depict her as divisive and confrontational throughout almost the entire conference. During one instance, when the First Prince of the Federated Commonwealth offered the Chancellor a non-aggression pact, she is recorded as accusing him of a subterfuge to denude the Confederation border of troops so he could finish the work of the Fourth Succession War. These same accounts claim that only a personal appeal from Melissa Steiner-Davion assuaged the Chancellor's doubts.

Several other notable accounts claim the Chancellor used the conference as a vehicle to attack her sister Candace and the St. Ives Compact by calling Candace's son, Kai Allard-Liao, a war criminal for his victory over the Jade Falcon Clan on Twycross. Eyewitnesses even claim she engineered a kangaroo court and called witnesses from across the Inner Sphere in an effort to discredit the Allard-Liao family. It may not be too far from the truth to say that the Inner Sphere's war effort against the Clans might have gone much better had Romano Liao chosen not to attend the Outreach summit.

—From *Romano Liao: The First Lady of Janus*, by Gregory Talbot, Free Capella Press, 3056

ing down from the Periphery. The room erupted in shock as the House leaders took in the fact that the best mercenaries in the Inner Sphere had come from their new—and fearsome—enemy. Wolf further revealed that his Dragoons had broken from the Clans decades ago, and stood ready to help train Inner Sphere forces to successfully fight them. There followed several months of cross-training and intelligence conferences as the Successor Lords tried to overcome centuries of hatred and work together against a common foe.

Despite the invasion's distance from her realm, Chancellor Romano Liao immediately sensed the depth of the threat and worked as much with the other House leaders as their longstanding contempt for the Capellan state would permit. She had to stand fast against slurs and derision from Hanse Davion and Thomas Marik; in the end, only by direct appeal to the Fox's wife, Melissa Steiner-Davion, was she able to overcome Hanse Davion's hatred of her family and her realm.

Outreach was also the first place where the presumptive heirs of the Successor States met face-to-face and took each others' measure. Sun-Tzu Liao, son of Romano Liao and Tsen Shang and heir to the Celestial Throne, participated in the mock battles and "team-building" scenarios along with his counterparts, including Victor Steiner-Davion and Hohiro Kurita. He was paired with Kai Allard-Liao in a BattleMech testing cycle, but a malfunction in his Dragoon-manufactured BattleMech caused his ejection system to fire his command couch out of the 'Mech before he could make more than desultory attack against his opponents.

Despite the Dragoons' assurances, the Chancellor was not impressed with their attempts to "assist" the Inner Sphere. Jaime Wolf refused to reveal the location of the Clan homeworlds, claiming that the Dragoons no longer possessed that information. He revealed that the Dragoons had the wherewithal to produce Clan-tech weapons and equipment, equipment light-years ahead of even the technology gleaned from the Helm Memory Core, but refused to share it with the Inner Sphere. Wolf did little more than confirm what most of his guests already knew: that the invaders came from beyond the Periphery and were known as the Clans, and that they were the descendants of the long-lost Star League Defense Force that fled the Inner Sphere with General Aleksandr Kerensky.

At the end of the Outreach Conference, the Chancellor and her party returned to Sian, having agreed to aid the general Inner Sphere war effort by offering Capellan military production for sale to the Combine and the Federated Commonwealth. Her journals show her disgust with the Dragoons' half-hearted assistance, and her distrust of Hanse Davion's motives. They also show a cautious optimism for the Confederation's prospects with the attention of House Davion's MIIO focused on the other side of the Inner Sphere.

JUSTIN ALLARD REDUX

As the Clans resumed their invasion and attention focused solidly on that portion of the Inner Sphere, Romano Liao made her own plans for the Confederation's betterment. Since her early twenties, she had maintained relations with the Thuggee cult that infected much of the Capellan realm. Her own former world of Highspire (now a vassal of the Federated Commonwealth's Sarna March) had

The Benefit of Cancer

The assassin that killed Justin Allard and wounded Candace Liao used a laser pistol, most likely because its composite construction and lack of ammunition made it undetectable to most weapons scanners. A laser fires short pulses of coherent light, rather than a single slug or cloud of needles—a nasty weapon that causes devastating wounds at close range.

Justin Allard took a shot to the throat and quickly bled to death, but the assassin struck Candace Liao mostly in the chest and shoulder. Such injuries would have killed any other woman, Candace Liao had received myomer-implant replacements after successfully battling breast cancer, and the myomers acted as a pseudo-shield against the laser beam. She was badly wounded, but surgeons in Avalon City managed to stop the bleeding in time to save her. Had she not suffered from breast cancer, she would certainly have been slain. Her survival confirms the ancient proverb: that which does not kill you makes you stronger.

long suffered rumors of being a Thuggee stronghold, and the criminal organization known as the House of the Setting Sun had offered support to Romano's government as early as 3040, which many took to be an indication of Thuggee influences in the syndicate.

Whatever the source, as the Clan invasion resumed, Romano Liao activated an agent she had placed on New Avalon with a specific mission. The agent infiltrated the embassy of the St. Ives Compact, where Candace Liao and her husband Justin Allard lived, and attempted to assassinate them. Justin Allard was killed, although he managed to kill the assassin almost simultaneously, and Candace Liao was grievously wounded.

Though the sleeper agent had few connections with the Capellan Confederation, there were very few people who wanted Candace Liao and Justin Allard dead badly enough to threaten them on the Federated Suns' capital world. Romano had placed her sister under edict of death several times—her most recent decree meant little to the duchess or her husband. With Justin's death, however, things changed.

Tsen Shang placed the Confederation's borders on alert after confirming the news of Allard's death. He feared—rightly, many believed—a retaliatory attack from the St. Ives Compact at least, very likely supported by the Compact's allies in the Federated Commonwealth. Indeed, had the Clans not been so successfully devouring a quarter of the Commonwealth's Lyrans half, the Confederation might have been invaded again and destroyed. The Capellan armed forces had been amazingly well rebuilt since the 3030s, but they could not possibly stand against the Federated Commonwealth's more than 250 regiments. Garrison units along the border went on high alert as Maskirovka agents flooded the Capellan and Sarna marches, seeking signs of the impending Davion invasion. Aside from an increase in raids into the Sian Commonality, no invasion came—the threat of the Clans took far higher priority. The Chancellor had gambled and won, removing an enemy of the Confederation while their enemies were too distracted to retaliate.

Meanwhile, the Capellan economy staggered beneath the new demands of a border-wide alert. Though appearing to operate reasonably well, the economy was already struggling under the

weight of Chancellor Romano's military-only production decrees. Essential services were beginning to fail, and the military was being forced to pick up the scraps—there was no one else, since every bit of Capellan manufacturing was directed toward military matters. Even as the threat level on the border increased, more and more troops were shifted to the Capellan interior to deal with unrest and social disorder resulting from the lack of consumer goods. Many of the *Sheng* were thinking twice about trying to rescind the Chancellor's no-civilian-manufacturing policy, even if it meant risking Romano's ire. The Confederation would not survive long unless some production capacity was redirected to the people.

Even in the military, dissent was beginning to grow. The Capellan armed forces of 3051 were well trained and adequately supplied. New technologies, those negotiated for on Outreach and those stolen from the Helm Memory Core, were trickling into most regiments. All eight Warrior Houses had rebuilt to their pre-Fourth Succession War strength and awaited a chance to prove their mettle. It meant little to some Capellan soldiers, especially those in the Home Guard, to be guarding citizens who were clearly suffering beneath the Chancellor's orders. Open rebellion was never an option, but many began to consider ways to "interpret" the Chancellor's orders in a way that might benefit the people.

JUSTIN'S REVENGE

As it became clear that the Federated Commonwealth did not intend to respond to Justin Allard's murder with all-out war, the Capellan military slowly took border units off alert and set them back to training and reorganization. The treaties forged on Outreach soon began to pay dividends; battalion after battalion of the CCAF began to receive upgrade packages, either from domestic factories or imported from Free Worlds League manufacturers. Chancellor Romano followed the advice of her Prefects and sought closer ties with the Free Worlds League, making sure the Confederation gained access to as many new technologies as possible. In the private sector, more and more industrialists were girding themselves for the dreaded campaign to restore some consumer production and bring a little rationality to the Capellan economy. These preparations were disrupted in 3052 by the news of the epic battle at Tukayyid, where ComStar's Com Guards defeated the Clans and bought the Inner Sphere a fifteen-year truce. During this détente, Justin Allard's ghost had his revenge—the Chancellor and her consort, Tsen Shang, were murdered in their Celestial Palace quarters. Sun-Tzu Liao was quickly named Chancellor after his mother's death was announced, and many in the Confederation held in their sighs of relief at Romano's end as they waited to see how Sun-Tzu would react to his parents' murder.

The Capellan military went back on full alert after Chancellor Romano's murder. The Strategios was certain that the assassination of the Chancellor and the Director of the Maskirovka could only be a prelude to a full-scale invasion; intelligence teams again swept nearby worlds, searching for the invasion forces they believed were marshaling. The new Chancellor approved the Strategios' plans and did little else to influence them. In a

rare act for a Capellan Chancellor, Sun-Tzu Liao appeared to trust his colonels to do their duty without his interference. Instead, he nominated an interim director for the Maskirovka and began a Confederation-wide manhunt for his parents' killer. He confirmed the trade agreements with House Marik and renewed the Confederation's commitment to oppose the Clans. In all respects he acted like a new leader intent on shepherding his realm through a difficult transition.

At the private funeral for his parents on Sian, the new Chancellor offered his first public address to his people. He spoke of the sacrifices his parents had made for the state, and of the need to remain true to their vision and the plans they had laid out to make the Confederation strong again. He assured the nation's enemies that the Capellan armed forces stood ready to enforce the Confederation's sovereignty, and reassured the people that their borders were safe, their homes protected. "We will all go on as best we can," he said, "making sure the Confederation of tomorrow is stronger than the Confederation of today—that the celestial wonder we have built, that my parents built, will still be shining for our children."

DYNASTIC HEIR

It soon became clear that Sun-Tzu Liao intended to be a Chancellor like no other. Instead of making the radical changes that had characterized many Chancellors before him, he solicited advice and, if sound, acted on it. When the industrialists who had

The Least-Like Liao

There are many theories of how Sun-Tzu Liao came to be such an effective dictator, but the most often dismissed is perhaps the most likely: Sun-Tzu is the product of his family and upbringing. Most historians scoff at the idea, citing Romano Liao's extremes of temperament and the sheer madness of Maximilian Liao, but when one factors in the moderating influence of the Chancellor's father, Lord Tsen Shang, it becomes possible to form a working thesis.

Sun-Tzu was always an observant child. This trait was undoubtedly nurtured in him by his father, who knew the value of noticing things—especially the links between things and how those links affected outcomes. Sun-Tzu would have learned devotion to the Confederation from his mother—for all her madness, her zeal for her realm's welfare was unequalled—while his father taught him how to separate the state's needs from those of the Liao family. He had the example of his grandfather, Maximilian, to show the flaw in thinking the Chancellor defined the state. No other Liao had Maximilian's megalomania, and while he did much to enrich the Confederation during the first two decades of the 31st century, his arrogance crippled the nation during the Fourth Succession War. Sun-Tzu would have learned that while the Chancellor was the undisputed ruler, it would take a leader to make the Confederation great again—and a leader must lead, not embezzle.

The other thing Sun-Tzu Liao would have learned from his mother was the danger of hubris. Tsen Shang, who undoubtedly loved Romano Liao despite her bouts of paranoia and rage, would have counseled his son about his mother's excesses. It would have been Tsen Shang, not Romano, who saw the danger to the Confederation from Justin Allard's murder. He would never have allowed his son to miss that lesson—even if the learning was not enough to save him from the assassin's laser.

Unsolved murder

No group or individual has ever claimed responsibility for the slaying of Chancellor Romano Liao and Tsen Shang, but Candace Liao's reemergence after the announcement of her sister's death suggests that she may have employed the assassin in revenge for her husband's murder on New Avalon. Her survival had been kept secret during her convalescence, as she was still vulnerable while healing. Her appearance on St. Ives and her decision to rule the Compact directly, rather than through a regent as when she remained on New Avalon with Minister of Intelligence Justin Allard and her children, suggests that Allard may have been her only real link to the Davions on New Avalon.

The actual assassin has never been identified. The Maskirovka, at Sun-Tzu's personal direction, instituted a Confederation-wide investigation and extensively interrogated all members of Warrior House Imarra and the Death Commandos, who are charged with the Chancellor's safety and protection. A lack of claimants of responsibility hampered the investigation, and the new Chancellor eventually allowed it to fall into the Maskirovka's cold case files as more pressing matters claimed his attention.

Rumors abound, mostly fomented by radicals in the St. Ives Compact, that Sun-Tzu himself murdered his parents. To suggest that the Celestial Wisdom would stoop to murder is ludicrous: by all accounts, he was devoted to his parents and even more devoted to the Confederation. Whatever her faults, Romano Liao had helped the Confederation survive the post-Fourth Succession War period, and her vision seemed capable of carrying the Confederation through the Clan crisis. Surely Sun-Tzu Liao would not have been ambitious enough to murder his parents at such a fractious time.

—From *Famous Regicides of the Thirty-First Century*
by Dame Erica Dannimore, Free Skye Press, 3056

been preparing to brace Romano Liao about the economy cautiously approached the new Chancellor, they found a man who had anticipated their requests. One of Sun-Tzu Liao's first decrees was to abolish Romano Liao's seizure of private property. A newly empanelled Commission of Inequity in the Ministry of Development was charged with returning as much property as possible to Capellan citizens. In many cases, this simply meant returning the deeds to the families who still lived on the property, but the wily Sun-Tzu made full use of the opportunity as well. He rewarded those individuals who were actively trying to rebuild the state's economy, which stimulated recovery much more quickly than if he had he tried to do so himself. In this way, he again showed himself to be man who trusted others to do their duty. A few notable attempts at graft on the new Commission were identified and harshly dealt with, making it clear that Sun-Tzu would not tolerate attempts to gain personal benefit from the Confederation's travails. Like few Chancellors before him Sun-Tzu Liao genuinely put the state first, even before himself—and demanded that others do the same.

Those who observed Sun-Tzu Liao as leader saw a young man with surprising drive and intelligence, who possessed his mother's ruthlessness and his father's cunning. They saw a Chancellor like few others before him, and they began to have hope.

Hope, it turned out, would be Sun-Tzu Liao's greatest asset.



TIMELINE: FOURTH SUCCESSION WAR AND CLAN INVASION

3028: (Aug) Hanse Davion marries Melissa Steiner of the Lyran Commonwealth and launches the Fourth Succession War, an attack into the Confederation by the AFFS and into the Draconis Combine by the LCAF. The attacks are a complete surprise, and both realms make stunning early gains.

The Northwind Highlanders accept Hanse Davion's invitation to return to Northwind in return for defecting from the Capellan Confederation; their betrayal creates a gap in the Confederation's defenses that the AFFS is quick to exploit.

The mercenary Gray Death Legion discovers the Helm Memory Core, a repository of Star League-era data, and manages to elude ComStar's and House Marik's efforts to capture and destroy them. The Helm Memory Core eventually finds its way to every Successor State, bringing a technological renaissance.

(Dec) Operation Riposte, a counterattack designed to slow the Davion advance, fails; warned beforehand, the AFFS is prepared for the attacks and soundly defeats the Capellan invaders. The only success is a small effort against the world of Axton, which gains the Confederation valuable intelligence.

3029: Operation Intruders' Communion—a raid on a New Avalon Institute of Science facility on Bethel—nets the Confederation a flawed triple-strength myomer, which is retrofitted onto the Warrior House Imarra BattleMechs on Sian. Manufacturing the material is too difficult to provide widespread use, but the Capellan Science Foundation works diligently on solving that problem.

ComStar interdicts House Davion for allegedly destroying the HPG compound on Sarna, hampering the AFFS' effectiveness and giving the CCAF hope. Unfortunately for the Confederation, Hanse Davion anticipated the Interdiction and uses a system of Pony-Express JumpShips to keep in contact with his commanders.

The Death Commandos and the Fourth Tau Ceti Rangers attack Kathil, but are defeated by the First Kathil Uhlans—an ad hoc unit

commanded by Morgan Hasek-Davion, son of slain Duke Michael Hasek-Davion. Using captured DropShips, the Uhlans raid Sian and rescue Justin Allard and Candace Liao after using a catalytic gas to disable the Imarra BattleMechs on guard duty.

The St. Ives Commonality secedes from the Confederation and becomes the St. Ives Compact, an independent realm closely tied to the Federated Suns.

The Tikonov Free Republic secedes from the Confederation, led by the traitor Colonel Pavel Ridzik and coerced by the Federated Suns.

3030: Fourth Succession War ends; Maximilian Liao suffers a psychotic break. Romano Liao is named Chancellor-regent and immediately purges the state of anyone who might have collaborated with the Davions.

3030-31: The Duchy of Andurien and Magistracy of Canopus invade the Confederation, thinking it on the brink of collapse after the losses of the Fourth Succession War. Though they make several early gains, the Capellan forces facing them refuse to be drawn into decisive battles. Instead, they string the attackers out, tying them down and gaining the CCAF time to gather reinforcements.

3032: Counterattacks by McCarron's Armored Cavalry and Warrior House troops stop the Magistracy and Andurien assaults cold. Several Capellan units emerge from hiding or guerrilla campaigns and eject the invaders, reversing the momentum of the war.

3033: In the face of growing Confederation counterattacks and its obvious determination, Magistracy and Andurien troops withdraw from Confederation space.

3036: Chancellor Maximilian Liao commits suicide. Romano Liao is named Chancellor; she begins another round of purges and begins to reshape Capellan society to complete her vision of a reclaimed Confederation. One of her first acts is the Decree of Military Necessity, which outlaws consumer manufacture in favor of military production.

3038: Com Guard BattleMechs begin to garrison Confederation HPG compounds, as the Order's military steps more and more into the public eye.

3040: Romano Liao issues the Decree of National Preparedness, which seizes all private property in the Confederation. She uses Chancellory Courts to name dissenters enemies of the state.

3049: The Clans—descendants of the lost Star League Defense Force—return and attack the Lyran Commonwealth, Free Rasalhague Republic and Draconis Combine. No Inner Sphere force can stop them, until a Rasalhagian aerospace pilot rams the invaders' flagship with her fighter and kills the Clans' war leader.

3050-51: Wolf's Dragoons summon the leaders of the Inner Sphere to Outreach and reveal their Clan origins, declaring their intention to stand with the Inner Sphere against the Clans. They begin a regimen of training and orientation, trying to bring the Inner Sphere leaders to grips with the Clans' abilities before the invasion resumes.

Justin Allard is assassinated at the St. Ives Consulate on New Avalon; Candace Liao is gravely wounded and drops out of sight during her recovery.

3052: ComStar defeats the Clans on Tukayyid, temporarily ending the Clan Invasion in one of the largest battles ever to take place in the Inner Sphere. As a condition of their defeat, the Clans agree to halt their invasion for fifteen years.

On Sian, Romano Liao and Tsen Shang are assassinated; Sun-Tzu Liao is named Chancellor and begins an investigation that will never bear fruit. As one of his first acts, he arranges his engagement to Isis Marik, heir to Captain-General Thomas Marik of the Free Worlds League.

ASCENDANCE

"With a mother like Romano Liao and a grandfather like Maximilian, how dangerous can he be? He controls half a nation, and their martial tradition is pretty much like, 'I'm going to say bad things now, please don't shoot me. I'm running out of worlds to lose.' I don't worry about Sun-Tzu Liao. Namesake aside, really—what can he do?"

—Recorded conversation in an AFFC barracks, Kittery, 3049

As the rest of the Inner Sphere adjusted to the presence of the Clans, the Capellan Confederation embarked on its most remarkable period of rebuilding. Directed by the Chancellor and enforced by every facet of his government, the people of the Confederation were turned toward a grand goal: a Confederation worthy of the name and history it carried.

MAKING THE MOST OF TIME

In the wake of the Truce of Tukayyid, a sense of peace descended across the Inner Sphere. The Draconis Combine, the Federated Commonwealth and the shattered Free Rasalhague Republic embarked on crash rearmament programs. The Free Worlds League, its economy untouched by war and noticeably quiescent in recent decades, rumbled to impressive life as the Inner Sphere's armory. Trade agreements were signed with every Inner Sphere nation—including the Confederation—and the eagle soon came to challenge the C-bill as the Inner Sphere's dominant currency. The Confederation quietly sat aloof, making small agreements here and there, but shying away from grand announcements or proclamations—with one exception.

In 3052, Captain-General Thomas Marik accepted Chancellor Sun-Tzu Liao's offer of marriage to his daughter Isis Marik. The reasons for the Marik lord's acceptance are varied, but he surely hoped to gain a bulwark against a Federated Commonwealth he was busy arming. On the Confederation side, the Chancellor gained a powerful ally with the strongest economy in known space, and secured enough peace to cut his garrisons along the Marik border to the bone, allowing him to strengthen garrisons along the Periphery and Capellan March borders. Though both leaders deferred setting a date for the nuptials, no Inner Sphere leader could fail to see the parallels. The marriage of a Steiner and a Davion had created the massive Federated Commonwealth; what would come from the wedding of a Marik and a Liao?

With his Free Worlds border secured, Chancellor Sun-Tzu turned to ComStar. After the failure of the late Primus Myndo Waterly's Operation Scorpion, in which ComStar had intended to emerge as the "savior" of an Inner Sphere shattered by the Clans, ComStar was forced to renegotiate garrison rights for its massive Com Guard military across the Inner Sphere. Every contract in every Successor State soon included a provision for dragooning Com Guard forces stationed on any world in case of planetary invasion. Chancellor Liao bargained further, stipulating that the Strategios have right of refusal over any Com Guard posting in Confederation



space. ComStar grudgingly agreed, and the Com Guard garrisons were posted mainly along the border with the Sarna and Capellan marches of the Federated Commonwealth. This action freed up yet more CCAF forces from border duty, which allowed them more time for rest and refit, and also gave the Confederation military room to expand for the first time in decades.

Despite his successes with the Com Guards, the Chancellor only agreed to a short-term contract with ComStar. Though many wondered about this move, his reasoning became clear in 3056 when he allowed the contract to lapse and instead signed on with the fanatical splinter group Word of Blake. Throughout 3056 and early 3057, ComStar administrators and Com Guard troops were removed from Capellan worlds and replaced with Word of Blake adepts. To gain the Confederation-wide contract, the Word agreed to supply the Capellans with technological assistance on a number of projects—including the joint Confederation-FWL development of the *Impavido*-class destroyer—as well as other provisions. This pattern appeared in a number of dealings across the Confederation and even between realms, as the Chancellor used every opportunity to gain whatever small advantage he could for his nation. Each of these agreements was focused on reducing the CCAF's commitments. The contracts with the Word of Blake, for example, while including provisions for technological assistance, were otherwise identical to the ComStar contracts; Word of Blake troops assumed garrison responsibility for many Capellan worlds, dealt



The White Sentinels

By early 3053, the first Com Guard formations were arriving along the Confederation's Periphery border and the CCAF military garrisons were pulling out, moving toward the central warrens of the Capellan realm. The citizens of Larsha and Repulse especially were concerned about the lack of native Capellan troops in the area. Pirate raiding from the Periphery was common, and though the Com Guards looked impressive in their white 'Mechs and tanks, and told many a tale of the massive battles on Tukayyid, they remained an unknown quantity. "Wait until the first bandit raid," the saying was in the pubs and teahouses.

In May 3053, that saying was tragically proved. Pirates descended on Providence, a minor city on Repulse's southern continent, and ravaged a Home Guard supply base, killing the entire infantry company guarding the supplies and destroying several civilian power stations as a diversion. The Com Guard response, when it came, was two VTOLs of medical troops escorted by a squad of infantry. The people of Providence, busy burying their dead, harrumphed and went about their business. Repulse's Diem complained to Sian, and Chancellor Sun-Tzu replied by threatening to expel every Com Guard soldier from the Confederation. The officer in charge of Repulse's Com Guard garrison was cashiered by the end of June, and statements were issued promising increased support.

In October 3053, another raiding force landed on Repulse, this time in the industrial town of Barclay on the coast. The pirates—three 'Mechs and a dozen vehicles—entered the city and set fire to the constabulary headquarters. As they moved toward a food distribution center, brilliant fusion exhaust lit the night sky; a pair of Com Guard DropShips had dropped two Level IIs of Com Guard 'Mechs and armored infantry into the city. The Com Guards quickly destroyed or captured the pirates, and Com Guard marines captured the pirate DropShip and JumpShip in lightning strikes. The next day the pirates were turned over to the Diem for trial, while the DropShip and JumpShip were given to the CCAF in reparation for May's losses in Providence.

Since then, the Com Guards on Repulse and Larsha have been the primary reaction forces against pirate raids. By 3055, the incidence of banditry had decreased by sixty percent. Most Com Guard installations have become the site of annual festivals celebrating the ComStar troops' presence.

—From *The White Knights: ComStar and the Periphery Border*,
Sian University Press, 3055

with pirates and offered humanitarian aid wherever possible. In fact, quiet rumors persist that the Chancellor ordered unrest to be instigated on several worlds solely to force the Word of Blake into humanitarian "hearts and minds" campaigns that included a great many public works.

Whereas most previous Chancellors had concerned themselves strictly with military matters, the back-and-forth competition Sun-Tzu brought to the ComStar-Word of Blake issue showed he had broader areas of concern. He pitted the two against each other, using their mutual antagonism to benefit the Capellan people. When the Word of Blake constructed and donated a modern hospital, ComStar retaliated with a school. If the Word built a child-care center, ComStar countered it with a centralized food distribution site. The Inner Sphere's two communications giants battled for a larger share of the Capellan market, and the Capellan people reaped the rewards.

CLOSER TIES WITH MARIK

Though the crowning achievement of Sun-Tzu Liao's dealings with the Free Worlds League must have been his engagement to Isis Marik, the Capellan realm gained many more tangible benefits from the closer ties he forged with Thomas Marik and his government. Trade agreements, begun by Romano Liao on Outreach, were continued or expanded to include consumer as well as military goods. Free Worlds manufacturers were thrilled with access to Capellan markets, but Sun-Tzu had other goals.

The Capellan economy has never been particularly capitalistic, but supply and demand remain factors in its success. With Capellan manufacturers finally returning to consumer goods, Sun-Tzu's advisers knew they could create competition by allowing Free Worlds League products to flood the market. Careful manipulation of media presentation followed by almost imperceptibly rising trade tariffs slowly priced Free Worlds products out of the market and created a demand for Capellan-made items. The Chancellor fully embraced this plan, directing the Ministry of Trade and Exchange to ruthlessly exploit the League's cooperation.

When League-based industries complained to the Free Worlds government, the Capellan Ministry merely cited exchange tariff rates in the Free Worlds League and shrugged. Exports to the League from Capellan manufacturers were taxed at twice the rate

A Tale of Two Cities

In 3054, Rama Industries in the city of Hobbes on the planet Ward successfully moved from producing compact handheld navigation kits for infantry to a line of handheld educational holovids. A similar product had been unveiled for pre-order by an Irian firm in the Free Worlds League. Initial orders had amounted to three shipments—roughly ninety thousand units—by jump freighter. They were scheduled to arrive in November 3054, before the holiday season of Ward's large Christian population. Rama's model hit store shelves in September, concurrent with a massive holovid and newsfax ad campaign. Rama's price point exactly matched the sale price of the Irian model—99 *yuan*. The Irian model, however, carried a 19 *yuan* shipping and tax surcharge.

Holiday sales for both models were adequate, but Irian agents on-world were disappointed not to capture the market. Performance reports edged out the Rama model in favor of the Irian—better workmanship, better battery life, fewer crashes. But the Rama sold in roughly the same numbers. The two companies ended up splitting the market. Irian's sales force ordered another shipment for the spring, certain that they'd recoup the losses when the Rama versions failed and had to be replaced.

Unfortunately for Irian, trade tariffs in the Sian Commonality readjusted in the first quarter of 3055 and the shipping charge increased to 23 *yuan*. The Rama model, taking advantage of a temporary tax credit issued by the Ministry of Trade and Exchange, reduced its price to 80 *yuan*.

By summer 3055, the Irian trade mission on Ward retreated to the Free Worlds League, unable to compete with the Rama Industries model. The final Irian shipment—most of which returned with the Irian team—had retailed at 105 *yuan*, with a 32 *yuan* shipping charge.

—From *Across Borders: A Sampling of Tariff Modification Planning*,
Ministry of Trade and Exchange white paper, 3059

HISTORY OF THE NATION

of League imports entering the Confederation. The Ministry could hardly be expected to force local Diems to adjust to national rates—the right to adjust taxation was a noble right in the Confederation. The Chancellor himself was totally in favor of freer trade with the Free Worlds League—and he'd take that issue up with the overzealous nobles at his first (regrettably delayed) chance.

Not to say, of course, that all trade and exchange with the Free Worlds League was civilian. A number of military exchange programs were enacted as well, from troop exchanges and reciprocity agreements between weapons suppliers to the highly classified design program for the deadly *Impavido*-class destroyers. Though the Word of Blake contributed greatly to the *Impavido* project, Capellan involvement was thorough and necessary—a large segment of the sub-assembly design work for the prototype was carried out at the ground-base hub of the Aris Memorial Yards at Necromo.

Cooperation with the Word of Blake also assisted a number of research and economic initiatives with the Free Worlds. Medical research, in cooperation with League medical facilities, moved forward in myomer-replacement therapy and burn care. Cybernetics—a field abhorred in the Free Worlds League—found a welcome haven in the Confederation as some League industries fled the childish attitudes of the League member states for Capellan-sponsored research facilities. This research has since benefitted countless Capellans, the victims of dismemberment or accidents, as well as adding to the Confederation's general fund of medical knowledge.

Military exchanges and training exercises brought the Capellan and Free Worlds League militaries to a better understanding of each other, culminating with the placement of the newly raised Harloc Raiders on the League world of Shiloh to train with the Third Sirian Lancers. Despite an incident with a Federated Commonwealth raiding force, the deployment was a success, gaining the Confederation military unit much-needed experience.

ZHANZHENG DE GUANG

Despite almost thirty years of rule by the Federated Commonwealth, many of the worlds in the former Tikonov and Sarna Commonalities maintained strong Capellan elements. The Davions, forced to live up to their claims of "liberation" during the Fourth Succession War, had to allow the Sarna March worlds to maintain much of their Capellan heritage or else be accused of cultural genocide. Many of the nobles and even common citizens of those worlds yearned to be Capellan. They ached to once again be part of the heritage of the Confederation, the state for which their ancestors had sacrificed so much. The Maskirovka brought their pleas to the Chancellor's ears, and he made returning them to their homeland a personal priority.

Chancellor Sun-Tzu knew he lacked the military strength to force House Davion to relinquish the former Capellan worlds, but he could fund and foment resistance movements on them. Such movements would increase unrest under Davion rule and force the Federated Commonwealth to spend troops and resources trying to quell them. Though he knew he could be accused of fomenting terrorism, he allowed the Maskirovka to arrange a network of Capellan

Liao or Death

The *Zhanzheng de Guang* operating in the Sarna March in 3054 were disorganized, undisciplined criminals. Sarna March Militia units were used to dealing with them. They were ill-equipped fanatics who occasionally managed to blow up an isolated bridge or ambush a military convoy with poorly aimed rifles. The real guerrillas had mostly been killed in the 3030s and 3040s, before the malcontents exhausted themselves. The *Zhanzheng de Guang* of 3054 were disaffected youths and vagrants angry at the system.

Enter the Maskirovka.

In 3054, Maskirovka teams arrived in the Sarna March and contacted *Zhanzheng de Guang* cells on a dozen worlds. The most effective group was on Zurich, and this group received extensive training in paramilitary tactics and political destabilization. Maskirovka "training advisors" traveled with the groups, assisted in planning, and even undertook high-risk missions designed to destabilize the local Federated Commonwealth government. Weapons were provided, including (in extraordinary cases) gear for defeating BattleMech security.

The Sarna March authorities recognized what was happening, but failed to capture any of the Maskirovka advisors. Complaints to Capellan embassies were ignored. "Produce some proof," Capellan diplomats replied, knowing full well the Maskirovka operatives would retreat to the embassies well before any FedCom forces got close enough to identify them.

In the months leading up to the Marik-Liao invasion of the Federated Commonwealth, *Zhanzheng de Guang* attacks escalated to the point where they occurred at least once a week across the March. The people were terrified—some of being killed, some of failing. Pro-Capellan fervor reached an all-time high. Media outlets on several worlds appeared to take the *Zhanzheng de Guang*'s side, calling them freedom fighters rather than revolutionaries or terrorists.

Soon, of course, the whole March went up, and Sun-Tzu Liao got back most of the worlds our fathers took away from his grandfather. And the rest of them, well... they went to shit.

—From *The Last Days of the Sarna March*,
by Captain Trenton Powell, AFFC (ret.)

freedom-fighter groups known as the *Zhanzheng de Guang*—which had operated, though disorganized and ineffective, since just after the Fourth Succession war—into a viable, cell-structured force. The Maskirovka provided arms, money and training, and the *Zhanzheng de Guang* provided resistance fighters. By 3057, a near-constant stream of sabotage, bombings and kidnappings was occurring on more than a score of Sarna March worlds.

In most Sarna March communities, the *Zhanzheng de Guang* were derided as cowards and terrorists, but they retained a core of support among many poorer families. Maskirovka propagandists migrated between these worlds, spreading tales of universal health care for Confederation citizens, of free education and nearly universal employment. For many of the disaffected in the Sarna March, those without jobs or who felt ignored by the massive Federated Commonwealth bureaucracy, these reports swayed their loyalty. When they were told of freedom fighters even now resisting the FedCom "imperialists," they believed the stories and supported the fighters. And there were many more of them than the Davions believed.

HISTORY OF THE NATION

OPERATION GUERRERO

During the Outreach Conference, one of the carrots offered to Thomas Marik by Hanse Davion to entice him to provide the necessary weapons contracts was the care of Thomas' sickly son Joshua at the New Avalon Institute of Science. Joshua, who had battled leukemia for almost all of his short life, spent the next six years in the care of the Davions on New Avalon, taking advantage of the foremost minds in oncology in the Inner Sphere. Unfortunately for the Marik family, young Joshua succumbed to his illness and passed away. Though the child's death was a tragedy, it was not unexpected. The same cannot be said for Archon Prince Victor Steiner-Davion's reaction to that event.

When Joshua first arrived on New Avalon, Prince Hanse Davion enacted a secret MIO program known as Operation Gemini, with the sole purpose of creating a convincing double for Joshua Marik. The double was intended to ensure Thomas Marik's continued co-operation with the war effort should the worst happen. Though Hanse Davion died in late 3052, the operation continued, and when Joshua Marik died the plan and its logic were presented to Victor Steiner-Davion.

He chose to set Gemini in motion.

As fate would have it, the Maskirovka was the first to discover the deception, but House Marik's SAFE quickly confirmed it. After a botched assassination attempt, the evidence was irrefutable, and Thomas Marik accepted Chancellor Sun-Tzu's suggestion that the perfidious Davions be punished for their inhumanity. The Free Worlds League military quickly prepared and launched Operation Guerrero, designed to recapture worlds the League had lost to the Lyran Commonwealth in the Fourth Succession War. At the same time, Capellan regiments exploded across the Sarna March border and struck former Capellan worlds. Marik-sponsored mercenary regiments supported the Capellan efforts, smashing the Davion garrisons and allowing smaller Capellan or Capellan-sponsored forces to take control. The Liberation, as it came to be known, was a resounding success. In a choice that won them particular glory, all eight Warrior Houses joined to conquer the planet Liao, returning the ruling dynasty's ancestral homeworld to the Confederation's bosom.

As Capellan military units assaulted Federated Commonwealth garrisons, the *Zhanzheng de Guang* erupted into open warfare, using terrorist tactics like roadside bombs, assassinations and kidnappings to undermine the governments and military command structures on more than a score of worlds. Local militia forces managed to overcome most of these attacks, but on several worlds—Zurich among them—the *Zhanzheng de Guang* toppled the planetary government and claimed control of the planet for House Liao.

Along with early reports of overwhelming successes against the unprepared Sarna March, even better news reached Sian. Katherine Steiner-Davion, Hanse Davion's eldest daughter, declared the districts of the Lyran Commonwealth in a state of crisis because of the Marik invasion and effectively removed the Lyran state from the Federated Commonwealth. In a stroke, she claimed control of the Lyran realm, renamed it the Lyran Alliance, and removed the hundreds of FedCom regiments in Lyran space from her brother's control. With the threat of the Jade Falcons and Steel Vipers along

Operation Gemini

Internal MIO documents recount the Maskirovka's Operation Doppelganger during the Third Succession War as the inspiration for Operation Gemini, though it's clear the Gemini double operation was never as drastic as the Liao plan. Davion's double for Joshua Marik was a carefully cultivated actor who knew full well what he was doing and why. The Doppelganger Hanse Davion had been a shell of a man, his original personality erased and replaced with the Maskirovka's version of Hanse. Whatever else can be said about Hanse Davion, he never missed the value of an enemy's ideas. Gemini was intended to secure the flow of war materiel from the Free Worlds League, but Hanse Davion never really understood Thomas Marik. It is unlikely the Captain-General would have stopped the flow of 'Mechs, arms and ammunition simply because his son succumbed to an often fatal disease. Honor would have prevented him from acting out of pique.

That same honor, of course, necessitated a violent response when Victor Steiner-Davion's cowardly activation of Gemini hid the son's death from his father.

—From *The Devil You Didn't Know: Diablo's Secret Programs*
by Anson Roswell, Solaris Press, 3059

the borders of what had been the Lyran province of Tamar, the majority of Federated Commonwealth military JumpShips were stationed in Lyran space. Lack of transport hampered the Davion response to Operation Guerrero, and Capellan and Free Worlds forces expanded their attack waves. The self-proclaimed Archon of the Lyran Alliance, now calling herself Katrina Steiner-Davion in remembrance of her late (and famed) grandmother, invited all Lyran-sponsored military units in the Federated Suns—including those in the Sarna March—to return home to the Alliance. Many regiments and regimental combat teams took her up on the offer.

After their departure, the Sarna March collapsed. Analysts around the Inner Sphere looked on in wonder as world after world in that region erupted in open warfare. The withdrawal of much of the Steiner-Davion war machine, combined with the Free Worlds and Capellan invasions, seemed to give every petty warlord in the region *casus belli* to proclaim himself emperor of the universe. Single worlds proclaimed themselves independent of any nation; small collections of planets joined together in defensive alliances like tiny Successor States, with names like the TerraCap Confederation and the Styk Commonality. Insurgents on Sarna even declared the rebirth of the Sarna Supremacy, one of the signatories of the original Confederation charter with Franco Liao.

The Chancellor and his Strategios responded to the situation as best they could. The Confederation annexed as many worlds as it could lay claim to and protect, and a number of planets filled the zone known as the Disputed Territories as irregular forces fought to reclaim them for the Confederation or keep them in the Federated Suns. Mercenaries flooded the region and the worlds nearby. Soon the entire area became known as the Chaos March, as no one could keep track of who controlled what planet for more than a week at a time.

HISTORY OF THE NATION

By the time Captain-General Thomas Marik called an end to Operation Guerrero, Free Worlds League military units had laid claim to nearly every world lost to the Lyran Commonwealth nearly thirty years earlier. The Chancellor sent many terse messages to the Captain-General, inviting him to continue the invasion and exploit the disorganized state of House Davion's defenses, but Thomas Marik demurred. His campaign had never been about mere conquest, and he achieved his goals with few losses. He allowed the Confederation to take over the contracts of many of the mercenary regiments operating in the war zone, however, and shifted logistical priorities to help keep Capellan forces supplied.

Though not as successful as they'd hoped for, the Liberation campaign went better than the Strategios expected, and the disintegration of the Sarna March into chaos was even more damaging to the Federated Suns. Even better, from the Chancellor's point of view, was the sundering of the Federated Commonwealth. While Katrina Steiner-Davion had always called the situation a temporary response to the emergency, Sun-Tzu Liao knew the reality. Katrina would never willingly surrender that much power gained. Once again, the Inner Sphere held five major realms—and with the recapture of much that it had lost in the Fourth Succession War, the Confederation was again fit to sit among them as an equal.

Whatever Works

The three worlds of the Sarna Supremacy in 3058 sat like a boil on the skin of the Confederation. Possessing a strong enough military to hold off a sizable Confederation assault force, the Supremacy looked as though it might survive if nothing was done. The historical (and industrial) value of Sarna, joined with the agricultural might of Kaifeng and the mineral wealth of Sakhalin, made the tiny realm almost entirely self-sufficient. They hired mercenaries to supplement their main forces and requested recognition from ComStar, New Avalon and Atreus. The Chancellor wished those worlds returned to the Confederation. Sarna, a former Commonality capital, carried special historical significance to the Confederation as the birthworld of the original Sarna Supremacy, one of the states that had created the Confederation in 2367.

Unable to conquer the Sarna worlds by main force, the Chancellor and his colonels turned to stratagems and subterfuge. Warrior House Hiritsu infiltrated the Kaifeng system and quickly landed and seized control of most of that world's transit hubs. A stinging defeat of the Kaifeng Sarna March Militia meant the Confederation now controlled the Supremacy's breadbasket world. Even after House Hiritsu was rotated off Kaifeng and replaced with on-loan Canopian troops, Kaifeng remained in Confederation hands. Food shortages quickly became common on Sarna and Sakhalin, and the Ministry of Development rationed the sale of food based on how well the Supremacy bent to the Chancellor's will. In 3062, the Supremacy was named a protectorate of the Capellan Confederation, and in 3066 the two remaining worlds were returned to the Confederation proper.

—from *A Han-Themed Tide: Reclamation and Restoration*,
by Addison Sorrel, Sian University Press, 3067

PERIPHERY INTERESTS

Soon after the end of major hostilities in the Chaos March, the Chancellor turned his attention outward. The balkanization of the Sarna March greatly increased the Confederation's military needs. In addition to garrison forces for the newly returned worlds, more troops were needed to assist pro-Capellan resistance groups and put down the petty rebellions on many planets that had claimed independence. Around this same time, rumors crept into Maskirovka stations on the Periphery border that the Magistracy of Canopus faced an increase in pirate raiding, which it attributed to the Confederation. Chancellor Sun-Tzu Liao knew he had not authorized any support for piracy against the Magistracy; when combined with other factors, the situation presented an interesting possibility that he decided to give his direct attention.

The Magistracy of Canopus had a checkered history with the Confederation. Within living memory, the Magistracy had invaded the Confederation bent on conquest. Relations with the Capellan state were almost non-existent, though there had been tenuous communications through the Word of Blake, whose personnel administered the hyperpulse generators in both realms. What interested the Chancellor, however, was the stance of the current Magestrix, Emma Centrella, toward diplomacy. The Magestrix had recently concluded an alliance with the Taurian Concordat, another Periphery realm near Confederation space. The terms of the Treaty of Taurus called for the two Periphery realms to jointly colonize the region of space between them, unimaginatively dubbed the New Colony Region. The Magestrix was the only Periphery leader

The Politics of Secrecy

One of the lesser-known benefits of the Chancellor's mission to the Periphery was the discovery of the Word of Blake's ties to the bandit kingdom known as the Marian Hegemony. A sect of the Word of Blake known as the Sixth of June had been supplying Caesar Sean O'Reilly with arms, munitions and even troops to use against the Magistracy in an effort to destabilize that realm in the wake of its alliance with the Taurian Concordat. The Chancellor, along with the Magistracy Armed Forces and mercenary auxiliaries, discovered the Word of Blake connection and destroyed much of the supplies stockpiled on the Free Worlds League world of Campoleone. The Sixth of June's leader, Precentor Demona Aziz of Atreus, was one of the last believers in slain Primus Myndo Waterly's interpretation of Jerome Blake's writings: namely, that if the Successor and Periphery states did not collapse of their own accord, they should be made to collapse so that the Word of Blake could then bring enlightenment to their peoples.

The Chancellor refrained from outing the Word's actions to the Inner Sphere at large, but as a condition of his silence he forced the Word of Blake to assist in refurbishing the Star League-era repair facility on the planet Victoria into a full-blown research and production complex. Currently, the Victoria facility produces some of the most advanced BattleMechs and weapons in the Confederation's arsenal.

—From *ScandalVids: A Collection of the Best of the Unknown*,
Solaris Press, 3066

known to have offered alliances to many of the other Periphery states. Clearly, she was willing to deal in order to strengthen her realm—and if there was one art of diplomacy the Chancellor excelled at, it was the art of the deal.

Arriving at Canopus at the height of a particularly brutal series of pirate raids, the Chancellor offered the Magistracy a full alliance. In exchange for military aid in the Inner Sphere, the Confederation offered the Canopians technical and educational support, as well as reciprocity agreements in military aid and the immediate use of an elite battalion of Capellan troops to free up Magistracy units for operations against the pirates plaguing the realm. The Magestrix accepted the Chancellor's offer, in the first stage of what would become the Trinity Alliance. After assisting in anti-pirate operations, the Chancellor returned to Sian and presented his Strategic Military Director, Talon Zahn, with new Canopian troops to assist Capellan efforts in the Chaos March.

STAR LEAGUE REBORN

In mid-3058, the Jade Falcon Clan struck deep into the Lyran Alliance, getting as far as the industrial world of Coventry before halting their advance. They occupied Coventry and engaged the forces set to dislodge them in a series of battles designed to blood their younger warriors. Though the khans of the Jade Falcons no doubt intended this assault to prepare them for the resumption of hostilities when the Tukayyid Truce expired, the Coventry attack would have far-reaching consequences.

The threat against Coventry, a core Alliance world and a valuable part of the Lyran Alliance Armed Forces' logistical network, was so great that Katrina Steiner-Davion requested aid from every Inner Sphere state in repulsing the Clan enemy. Under the terms of the agreements signed on Outreach during the initial Clan invasion, each realm was duty-bound to respond, and they did. The Free Worlds League sent their elite Knights of the Inner Sphere; the Federated Commonwealth, the Davion Heavy Guards; the Draconis Combine released their Genyosha; and ComStar, its feared Invader Galaxy. The Chancellor ordered the Harloc Warriors to the rallying point at Tharkad, where they were joined by the bulk of Wolf's Dragoons mercenary regiments. This massive force, one of the largest ever assembled since the Star League, proceeded to Coventry to lift the siege under the command of Prince Victor Steiner-Davion. The Jade Falcons, upon learning who was coming, relished the glory the coming battle would bring. When the task force finally landed, however, Victor Davion took a coward's approach. Rather than fight, he allowed the Jade Falcons to withdraw, preserving his own and the Falcons' remaining forces.

Katrina Steiner-Davion immediately saw the camaraderie engendered by the multi-national force on Coventry and called for a summit meeting on Tharkad. Dubbed the Whitting Conference, in honor of the site of the Inner Sphere forces' final victory over the Jade Falcons, it was the first time the leaders of the Inner Sphere had met face-to-face since Outreach. The Chancellor attended with his senior advisors, but not even he could have anticipated the meeting's outcome. Chaired by Anastasius Focht and ComStar,

The Coalition of the Willing

Though the Outreach Conference is rightly considered the first peaceful diplomatic meeting of the Successor State lords since the fall of the Star League (the wedding of Hanse Davion and Melissa Steiner was not, properly speaking, a diplomatic event), its results were never more than lackluster. Much has been made over the years of the Free Worlds League's export of military hardware, but it most likely would not have taken a grand conference on the Dragoons' homeworld to create such activity. League manufacturers are canny industrialists, and they would have seen the lucrative markets opening in other realms as the Clans demolished the militaries of the Federated Commonwealth and the Draconis Combine. Not even Thomas Marik—had he been inclined—could have kept the various provincial manufacturers from selling to those threatened states.

The military agreements made on Outreach never got past the planning stages. The only realm to send troops to face the Clans on another nation's soil was the St. Ives Compact, which rotated a roughly battalion-sized expeditionary force along the Lyran border from 3052 to 3056. No Capellan unit was ever sent into the Commonwealth or the Combine before the Harloc Raiders arrived on Coventry, despite the aid provisions of the Outreach Accords. The quieting of the border after the Com Guards' victory on Tukayyid meant that the emergency provisions were never invoked. That is, never until Coventry.

The coalition of forces from every realm showed the Inner Sphere leaders that they could cooperate militarily against their enemies. The reformation of the Star League on Tharkad, it could be argued, is the only logical outcome from such a peaceful assemblage of warmaking units as was gathered on Coventry after the Jade Falcons withdrew, and it would take the banner of the Star League to bring those units to fight alongside each other.

—From *Dreams Whispered and Made Real: The Second Star League*,
by Hayes Christianson, Donegal Press, 3059

the Whitting Conference delegates together created a new Star League comprised of all five Successor States, the St. Ives Compact and ComStar.

The new Star League's mission was to end the Clan invasion, once and for all. The military planners among them chose as their target the violent Clan Smoke Jaguar, which had preyed mercilessly on the Draconis Combine. The new Star League intended to annihilate the Smoke Jaguars, an act they hoped would shock the gathered Clans into taking the Star League seriously. As their military forces assembled, the Council Lords made one last choice: a new First Lord to lead the reborn Star League to victory over the Clans.

By acclamation, the First Lord of the new Star League was Sun-Tzu Liao of the Capellan Confederation.

Though the position was ceremonial in almost every respect, the Chancellor embraced his role as First Lord and directed the eventual operations against the Smoke Jaguars and the rest of the Clans that brought an end to the invasion. While the armies of the Star League fought in the Draconis Combine and the Periphery, the First Lord oversaw their support and the non-military aspects of the Star League accords.

XIN SHENG!

"The time has come to announce to the Inner Sphere—and to ourselves—that we are Capellans! To remind our enemies that we are worthy of their respect; to remind our children that we are worthy of their honor! The time has come for us, a united Capellan nation, to retake our primacy of place from the ghosts that plague us—to again toe the line and declare our existence! We must, like the fabled phoenix, rise again. Xin Sheng!"

—Chancellor Sun-Tzu Liao, 3060

The years following the reformation of the Star League saw growth and change in nearly every Successor State. That growth was not always simple or painless—the reintegration of the many worlds conquered by the Smoke Jaguars, for instance, caused serious difficulties for the Draconis Combine—but it happened nonetheless. In the Confederation, this period of change was just the trigger the Chancellor had been waiting for to unveil the full breadth of his reforms to the Capellan state—reforms he hoped would move the Confederation away from the specter of the Fourth Succession War and back toward equality with the other realms of the Inner Sphere.

FIRST LORD OF THE CART

As First Lord, Sun-Tzu Liao's primary duty to the Star League was to oversee the massive logistical effort supporting the gathered regiments that were undertaking Operation Bulldog. His creation of the logistical command necessary to supply the regiments—each from a different Successor State, with different needs, support expectations and materiel requirements—is still studied in military academies across the Inner Sphere as a model of logistical organization. The leaders of the Successor States had decreed the Star League's creation, but it fell to the First Lord and the House Lords' various bureaucracies to make the model work.

As a first step, the First Lord convened a command council comprised of the designated command officers from each participating state. Each was tasked with identifying the needs of all units contributed by their states and comparing those needs with the estimated supply contribution allocated by the units' parent organizations. For example, Colonel Yevgeniy Karskov was appointed liaison with the Star League Logistical Command (SLLC) from the Capellan Confederation Armed Forces; his models showed that while the CCAF had allocated sufficient technical staffing for the Red Lancers' projected needs, the tonnage of munitions allocated would only support two weeks of campaigning. On his suggestion, a pool was established of standard equipment, such as ammunition and generic armor patches. Also pooled were food, medical supplies and basic mechanical needs like fuel and lubricants. This pool was to be replenished by the hosting state—in this case, the Draconis Combine, since such mundane supplies could be more easily manufactured and transported locally. More esoteric equipment, such as advanced electronics or weaponry manufactured only by one state, would come from that state's logistical allocation.

Despite Appearances

Most of my troops grumbled when we got picked for Star League duty. It wasn't the duty that bothered us—we were all ready to fight, ready to show these Clanners how real soldiers fought, and pleased as hell to be doing it under Star League colors. What had us wound up was all the supply briefings. This was real early, see—but we'd be in a tactical exercise without troops, and the S-4 would raise his head and ask where the beans and bullets were coming from.

"The First Lord is seeing to that," we got told. The First Lord being His Slinkiness, Sun-Tzu Liao.

Come on. I mean, have you even looked at a map of the Capellan Confederation? Sure, he could probably manage to get grapefruits shipped from Sian to Capella. Probably take six jumps, but they'd get there. But feed and supply and army, from Regulus to the Draconis Combine? I had troopers muttering about facing down Smoke Jaguars with chopsticks.

He came through, though. For all the griping, the supply situation was never better—everything showed up where it was supposed to, on time and not broken. I mean, sure, there were problems. There are always problems, companies of tanks getting the fuel ration for a VTOL squadron, things like that. But on the whole, the supplies flowed from all over the Inner Sphere, and ended up where we needed 'em on Wolcott or Schuyler or wherever.

The First Lord saw to it, I guess.

—From an interview with Lieutenant (senior grade)
Amos Thibideau, FWLM, 3062

tion. The First Lord approved of this plan and instituted it across the board.

Another of the First Lord's acts was to approve the impressment of civilian shipping where necessary in order to move supplies to the front. Impressed ships were given vouchers for standard shipping rates, and each realm agreed to accept the vouchers as payment for outstanding debt. Though trade was seriously disrupted in several areas, the impressments did not destroy the shipping companies themselves, as had so often happened in the past. Only the stamp of the Star League made this possible, though we cannot discount the First Lord's diplomatic efforts in getting every Star League member state to agree to it.

Of all the miracles worked by the reborn Star League Defense Force, the logistical effort may have been the most underrated but vital enterprise of all. Any soldier will tell you he's perfectly willing to kill the enemy given the right tools, and under the leadership of First Lord Sun-Tzu Liao, those soldiers got the tools. In fact, they got the tools and more, and the first campaign of the re-formed Star League under Sun-Tzu Liao's stewardship was more swiftly victorious than anyone had dared to dream.

NEW BIRTH

As the Star League Defense Force first drove the Smoke Jaguars from the Inner Sphere and then pursued them all the way to Clan space, the First Lord stepped out of the way of the logistical chain whose creation he had overseen and turned his attention to domestic matters. Though pleased and honored to be First Lord, he

HISTORY OF THE NATION



The Heart of the Matter

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

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

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

In making his *Xin Sheng* pan-Capellan, Sun-Tzu allowed the ethnic Slavs of Tikonov to embrace the resurgence as well. He welcomed the views of the neo-pacifists of Ward and the more martial-minded denizens of Menke. By embracing all that made them Capellan, but focusing on his own heritage, he tied the Tikonovs and the Sarns and every other non-Han Capellan more closely to himself and his family.

remained Chancellor of the Capellan Confederation as well, and Sun-Tzu Liao was first and foremost a child of his nation. Using the status and goodwill he had gained as First Lord, he declared a period of *Xin Sheng*—new birth—across the Confederation. He judged the time had finally come to complete the reforms he had planned since 3052, both civil and martial, and with the power of the First Lordship behind him he knew he would never have a better opportunity.

On the first day of January, 3060, the Chancellor announced his *Xin Sheng* vision to the Confederation at large. Claiming that his work with the Star League as First Lord had shown him how successful a nation could be when its people cooperated totally toward a single goal—and glossing over the fact that Capellan social philosophy had expounded that view for centuries—he declared a six-month period of all-out effort to strengthen the Confederation. Production of everything was increased—'Mechs, tanks, civilian cars, bathroom tissue, everything—and marketed for domestic sale or export through the Star League. Every citizen and worker had his income taxed at stiff rates. Every business, from corporate giants like Ceres Metals to the smallest cobbler on Ward, had its profits taxed, all with a six-month grandfather date. For half a year, Capellans worked toward a better Confederation. Taxes were collected and reinvested in infrastructure. The people, aside from a few grumblers, embraced *Xin Sheng* and turned those six months of hardship into a period of proud sacrifice.



This period of production was what many consumer-goods manufacturers in the Confederation had been waiting for ever since Sun-Tzu's ascension to the Chancellorship. Capellans turned out in record numbers to purchase the largesse of the all-out *Xin Sheng* effort. The call for Capellan unity meant that Confederation-produced goods were suddenly in high demand. Record numbers of foreign importers reported record losses—on several planets of the Sian Commonality, for example, sellers couldn't give away a Free Worlds League-manufactured holoivid player. Confederation industries enjoyed the rash of sales and then rejoiced again when the taxation subsidies arrived, further stimulating the Confederation economy. By August 3060, nearly every Confederation business reported third-quarter earnings with double-digit increases. The end of the high tax rate after six months did little to end either demand or high prices—manufacturers simply pocketed and reinvested the extra earnings, further strengthening themselves.

A few made attempts at profiteering from the *Xin Sheng* reforms, but in almost every case the citizenry of the affected worlds flew into such a rage that the verdicts were almost always guilty. Commune Courts handed out harsh sentences against anyone who tried to profit illegally from other Capellans' sacrifices. As one justice put it, "A man will cut his own meal in half and give it to his neighbor for free, if the man asks. But he'll put a knife in that same neighbor, should the man try to steal half that meal unoffered."

Xin Sheng touched every caste of the Confederation, even (or perhaps especially) the massive numbers of servitors. Though Sun-Tzu had abolished the servitors' near-slavery and enforced a wage for them, *Xin Sheng* formalized and expanded on those reforms. The rising power of the servitor caste over Capellan society by 3067 was built on the broader rights granted them in 3060. In fact, many sociologists have begun to theorize about the end of the servitor caste's existence in the next several generations as they more or less breed themselves into the ranks of the Commonality.

As the Inner Sphere glued itself to the nightly holoivid news, desperate for some word from the Smoke Jaguar Occupation Zone or the distant Periphery, the Confederation put its head down and bootstrapped itself into a stronger, more vibrant nation. When the attention of the rest of the Sphere wandered away from the scandalvids or the incessant "no comment" replies of Star League officers, they found a resurgent Confederation growing surer of itself by the day. In many cases, it seemed as if the wounds of the Fourth Succession War had never been inflicted, but in fact the rape of the Confederation by Hanse Davion was never far from most Capellans' minds.

It was never far from the mind of the Chancellor, either, and he soon turned his attention to military matters.

SHELL GAMES

The success of his negotiations with Magestrix Emma Centrella and the Magistracy of Canopus added several Canopian regiments to the Capellan order of battle, and the Strategios wasted little time in putting them to use. The Chancellor employed them as well, as political tools to enforce his will in the Disputed Territories and the Chaos March. Together with his position as First Lord of

Ladies in Waiting: The Magistracy

The alliance that brought Canopian regiments into the Confederation for aid missions may have seemed one-sided to many observers, but it was not. The Confederation's contribution to the Magistracy was mostly civilian: a host of trade agreements that capitalized on rampant Capellan production to export Capellan goods to the Magistracy, along with educators and advanced infrastructure—better roads, medical care and so on—and an agreed-upon exchange of scientists to further research in both realms. In military terms, the Confederation gained the services of several Canopian regiments on a rotating basis, which it agreed to supply with advanced equipment.

The Magistracy's most visible benefits were military. Each Canopian regiment that entered the Confederation was immediately placed high on the CCAF's priority list for advanced technology and replacement parts. For a Canopian soldier, deployment to the Inner Sphere meant he or she might return with a BattleMech far more advanced than the one in which he had left the Periphery. The Canopian officers were exposed to new Inner Sphere tactics on a fundamental level, and senior officers often liaised with *Sang-jiang-jun* Talon Zahn and his staff, learning grand strategy from the finest minds in the Confederation. This made all of them better soldiers, which of course only benefited the Confederation, since the Canopians were doing the lion's share of the fighting and dying on Confederation worlds.

Alliances are based on mutual need and respect. The Confederation needed soldiers. The Magistracy needed the technology the Confederation could provide. And both realms needed the growth that came from the agreement.

the Star League, the Chancellor placed Canopian troops as peacekeepers on Sarna and Styk, two powerful worlds in the Disputed Territories that hosted BattleMech manufacturing facilities. Along with his possession of the agricultural world of Kaifeng, this gave the Chancellor de facto control of the Sarna Supremacy, and control of the exports from Styk—which meant control of that world as well. Objections raised were quickly dismissed; again acting as First Lord, Sun-Tzu decreed that all production from the Sarna and Styk facilities should be directed to the Star League Defense Force or to member state formations under Star League colors. When their rotations were over, however, the Chancellor ordered his Strategic Military Director to replace them with Capellan line units that did not rotate out. Eventually, under economic pressure and "advised" by nobles and independents in the pay of the Maskirovka, both worlds rejoined the Confederation.

This pattern was often repeated. Canopian or Capellan units under Star League colors would land on a contested world and put an end to the fighting, all in the name of the Star League. As those Star League units withdrew, they were replaced by Capellan units. Aldebaran and other worlds quickly joined Sarna and Styk in the Confederation's embrace, as well as a dozen more worlds before the end of the First Lord's tenure in 3061.

The three-year term of the First Lord's office gave Sun-Tzu Liao a tight deadline for accomplishing his goals. Though he had done much in a short time—far more than his detractors had ever thought possible—there remained much more to do. He worked the CCAF to a frenzy, using his newly promoted *sang-jiang-jun* and the Master of

HISTORY OF THE NATION

Citizens Honored

Along with McCarron's Armored Cavalry, the Chancellor offered Capellan citizenship to several other long-standing Confederation-employed mercenary units, such as the Fourth Tau Ceti Rangers, the Fifteenth Dracon and Lockhardt's Ironsides. Each of these mercenary units had offered long and loyal service to the Confederation, and the Chancellor chose to reward them with a home of their own.

Of course, not everyone saw it as a reward. Critics of the move immediately accused the Chancellor of buying the loyalty of money-soldiers with Confederation riches. For his part, the Chancellor ignored the critics. He knew his reasons, and he saw that those so honored knew them as well.

And if the arrangement benefited the Confederation as much as it did the mercenaries, what of it? To say that the Confederation gained the services of almost a dozen crack regiments without spending the expense of training them is short-sighted. All these regiments had been in Capellan service for a generation or more—the Confederation had signed their checks, paid their bills. The state had already paid to train and equip them. By inducting them into the regular CCAF and making them citizens, the Chancellor did little more than regularize the agreements they had already signed.

And, in the end, all these units *chose* to join the CCAF. No one forced them.

the Blessed Order of the Warrior Houses to move regiments and battalions where they were most needed. Canopian regiments came and went, often for terms of less than six months, but always having served a necessary purpose in the Chancellor's plan.

As the end of his term as First Lord neared, Sun-Tzu Liao set in motion a final, ambitious plan to net him the majority of the goals he had yet to attain. Using the lessons he'd learned over the past eight years, he embarked on a tour of the worlds bordering the St. Ives Compact, with speaking engagements on every world designed to reinforce the *Xin Sheng* efforts underway.

The centerpiece of this tour was his announcement of the adoption of McCarron's Armored Cavalry into the regular CCAF rolls. No longer mercenaries, the Armored Cavalry had earned a permanent home in the Confederation from their years of loyal service. The unit's commander was inducted into the *Barduc* nobility and granted a landhold in the Sian Commonality. The tenets of *Xin Sheng* called for new birth, and the Armored Cavalry's rebirth as the bulwark of the Confederation's garrison near the St. Ives border should have been cause for celebration.

Instead, it invited the worst of the Confederation's enemies to action—bloody, terrible action that cost millions of Capellans their lives.

ST. IVES GAMBIT

In September 3060, a battalion of the Compact's Blackwind Lancers moved without orders and attacked Hustaing, intending to assassinate Chancellor Sun-Tzu, who had been scheduled to speak there. Because of faulty intelligence, they missed the Chancellor, but managed to threaten his fiancée, Duchess Isis Marik, before they were isolated and destroyed by Warrior House Hiritsu. The

The Price of Disobedience

The battalion of Blackwind Lancers that attacked Hustaing was quickly decimated and captured by House Hiritsu, who had orders to act as bodyguards for Duchess Isis Marik. After the surviving Lancers were repatriated, the Capellan armed forces kept the captured equipment and used it as the core of a new Reserve Cavalry regiment designated the Hustaing Warriors. Built around Hustaing's Home Guard and a crop of new recruits and recalled retirees, the Hustaing Warriors claimed a prominent role in the coming hostilities in St. Ives. The irony of using captured St. Ives equipment against their former masters was never lost on the *janshi* of the Warriors.

Chancellor, who barely escaped and was rushed back to Sian for his safety, immediately condemned the attack and the Compact's position that the Lancers had acted without orders. Whether sanctioned or not, regular forces of the St. Ives Compact military had carried out an act of war against the Confederation, and those forces could not be trusted not to violate the peace again.

Acting as First Lord of the Star League, Sun-Tzu requested peace-keeping forces from several Star League member-states to patrol the dangerous border. The Free Worlds League, Lyran Alliance and Federated Suns all contributed troops to guarantee the peace in St. Ives. In further acts of madness, St. Ives troops refused to accept the neutrality and authority of the Star League units. These actions were immediately condemned in the Star League Council, of which Duchess Candace Liao was a member, but nothing came of the debates as the Council remained focused on the Clan threat. St. Ives reinforced its border worlds, leading to small clashes with the Star League peacekeepers. The First Lord could not allow the peacekeepers to be threatened and moved Capellan units to support them in the event of an attack by St. Ives forces. Duchess Candace Liao and her government challenged these deployments vigorously, but the tenuous peace held for a time. Then a full-blown battle erupted on Indicass and sparked open combat across the Compact between St. Ives regulars and Star League units. Just as his terms as First Lord ended, the Chancellor was forced to annex several Compact worlds to guarantee the safety of their citizens—and the Capellan regiments there removed their Star League colors for good. The battle for St. Ives began in earnest.

On worlds like Nashuar and Indicass, the fighting began as conflicts between the defending St. Ives troops and the soldiers of the foreign peacekeeping regiments, but quickly devolved to combat strictly between Capellans. Denbar became a meat-grinder of battles as each side sent in reinforcements, but with the much greater strength the Confederation had to call on, not to mention the additional regiments from the Magistracy of Canopus, the result was a foregone conclusion. The Compact had little chance to stand against the full might of the Confederation, and neither Sun-Tzu nor Candace Liao really wanted to see the fighting degenerate to all-out war on the Compact worlds.

Not all Compact planets resisted the Confederation's return. The populations of Milos and large portions of Vestallas and Brighton, for example, welcomed the Confederation troops as liberators.

Not all the Compact's military remained on the defensive, either. Kai Allard-Liao, heir to Duchess Candace and hero of the Clan invasion as well as Champion of Solaris VII, led the First St. Ives Lancers on a long series of raids against the Confederation proper, trying to break its logistical tail. Despite several early successes, the Strategios eventually anticipated his attacks and ambushed his force on Sarna, forcing it to withdraw with heavy losses.

As it became clear that neither the Confederation nor the Compact would back down, many Capellans began to draw the obvious conclusion: the Compact would lose, and it was only a matter of how long they chose to draw it out before they surrendered. This attitude infected many Confederation soldiers, who began to dehumanize their St. Ives opponents. The horrors of combat made for a virulent hatred, nurtured by the thought that the St. Ives soldiers were only prolonging their inevitable defeat at the price of their fellow Capellans' lives. In March and April 3062, Capellan officers began to report unusual aggression in their men, and the Strategios looked for ways to move new units onto the line. A slight respite eventually came, but at a terrible price.

STANDING FIRM

In May 3062, Chancellor Sun-Tzu learned from his sister Kali Liao that she had secured a large quantity of a nerve agent from the planet Wei and smuggled it to suicide bombers in the St. Ives Compact. Like her mother before her, Kali Liao had garnered support and contacts from the psychotic Thuggee cult on the reclaimed world of Highspire, and these zealots had pledged themselves to her service. Putting aside all other matters—including the battles raging on a half-dozen worlds—the Chancellor ordered the information sent to Compact and Capellan forces alike. Unfortunately for everyone, it was too late to stop all the suicidal Thuggee attacks. Several succeeded, in what became known as Black May. Thousands died horribly, including *Mandrinn* Tormano Liao, forsaken son of Maximilian Liao and leader of the Free Capella terrorist organization. Despite his attempts to halt the attacks, and his total lack of sanction or foreknowledge, the horrific events reignited hatred of Sun-Tzu Liao and his family among the people of St. Ives—and the fighting flared back to devastating life.

Rather than surrender the gains made across the previous year and half, the Chancellor ignored calls for peace in the wake of Black May and struck forward, anxious to gain the initiative and bring the conflict to a quick close. In a bold stroke, Confederation forces struck for St. Ives itself, leapfrogging some of the more determined resistance and aiming for the head of the snake. The battles for St. Ives were hard-fought, but in the end Duchess Candace Liao fled her capital world rather than be captured before the situation became untenable. The remaining free Compact forces arranged themselves in a defensive formation dubbed the St. Loris line and continued to resist, but the fall of St. Ives took most of the wind from their sails. The signature of Protector Grover Shraplen of the Taurian Concordat on the seals of the three-way Trinity Alliance sealed the Compact's fate as Taurian troops entered the war on the Confederation's side. The Chancellor had once again gotten more soldiers for his needs from an alliance with a Periphery realm.

Star League Go Home

The former Compact world of Milos welcomed the Confederation's return, with only a few holdout Compact loyalists resisting. The CCAF quickly moved on, leaving behind the beginnings of a Home Guard formation to protect Milos while they concentrated on more disruptive worlds in St. Ives space. No one expected a counterattack, and when it came, it was shocking to see Star League soldiers arrive as liberators to "free Milos' people from the tyranny of Sun-Tzu Liao's rule."

Unfortunately for the Star League troops, the people of Milos had chosen Sun-Tzu and the Confederation, and they resisted the Star League peacekeepers instead. After suffering large numbers of casualties and soaking up a counter-attack by a regiment of McCarron's Armored Cavalry, the Star League troops withdrew in defeat.

Ever since St. Ives' reintegration into the Confederation, Milos' people have provided far more than their share of recruits to the CCAF, partly in recompense for the loyalty the Confederation showed them during the Star League occupation.

Kali Liao

Like her mother Romano, most people considered Kali Liao's hold on reality tenuous at best. If asked, most Capellans would cite Kali Liao as the chief reason to protect Sun-Tzu Liao at all costs, because the thought of Kali as Chancellor terrified anyone capable of reason. Her ideas of right and wrong differ sharply from those values in rational people, an attitude ably demonstrated with the Black May attacks of 3062.

To his credit, Sun-Tzu immediately surrendered his sister to a court of nobles in the Free Worlds League for trial and sentencing, a move that gained him a measure of distance from her actions. Though the Confederation was painted with the brush of Kali's madness for a few months, the Chancellor's actions to thwart and then contain the dangerous attacks proved the truth of his innocence in the matter.

The Free Worlds League tribunal interrogated Kali and found her certifiably insane.

Though the armistice process had several fits and starts, by mid-3063 the arrival of former Precentor Martial Anastasius Focht to mediate the peace in St. Ives brought that conflict to a close. Despite vigorous opposition in the House of Scions, Chancellor Sun-Tzu agreed to keep Duchess Candace and her family in charge of the St. Ives Commonality, as the Compact would henceforth be known. This act placated many of the Compact loyalists still living on the St. Ives worlds and showed the people that the Chancellor was sensitive to their wishes. It also avoided international censure, as Victor Steiner-Davion for certain would have contested the ejection of his friend Kai Allard-Liao from St. Ives.

REINTEGRATION AND TRINITY

As the peace accords were signed, the Chancellor threw himself into the rest of his plans for reintegrating the St. Ives Commonality. He formalized the Allard-Liao family's suzerainty

HISTORY OF THE NATION

over the Commonality even as he regularized the formation of the Victoria and Liao commonalities, and the restructured Prefecture met in 3064 with Candace Liao taking her seat among them for the first time since the Fourth Succession War. Despite the presence of joint ComStar/Star League observers in the St. Ives Commonality until 3066, the absorption of the St. Ives worlds has been far more painless than many expected. The Maskirovka maintains a large presence in the area, but active resistance to Confederation rule has been marginalized. Duchess Candace Liao has been a moderating influence, as has the retention of the St. Ives military as the Commonality's defense force, though it remains subject to the Strategos' ultimate command.

With his citizenry still afire with *Xin Sheng* and succored by victory in St. Ives, Chancellor Sun-Tzu returned his gaze to the Disputed Territories and the Chaos March. Using mostly Canopian and Taurian troops, supported by mercenaries, he has expanded the borders of the Liao Commonality almost daily, reclaiming former Capellan worlds for the Confederation. *Xin Sheng's* massive successes continue to buoy this amazing growth, with commercial surpluses being quickly exported to the new worlds to show their populations the benefits of Capellan citizenship.

Sun-Tzu Liao commands almost universal respect and admiration inside the Confederation. No other Chancellor since Aleisha Liao has been so highly regarded, and perhaps not even the long-ago architect of the Ares Conventions. The Capellan military is an experienced, professional force very different from the shattered formations of 3030. The ghost of insane Liao rulers has been laid



Picador

Even as the war with St. Ives entered its most critical phase, Chancellor Sun-Tzu Liao paid close attention to his diplomatic initiatives with the Taurian Concordat, counterpart to the Magistracy of Canopus in the Periphery and another likely ally. Armed with the obvious—and visible—successes with the Magistracy, the Chancellor had only to promise the Taurians the same to get the Protector to agree to the Trinity Alliance.

Many experts agree that the Taurians' entry into the alliance was almost a foregone conclusion. The Taurians already had an alliance with the Magistracy when that realm signed its treaty with the Confederation. The previous Concordat ruler, Protector Jeffrey Calderon, had opposed the alliance with House Liao, but was tragically murdered during an abortive coup attempt in the New Colony Region. The new Protector was much more likely to agree to a partnership with enemies of the Taurians' eternal bogeyman, the Federated Suns.

Taurian intelligence in the Magistracy would have been good enough to reveal the upgrades to Canopian regiments that had served in Capellan space. They would have seen the information received by the Magistracy in technical exchanges, and the Confederation technicians had heavily upgraded the Detroit BattleMech factory in the New Colony Region—a factory to which the Concordat was supposed to share access, but of whose production lines the Confederation had claimed a steadily increasing share.

Protector Shraplen, anxious to prove himself as the first non-Calderon leader of the Taurian Concordat in living memory, could do little else but tie the Concordat to the three-way alliance with the Magistracy and the Confederation. He had to make his mark somehow.

to rest, despite Kali Liao, by Sun-Tzu's level-headed and intelligent stewardship of his nation.

The Trinity Alliance has brought the Confederation international respect as well. With millions of Periphery natives seeing the Confederation as the advanced partner in the alliance, Capellans everywhere are now regarded as something other than the underdogs. For years—centuries, even—Capellans traveling abroad had to deal with stereotypes of them as uneducated louts desperate to learn the secrets of other realms. They were always wheedling the medical professionals of the Free Worlds League or the merchants of the Lyran Commonwealth. They grudgingly admired the military prowess of the Davions and the unyielding tenacity of the Kuritas. Since *Xin Sheng* and the recovery of the St. Ives worlds, Capellans can look for examples like these from among their own, rather than from other states. For the first time in centuries, Capellan parents can tell their children that other realms would be lucky to be doing so well, and know that those words are true.

The Confederation has truly experienced *xin sheng*. As we approach the next Whitting Conference, we can be certain our Chancellor will continue to lead us on the correct path.

HISTORY OF THE NATION



TIMELINE: XIN SHENG

3057: In response to the cover-up of Joshua Marik's death, the Confederation and the Free Worlds League attack the Federated Commonwealth's Sarna March, reclaiming many of the worlds lost in the Fourth Succession War and throwing the rest into what becomes known as the Chaos March. Though Sun-Tzu wishes to continue the invasion, Thomas Marik declares his goals met and sues for peace with the Federated Commonwealth and the breakaway Lyran Alliance.

3058: Warrior House Hiritsu reclaims Kaifeng for the Confederation, forcing the secessionist Sarna Supremacy to treat with them for food shipments. Sun-Tzu Liao negotiates an alliance with the Magistracy of Canopus, trading technical expertise for troops and gaining the Confederation needed forces in the Chaos March.

In response to a Clan attack on Coventry, the leaders of the Great Houses convene on Tharkad and re-form the Star League, naming Sun-Tzu Liao as First Lord and assembling a plan to end the Clan threat once and for all.

3059: Under Operation Bulldog, units from every Successor State join together and attack the Clan Occupation Zone. Clan Smoke Jaguar is annihilated by the Star League Defense Force. A follow-on force, Task Force Serpent, is sent to the Clan homeworlds to attack the Smoke Jaguars there.

3060: Chancellor Sun-Tzu Liao formally announces *Xin Sheng*, a nationwide call for pan-Capellan unity intended to revitalize the Confederation. Nearly every Capellan community reacts positively, and production and military recruitment skyrocket. As a part of the effort, the Chancellor begins a tour of border worlds near the St. Ives Compact.

3061-63: War breaks out between St. Ives and the Confederation after the Compact's Blackwind Lancers attack and nearly kill the Chancellor's fiancée, Isis Marik, on Hustaing. After several years of bloody fighting, the Compact is reabsorbed as the St. Ives Commonality, with Duchess Candace Liao and her family declared its legal rulers and heirs.

3062: The Supremacy worlds of Sarna and Sakhalin are named protectorates of the

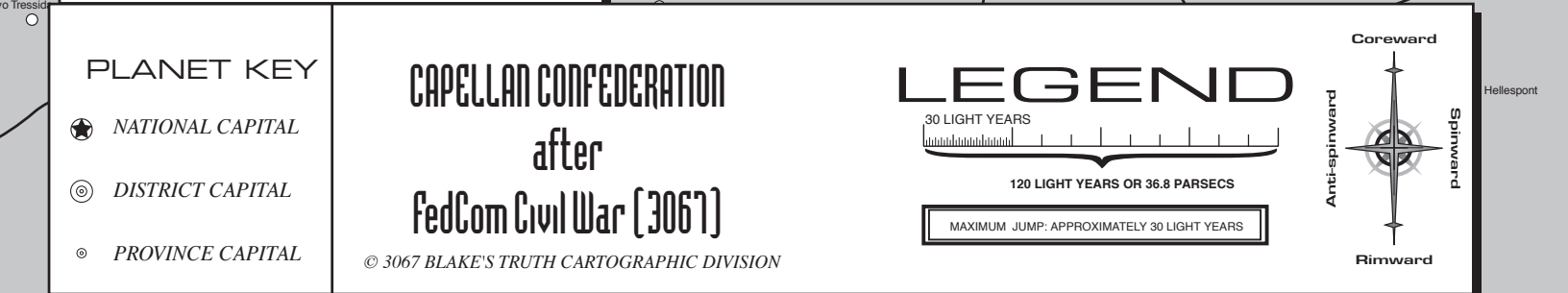
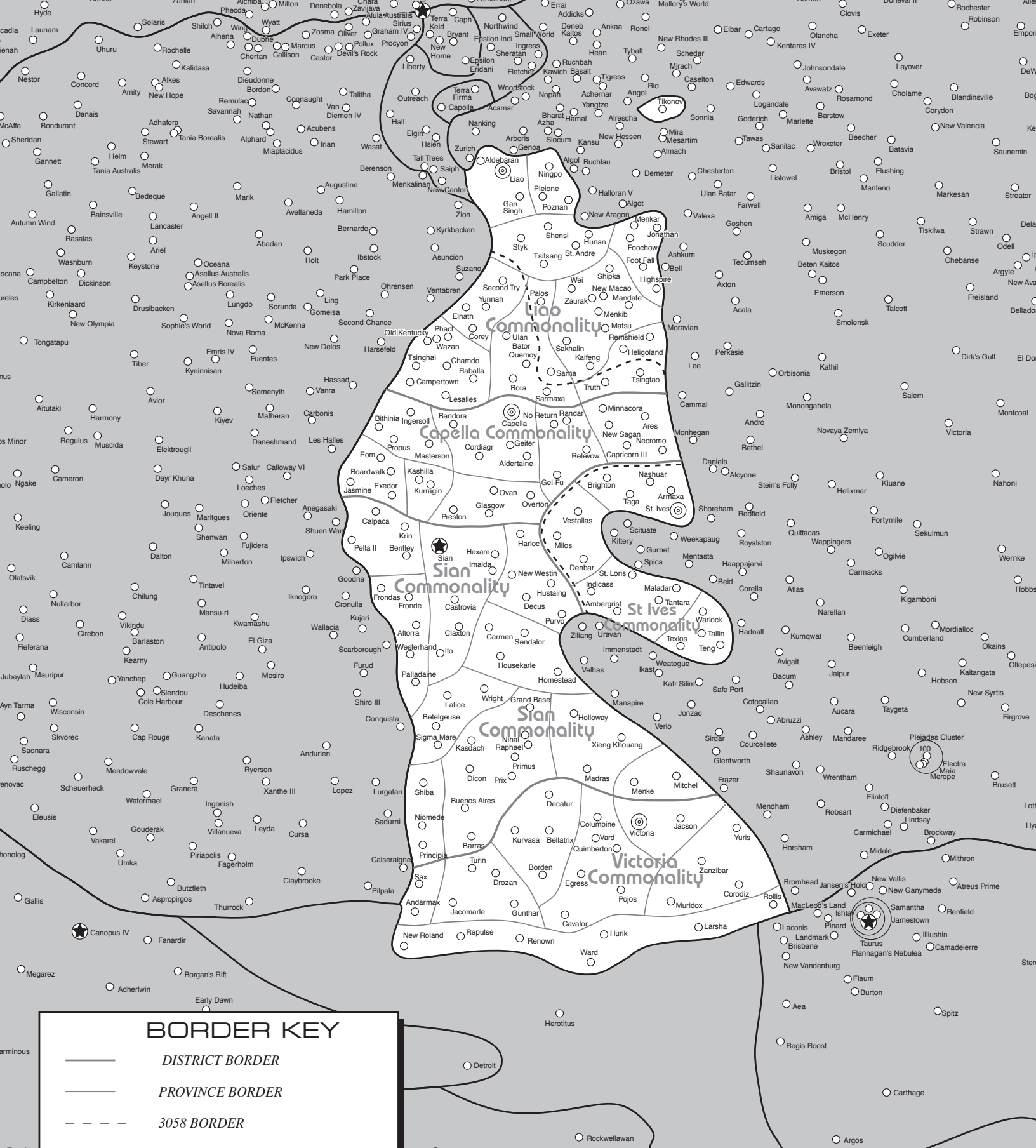
Confederation, as part of their eventual repatriation to the Capellan realm.

(May) Thuggee fanatics unleash nerve agent attacks across St. Ives, despite the best efforts of Confederation and St. Ives forces to stop them. The attacks are remembered as Black May, and Kali Liao is delivered to a Star League tribunal to stand trial for war crimes. She is eventually declared insane and returned to the Confederation.

The Taurian Concordat joins the newly dubbed Trinity Alliance with the Magistracy and the Confederation, bringing more troops to the Confederation's side and tipping the tide against St. Ives. As a condition, the Taurian troops are sent to fight against Federated Suns-sponsored peacekeepers.

3064-67: Capellan, Magistracy and Taurian troops diligently reclaim world after world in the Disputed Territories for the Confederation, using force, guile and diplomacy to welcome former Sarna March planets back into the fold.

3067: Warrior House Dai Da Chi reclaims Tikonov for the Confederation, after the withdrawal of Victor Steiner-Davion allows unrest to threaten ethnic Capellan citizens on that world.





TOURING THE REALM

Though the Capellan Confederation occupies a smaller area of space than any other Successor State, with fewer than 200 occupied star systems, the planets that make up this nation are tightly packed into that region. The relative closeness of its worlds has often helped the Confederation, both socially and militarily. Even before the advent of the hyperpulse generator, Capellans enjoyed high levels of inter-world communication, and with fewer jumps needed to travel from world to world, the Capellan Confederation Armed Forces can redeploy quickly to meet aggression from any of our enemies.

A number of traditionally Capellan worlds sadly remain lost to us in the Chaos March, but more and more planets in that tumultuous region of space are being welcomed back into the Confederation. Recently returned worlds such as Gan Singh and Palos are enjoying the prosperity that flourishes across the Confederation as the Chancellor's *Xin Sheng* efforts continue to bear fruit.

HOW TO READ THIS ATLAS

The following section reviews many of the Confederation's key worlds, arranged by commonality—Sian, Capella, Liao, St. Ives and Victoria—and containing statistical, cultural and historical information. Each world description contains blocks of statistics, including world name, noble ruler, primary star type and JumpShip recharging time in hours. Planetary position, DropShip travel times to standard jump points with normal acceleration, number and names of moons or other satellites, planetary gravity, atmospheric quality, surface water and highest type of native life are listed as well. In addition, the classification of local hyperpulse stations is provided, along with the most recent estimate of planetary population.

The final statistic listed is the Universal Socio-Industrial Index Rating (USIIR), a five-letter code that 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 (relative to population). The USIIR Table below explains these gradations.

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 new technologies; hosts universities; good medical care available (though lacking the 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 technology equivalent to 21st-22nd century level; non-existent 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.

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	Heavily 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 products.
B	Good output. World's industrial and commercial base is sufficient for modest product export.
C	Limited output. World has a small industrial base that limits exports; imported goods are common.
D	Negligible output. World's industrial base is 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

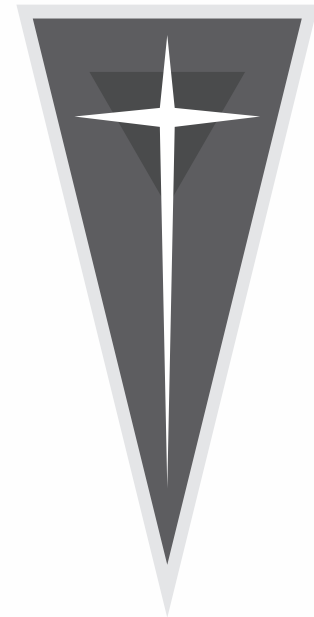
Rating	Description
A	Breadbasket. Planetary agro industries meet all local needs and sustain a thriving export trade.
B	Abundant world. Rich agricultural environment sustains local needs and permits limited exports.
C	Modest agriculture. Most food is locally produced, though some agricultural needs rely 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.

THE CAPELLA COMMONALITY

The Capella Commonality is the bedrock of the Confederation, though that bedrock has been sorely tested. The Fourth Succession War, in particular, placed a terrible burden on the commonality by transforming it from a mostly peaceful internal region to a heavily fortified border commonality forced to become the bulwark against the hulking military might of the Federated Commonwealth. An entire generation of Capella Commonality citizens grew up waiting for the day the FedCom would resume its invasion, a fear that might have been realized had it not been for the intervention of the Clans in 3049.

Today the Capella Commonality is the gateway between the Confederation as a whole and the coreward areas of its former territory that remain in contention: the Chaos March and the remnants of the Disputed Territories. The formation of the Liao Commonality has taken much of the border duties away from the tired troops of Capella and given them a welcome breather, even though many commonality troops quickly rotate coreward or to one of the borders. The average denizen of the Capella Commonality regards this position as a birthright; natives of this region have always prided themselves on their place in the Confederation hierarchy. In their view, the homeworld of the Confederation—Capella itself—should never be threatened.

Something of a cultural backlash is simmering in the Capella Commonality lately, as its people resume dialogue with the citizens of the reclaimed Liao Commonality. So many years spent regarding the Liao Commonality planets as enemy worlds have made it difficult for some older Capella citizens to adjust to seeing them as comrades again.



CAPELLA

Noble Ruler: Duke Gregory Liao

Star Type (Recharge Time): G8III (189 hours)

Position in System: 7

Time to Jump Point: 6.19 days

Number of Satellites: 1 (Nikos)

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 38° C (Temperate)

Surface Water: 60 percent

Recharging Station: Zenith, Nadir

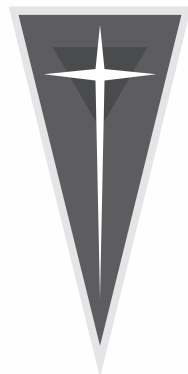
HPG Class Type: A

Highest Native Life: Plant

Population: 6,987,000,000

Socio-Industrial Levels: A-A-B-A-D

Capella is sacred to the Confederation as the realm's birthworld, second only to Sian in continuing national importance. All Capellans learn early the story of Capella Prime and August 2367, when the character of their nation was forged by its first Chancellor. An annual remembrance is held each August in the ruins of Capella Prime, attended by almost every noble in the Confederation when events permit.



Today Capella remains a pillar of the Confederation thanks to the planet's economic power. The Capella Commonality Bank, the Confederation's central banking entity, is headquartered there, as is the massive Ceres Metals conglomerate. Between them these two corporations employ a staggering four percent of Capella's total population—a number that continues to grow as the entire commonality reaps the benefits of increased industry and capital flowing through it, a direct result of the CCAF's ongoing reclamation of fallen Tikonov. The House of Scions, also ensconced on Capella, does little to hinder this situation, being perfectly positioned to siphon a large portion of the profits.

Significant industry has clung to life on Capella throughout the Succession Wars, including the aging Rashpur-Owens shipyards, which for centuries were the only functioning JumpShip shipyards in Confederation space. The powerful *Lung Wang* DropShip—one of which, the *Pearl of True Wisdom*, is the Chancellor's personal DropShip—is built here, as are the more venerable *Union* and *Overlord*-class vessels. The massive interplanetary drives for the Free Worlds League-built *Impavido* destroyers were first designed and built here also, and much of that production has been shifted to support the new Necromo yards that construct the flagship *Feng Huang*-class cruisers. In addition, Ceres Metals operates one of the Confederation's largest manufacturing centers on Capella, building military and civilian products.

The Capella War College, the preeminent center for martial sciences in the Confederation, is also on Capella and has graduated trained cadets since 2270, making it one of the longest-operating academies in the Inner Sphere.

TOURING THE REALM

ARES

Noble Ruler: Lord Adrian Dunbar
Star Type (Recharge Time): M1IV (202 hours)
Position in System: 8
Time to Jump Point: 2.96 days
Number of Satellites: 1 (Aphrodite)
Surface Gravity: 0.98
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 42°C (Temperate)
Surface Water: 36 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Reptile
Population: 4,500,000,000
Socio-Industrial Levels: A-A-C-A-D

Chancellor Aleisha Liao secured Ares' place in the history of the Inner Sphere when she chose that world to host her famous peace summits that resulted in the Ares Conventions. In an irony of history, the most famed peace accords in history were signed on a planet that later suffered horribly under bombardments and raids throughout the Succession Wars, prompted by its significant military industry.

It is a testament to Capellan determination that this battered world remained one of the economic powerhouses of the Confederation, with facilities like Bergan Industries and Earthwerks Limited remaining at the forefront of BattleMech and naval innovation throughout the Succession Wars. Bergan Industries was one of the first firms to successfully correct the defect in the triple-strength myomers stolen during the Fourth Succession War, while Earthwerks shepherded the *Kuan Ti* DropShip through two decades of development before beginning production in 3055.

Lord Adrian Dunbar, grandson of the last Dunbar to rule Ares, has only recently returned to his fief. During the reign of Romano Liao, Lady Mariette Dunbar's son Alisander spoke out against one of the Chancellor's purges in the presence of a Maskirovka informer. Lord Alisander disappeared, and Romano appointed a Refractor to oversee Ares. This "elected" official—a crony of one of Romano Liao's alleged lovers—managed to hold his post until he succumbed to age and drink in 3065. Sun-Tzu Liao approved Lord Adrian's request to return to his family's holding, and the Dunbar family has maintained strong loyalty to the Confederation—and the Chancellor—ever since.



GEIFER

Noble Ruler: Lord Victor Wellington
Star Type (Recharge Time): G9V (190 hours)
Position in System: 3
Time to Jump Point: 5.82 days
Number of Satellites: 2 (Mushu and Dabney)
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 31°C (Temperate)
Surface Water: 62 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammals
Population: 600,500,000
Socio-Industrial Levels: B-C-A-A-C

Geifer once housed the massive libraries of the Capellan Republic, a center of knowledge and learning that made the Republic a respected technological nation until the resurgence of Terra. Though the Succession Wars were not kind to the libraries, remnants allowed them to continue operating and remain near the forefront of learning in the physical sciences and languages. One of Sun-Tzu Liao's *Xin Sheng* reforms directed the rebuilding and replenishment of the stacks at Geifer, and this new, larger library stands to rival even the New Avalon Institute of Science in a decade or less.

The presence of the library's priceless collections prompted the establishment of the Capellan Institute of Linguistics on Geifer in 2978. Since its inception, the Institute has been hailed throughout the Inner Sphere for its work on languages, most recently for a cogent study of the aberrant language traits of the Clans. Along with its scholarly work, the school provides excellent training for Capellan diplomats through the study of linguistics. Capellan diplomats have often been accused of "mind-reading" by their counterparts in other realms—claims that can be attributed to the vital knowledge disseminated on Geifer.

The current Lord of Geifer, Victor Wellington, is a graduate of Sian University who returned after his studies and joined the Institute faculty. He has earned praise most recently for his work on linguistic drift between the St. Ives Commonality and the rest of the Confederation. He has theorized that St. Ives' trend toward the more standard English and even French common in the Federated Suns that occurred during the existence of the St. Ives Compact will continue to affect the people of St. Ives as they grow comfortable being part of the Confederation again. The Maskirovka has taken this theory to heart and increased the already high amount of pro-Capellan propaganda being broadcast in the St. Ives Commonality.



TOURING THE REALM

INGERSOLL

Noble Ruler: *Mandriisa* Elisha Silverburg
Star Type (Recharge Time): G2V (183 hours)
Position in System: 5
Time to Jump Point: 9.12 days
Number of Satellites: 2 (Talley and Rand)
Surface Gravity: 1.01
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 35°C (Temperate)
Surface Water: 52 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Amphibian
Population: 4,500,000,000
Socio-Industrial Levels: B-C-A-A-C

Ingersoll might well have been named Paradise by those who first settled it. A beautiful world of island chains and sandy beaches, Ingersoll is the jewel of the Capella Commonality, and its beaches are often filled with the cream of Capellan society. Many Capellan nobles reside on Ingersoll year-round, delegating the day-to-day operations of their fiefs to seconds or unfavored sons. *Mandriisa* Silverburg does nothing to discourage this practice—no one spends more money on vacation than a nobleman, and Ingersoll's economy never lacks for tourist income. More conventional economic concerns earn their share of profits as well. Several of the larger islands (small continents, really) are rich in silver and gold, and the miners are some of the most productive in the Inner Sphere. Who wouldn't be, with ready vacation territory just across the proverbial fence?

In addition to its economic power, Ingersoll is a treasure of the Capellan arts scene. Most of the islands are dotted with studios and museums, and some of the finest fine art schools are present as well. Since the capture of Tikonov in the Fourth Succession War, Ingersoll has hosted the Universal Exhibition, an annual competition held every September. With its proximity to Capella (and the yearly Native Capellan Art Fair), the Universal Exhibition has become a hotbed of competition as the nobles try to outpace each other by sponsoring one or more of the budding artists always in residence. *Mandriisa* Silverburg encourages this, as she is thrilled to host the Exhibition. There have been persistent efforts to move the Exhibition to Liao, in the new Liao Commonality, but thus far Ingersoll (and the nobles residing there) has managed to overturn the motion in the House of Scions.

Though the planet has seen little military action since the Andurien invasion in the 3030s, the Capellan Confederation Armed Forces keep a respectable garrison in place, and the aerospace training center on the island fortress of Danika houses nearly a full regiment of aerospace fighters.



NECROMO

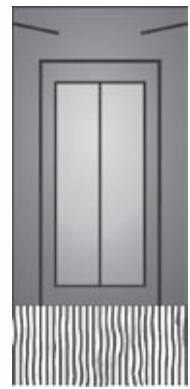
Noble Ruler: Lord Tang Wu Sen
Star Type (Recharge Time): M5V (206 hours)
Position in System: 10
Time to Jump Point: 2.45 days
Number of Satellites: 1 (Acorna)
Surface Gravity: 1.03
Atmospheric Pressure: Low (Breathable)
Equatorial Temperature: 39°C (Arid)
Surface Water: 12 percent
Recharging Station: Zenith and Nadir
HPG Class Type: B
Highest Native Life: Mammals
Population: 1,500,000
Socio-Industrial Levels: A-A-D-B-F

In 3025, Necromo was a backwater world of barely 5,000 people, a planet mostly forgotten by the rest of the Confederation. The site of a DropShip repair facility, for decades the planet was under strict Maskirovka control. Every member of the local population was employed at the repair yards, where they worked for three-month stints. Workers were forbidden to have offworld visitors, and all correspondence was censored. While outside observers couldn't fathom why, at a mere DropShip repair depot—even a military one, which it obviously was—the workers were so loyal that even during the Fourth Succession War, not one was ever suborned into giving up its secrets.

We now know, of course, that whatever the project was in the early 31st century, today Necromo hosts the Aris Memorial Yards where the mighty *Feng Huang*-class cruisers are constructed. Since the yards' public unveiling in 3058, the population of Necromo has skyrocketed, going from approximately 80,000 workers in 3058 to just over 1.5 million workers, residents and fortune seekers. The Maskirovka eased travel restrictions to the system somewhat in 3055—allegedly when the first orbital shipyards were boosted into orbit, and hence out of the reach of any dissidents on the ground—and the population has boomed in response.

The Aris Memorial Yards, built with assistance from the Free Worlds League and the Word of Blake, are the most advanced shipyards in the Confederation. They eclipse even the ancient Rashpur-Owens yards above Capella in production output, and rumor has it that several military DropShips may begin construction there in the near future. The Aris Yards orbit at the L4 Trojan point of Necromo and her single moon, Acorna. The cluster of facilities is clearly visible in Necromo's night sky, even when Acorna is full, and many of the recreation facilities in Landingplace (Necromo's largest and only real city) have installed transparent roofs to showcase this marvel of Capellan engineering.

Though the rebellious forces of St. Ives struck at Necromo during the brief conflict that brought St. Ives back to the Confederation fold, the shipyards were not damaged and production has not halted on the remaining *Feng Huangs* commissioned by the Capellan navy.



THE LIAO COMMONALITY

The Liao Commonality (formerly the Sarna Commonality) only returned to the Confederation fold a decade ago. Almost wholly captured by House Davion during the Fourth Succession War, the commonality and its citizens chafed beneath the Steiner-Davion fist until freed by Capellan forces during the Liberation of 3057, when we struck in concert with our Free Worlds allies to reclaim what was taken from us.

Sun-Tzu Liao formally declared the creation of the Liao Commonality in 3061. In doing so, he announced that the planet Liao had shown "...resolve and honor of the highest rank..." during its occupation by the Federated Commonwealth. He stripped Sarna from the ranks of commonality capitals for its treasonous secession just after its liberation from the Federated Commonwealth, when it tried to re-create the centuries-dead Sarna Supremacy and attempted to remain apart from the Confederation.

The Liao Commonality today is a place of change. An entire generation of children grew to adulthood as citizens of the Federated Commonwealth, and are now finding their place among their true brothers and sisters. In addition to the turmoil understandably created by this adjustment, the borders of the Liao Commonality are continuing to expand as the CCAF reaches out to free more of the former Tikonov worlds from the yoke of Davion oppression or from the petty warlords who have taken over various planets in the absence of strong leadership.

The current Prefect of the Liao Commonality is *Shonso Hurtong Liao*, ruler of the planet Liao. His most pressing need is to integrate the former FedCom subjects of the Liao worlds into the Confederation proper, a task made most difficult by the differences between the Capellan caste system and the less regimented societies of the Federated Commonwealth. In particular, he has spent vast amounts of wealth and political capital trying to maintain a higher standard of living for the servitors in his commonality, many of whom resent the often-minimal living conditions afforded them.



LIAO

Noble Ruler: *Shonso Hurtong Liao*

Star Type (Recharge Time): K5V (196 hours)

Position in System: 3

Time to Jump Point: 4.12 days

Number of Satellites: 1 (Elias' Promise)

Surface Gravity: 1.05

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate)

Surface Water: 55 percent

Recharging Station: Nadir

HPG Class Type: A

Highest Native Life: Reptile

Population: 3,800,000,000

Socio-Industrial Levels: B-C-C-D-A

In 3028, House Davion's Thirty-third Avalon Hussars Regimental Combat Team, supplemented by the three regiments of the mercenary Blue Star Irregulars, managed to pry Liao from the Confederation's bosom during the opening moves of Operation Rat. The loss of the Liao family's ancestral home was a gaping wound in the honor of the Liaos and the Confederation as a whole, and when the opportunity came to reclaim the world during the Liberation of 3057, the Chancellor allocated all eight elite Warrior Houses to the task.



Where Liao's previous prestige came from the presence of the Forbidden City and the Liao family palaces in the northern hemisphere, since 3061 the planet has experienced an economic and cultural renaissance resulting from its designation as a commonality capital world. The once-verdant grasslands that made Liao an agricultural power in its heyday are at full capacity as the world's delicacies rise in demand throughout the former Sarna Commonality. The opening of the respected Liao Conservatory of Military Arts in 3059 was another important touchstone, adding a qualified military academy to the Liao Commonality throneworld.

Shonso Hurtong Liao, a distant cousin of the Chancellor, is the current planetary ruler, as well as Prefect of the Liao Commonality. He has been instrumental in bringing the planet's population back into line with the Confederation proper. A generation of Federated Commonwealth rule eroded many established customs on Liao, and many—particularly those in the servitor caste—resent their lowered status in the Confederation. *Shonso Liao* has worked hard to integrate the two cultures, even going so far as to recognize the veterans of the Liao Sarna March Militia as heroes of the commonality. "The mission of the Sarna March Militia was to protect the inhabitants of the nearby worlds," Hurtong Liao said in a recent address. "How does that mission—to protect the worlds nearest us, those other worlds of our commonality—make them anything other than heroes?" While many other former Sarna March worlds have embraced this philosophy, continual low-level harassment of regular Capellan interests by the remaining FedCom (now FedSuns) loyalists makes accepting its new role difficult for the commonality as a whole.

TOURING THE REALM

GAN SINGH

Noble Ruler: Lord Stanley Baxter
Star Type (Recharge Time): F7V (178 hours)
Position in System: 4
Time to Jump Point: 12.89 days
Number of Satellites: 4 (Hari, Kishen, Nain, Ranjit)
Surface Gravity: 1.0
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Tropical)
Surface Water: 72 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 1,156,000,000
Socio-Industrial Levels: C-D-C-D-B

The world of Gan Singh, formerly a Tikonov Union planet claimed by the Confederation when it absorbed that small realm, is largely agricultural with impressive forests and jungles. A number of fair-sized cities ring the equator, but the majority of the planet's inhabitants live and work in the large rain forests that blanket the northern hemisphere.

In the years Gan Singh spent under the administration of the Federated Commonwealth, it often served as the garrison post of the First Federated Commonwealth Regimental Combat Team, the unit built around the regiment of BattleMechs Melissa Steiner gave Hanse Davion as a wedding present. The presence of this high-profile unit made Gan Singh a popular item in the newlines, which kept trade and tourism income flowing into the world's coffers during its time as part of the Sarna March.

When the Sarna March collapsed upon the Lyran secession from the Federated Commonwealth, Gan Singh joined the nearby former Tikonov world of Styk in a defensive alliance rather than asking the distant Confederation for aid when so many worlds between them had succumbed to war and unrest. Several years passed before Styk and Gan Singh were brought back into the Confederation proper, when the CCAF finally succeeded in quashing the petty warlords and mercenaries who had kept the planet from re-entering the Confederation more quickly.

Since its adoption into the Liao Commonality a wave of economic revitalization has swept Gan Singh as Confederation corporations try to capture some of the revenue coming out of the native forests. Pharmaceutical companies are descending on the forests like locusts after the discovery in 3066 of an enzyme that has significant ability to heal radiation damage in some tissue, and the investment in heavy industry needed to capitalize on these finds has added to the already impressive mining concerns cropping up around the equatorial cities. Much of this wealth is falling into the hands of Gan Singh's newly risen nobles, most notably Lord Stanely Baxter, the planet's ruler. A distant cousin of McCarron's Armored Cavalry's Lord Marcus Baxter, Lord Stanley was given control of Gan Singh



after he publicly condemned its previous *mandrinn* for embezzling funds from the planet's coffers. Most of Gan Singh's people believe Lord Stanley simply redirected the funds to his own accounts, as little has changed since Baxter took over.

HIGHSPIRE

Noble Ruler: Duchess Kali Liao
Star Type (Recharge Time): F9V (180 hours)
Position in System: 2
Time to Jump Point: 11.19 days
Number of Satellites: 1 (Peak)
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 38°C (Temperate)
Surface Water: 78 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Plant
Population: 1,234,000,000
Socio-Industrial Levels: B-C-C-D-C

Highspire, the former personal holding of Chancellor Romano Liao and current holding of her daughter, Duchess Kali Liao, is a study in stark contrasts. Here visitors will find the highest ranks of Capellan nobility, drawn by planet's connection to the ruling Liao dynasty, living cheek by jowl with some of the darkest elements in the Capellan underworld—most notably the largest enclave of the Thuggee cult that caused so much harm during the re-integration of the St. Ives worlds.

Despite being a strongly garrisoned border world during the years leading up to the Fourth Succession War, Highspire fell relatively easily to the Bell Training Battalion after the withdrawal of Marion's Highlanders (part of the Northwind Highlanders) when that unit and its sister regiments took Hanse Davion's offer to return their homeworld. Many local residents, especially the servitor caste, still remember this abandonment with solemn rites of remembrance on what used to be called Liberation Day, the day the planet officially surrendered to the invading Federated Suns armies.

The nobles on Highspire tend to confine themselves to the opulent city of Crescent near the equator in the southern hemisphere, but the largest population is centered around the 900-kilometer Chu-Li mountain range. These mountains are rumored to hold the base camps of various Thuggee cells, including a massive complex of caverns for ritual worship and, some say, sacrifice. Kali Liao maintains a palace in the Chu-Li foothills near a fully functional starport, which has been used by secure military flights on more than one occasion.

Aside from intrigue, Highspire is also known as an exporter of fine woodcrafts and timber. Highspire tallwood planks are highly sought after in the Sian Commonality, the Victoria Commonality and the Federated Suns (a relic of the times when Highspire was



TOURING THE REALM

part of the Sarna March). The Maskirovka is curtailing exports harshly, given the current coolness between the two realms, but a thriving black market remains in operation despite the intelligence service's best efforts.

A great deal of military construction has occurred recently in the Chu-Li Mountains, though details are sketchy. Given the military buildup in the Liao Commonality since the end of the St. Ives conflict, it's not surprising that a planet where the Chancellor's sister lives should be well-protected.

SARNA

Noble Ruler: Mandrinn Sod Koo

Star Type (Recharge Time): F8IV (179 hours)

Position in System: 3

Time to Jump Point: 12.01 days

Number of Satellites: 1 (Grace)

Surface Gravity: 1.03

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 41°C (Temperate)

Surface Water: 70 percent

Recharging Station: Zenith and Nadir

HPG Class Type: A

Highest Native Life: Reptile

Population: 3,534,000,000

Socio-Industrial Levels: A-A-D-C-D

Sarna has a long and proud history of leadership and prosperity. That same history is currently the source of much pain, frustration and feelings of inadequacy among the Sarns. The Sarna Supremacy was an original signatory of the treaties that created the Capellan Confederation in the 24th century, and for hundreds of years Sarna was a commonality capital much respected for its industry and culture. During the hellish years of the Fourth Succession War, Sarna was the site of one of the Confederation's few victories, if only briefly. It eventually fell to the Federated Suns, but then became the capital of a new Sarna March as part of the Federated Commonwealth. Even though they had succumbed to the enemy, the Sarns marshaled their pride and strove to become a preeminent world in the FedCom. That pride, many say, led to their undoing.

When the Liberation of 3057 allowed the Sarns to break free of the Federated Commonwealth, they chose to resurrect the fallen Sarna Supremacy rather than rejoin the Capellan Confederation. Led by Governor Lorete Montog-Chandler, the defending Sarnese forces drove off their Capellan rescuers and then secured Sakhalin and Kaifeng for themselves. By quickly hiring mercenary regiments to bolster her limited forces, Montog-Chandler's reborn Supremacy soon became the most powerful independent realm in the fragmenting area of space. Chancellor Sun-Tzu, displeased by his troops' failure, allowed this situation to remain until 3058, when he dispatched Warrior House Hiritsu to Kaifeng. The cap-



ture of Kaifeng, which supplied a critical share of the Supremacy's foodstuffs, signaled the death knell for the Supremacy, and it had returned to the Confederation by 3066.

Though many in the Confederation proper still view the Sarns with suspicion, the world's military industries are too important to allow that disdain to fuel prejudice or outright rebellion. CCAF forces in the system are carefully vetted by the Maskirovka to ensure loyalty, but the population is not abused, nor forced to endure unfair restrictions on their movements or actions.

The decision in 3066 to adopt Sarna and Sakhalin fully into the Confederation (they had been deemed protectorate worlds since 3062) brought about a new wave of optimism in students at the Sarna Martial Academy, and the most recent class was deemed the most qualified since 3058 by the Maskirovka. While the academy still bears the stigma of its homeworld's rebellion, the students are working hard to overcome it.

WEI

Noble Ruler: Lady Aurelia ben Noen

Star Type (Recharge Time): G3IV (184 hours)

Position in System: 3

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Arils and Arlis)

Surface Gravity: 1.0

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 45°C (Tropical)

Surface Water: 76 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Reptiles

Population: 3,500,000,000

Socio-Industrial Levels: C-D-C-F-B

Just prior to the Fourth Succession War the Capellan military, trying to capitalize on its few strengths despite its overall dire state, encouraged and spread rumors of a cache of nerve gas on the planet Wei. In a rare case of rumors proving true, the CCAF did have access to chemical weapons, and the planet was heavily defended. The Twelfth Vegan Rangers and supporting regiments that came to take the planet from Sung's Cuirassiers paid a heavy toll, almost two full battalions.

Wei did well under Federated Commonwealth administration, largely due to the efforts of Asuncion Industries, which relocated there after the Free Worlds League captured their original homeworld. Unwilling to relocate a second time, corporate executives negotiated contracts with the FedCom government that allowed them to continue to honor their agreements in the Confederation as well as open new markets in the sprawling Federated Commonwealth. When Wei's region of space erupted in turmoil in 3057, the planet's population split. A large portion of them welcomed the Capellan troops that would return them





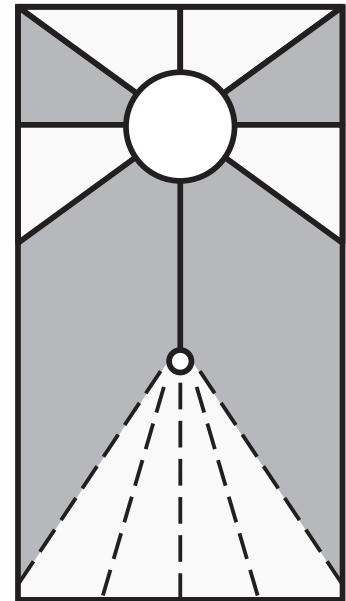
to the Confederation, but a larger part—and almost all of the planetary militia—wanted to remain in the Federated Commonwealth, or even to be independent. Largely influenced by the wealth that had flowed into Wei—and the fact that it spread well beyond the Directorate overseers—the servitors fought to remain separate from the Confederation. Even the deployment of the chemical agents from the Fourth Succession War against a battalion of the Nightriders regiment of McCarron's Armored Cavalry could not prevent the Confederation's eventual reclamation of the world.

The Maskirovka has come down hard on the servitors of Wei, though they are careful not to drive them to outright rebellion again. In a move to help the world readjust to Capellan life, the House of Scions has allowed Asuncion Industries to honor all of its foreign contracts, which has kept the tariffs and trade incomes of Wei nearly as high as they were before. The added influx of capital into state coffers—through taxes on exports and the like—are precisely the grease the Scions needed to push these measures past Maskirovka opposition.

THE SIAN COMMONALITY

The heartland of the Confederation, the Sian Commonality is host to the most developed and prestigious worlds of the Capellan state and holds in its membership some of the most prestigious noble houses in Capellan space. It is the largest commonality in area, and controls much of the most valuable industry. The capital of Sian is the most important planet in the Confederation, of course, but the commonality also hosts the powerful planets of Menke (homeworld of McCarron's Armored Cavalry) and Grand Base, second only to recaptured Tikonov as an economic juggernaut.

The people of the Sian Commonality are among the most affluent and haughty in the Confederation. A larger proportion of nobles hold lands among the warrens and demesnes of the Sian Commonality than in any other part of the Confederation as each of them jockeys closer to the halls of power on Sian itself.



SIAN

Noble Ruler: Chacellor Sun-Tzu Liao

Star Type (Recharge Time): Goll (181 hours)

Position in System: 2

Time to Jump Point: 10.43 days

Number of Satellites: 3 (Fu His, Nuwa, Shennong)

Surface Gravity: 1.00

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate)

Surface Water: 70 percent

Recharging Station: Zenith and Nadir

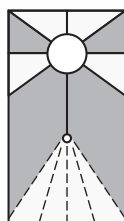
HPG Class Type: A

Highest Native Life: Plant

Population: 7,300,000,000

Socio-Industrial Levels: A-A-C-A-C

Sian has been the Capellan Confederation's capital world since the bombardment of Capella in 2367. The political, social and military heart of the Confederation, Sian is the jewel in the Capellan



crown. The site of the Forbidden City and the Chancellor's Summer Palace, Sian is a lush world, with strict laws in place to keep heavy industry in check and the gem of the Confederation shining.

Several elite regiments garrison the planet, most notably those considered the Chancellor's bodyguard regiments. The Red Lancers, lead regiment of the Capellan Armed Forces, as well as Warrior House Imarra, consider Sian their homeworld. Sian is also the homeworld of the Maskirovka, House Liao's secret police and intelligence apparatus. The Death Commandos, the elite warriors of the Maskirovka, also call Sian home, giving the planet defenses to rival that of any other Successor State capital. Despite all this, the world has been successfully raided, most famously by the Kathil Uhlans during the Fourth Succession War when they arrived to rescue the spy Justin Allard.

Sian is also an economic powerhouse, playing host to the powerful Hellespont Industrials as well as the Saroyan Special Production aerospace facility, the sole manufacturer of the venerable *Transgressor* aerospace fighter. The Sian Center for Martial Disciplines is probably the best military academy in Capellan space, and the nearby Sian University hosts the most demanding and lauded officer candidate school in the Confederation. Civil industries are strong as well, and the recent influx of Canopian

TOURING THE REALM

citizens has swelled the entertainment industry with new business and competition.

Life on Sian is comparable to life elsewhere in the Confederation, though more regimented. Unlike the capitals of other Successor States, which often try to be more cosmopolitan than other worlds, Sian is the centerpiece of the Capellan caste system, and nowhere else are individual roles more sharply defined. The *Barduc* rule Sian, under the Chancellor, but during times of conflict the sword nobility rises to the occasion and life as a servitor becomes exceptionally harsh. The past several years have been largely peaceful, however, and Sian is currently undergoing somewhat of a renaissance as the Entitled and the Intelligentsia attempt to rein in some of the *Barduc*'s excesses. The Directorate, of course, remains above such quibbles (in public, at least).

Another reason for the increasingly positive changes on Sian is the influx of Magistracy citizens, both soldiers and the many scientists, educators and engineers who have flocked to Sian to learn all they can from the more advanced Capellan scientific system. Though many segments of the Confederation remain scientifically behind the rest of the Inner Sphere—especially the Federated Suns' core worlds—they are far enough ahead of the Periphery norm that many Canopians are as excited as schoolchildren about learning from them. The Capellans, pleased to be on the advanced side of the equation for once, enjoy teaching the Magistracy's elite what they can, or at least what the Maskirovka allows.

GRAND BASE

Noble Ruler: *Mandrinn* Joao Rajpita

Star Type (Recharge Time): G5IV (186 hours)

Position in System: 4

Time to Jump Point: 7.47 days

Number of Satellites: 2 (Hightower and Capetown)

Surface Gravity: 1.10

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 36°C (Temperate)

Surface Water: 34 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

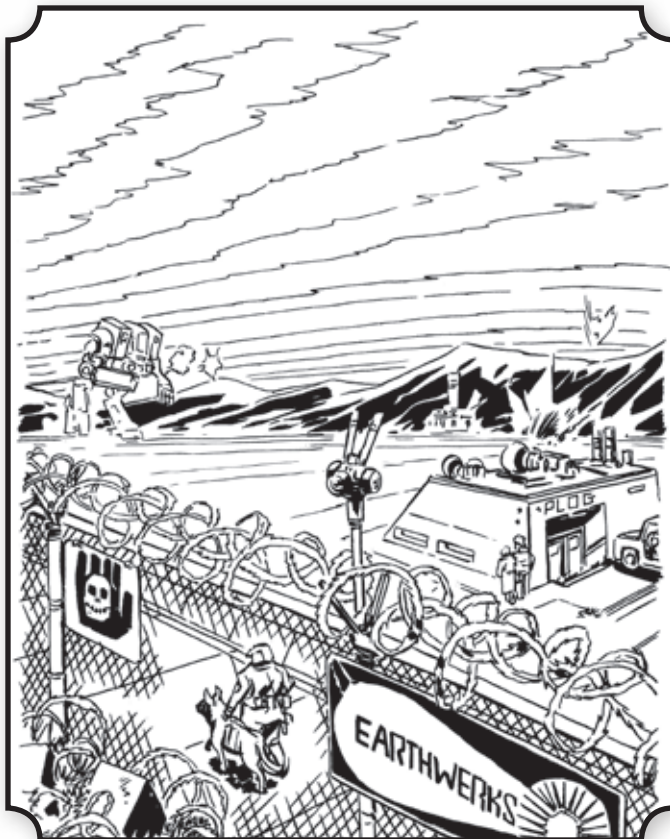
Highest Native Life: Reptile

Population: 4,200,000,000

Socio-Industrial Levels: A-A-C-A-C

During the years that Tikonov spent apart from the Confederation, Grand Base emerged as the Capellan realm's most important economic and manufacturing center. Though the sprawling Shengli Arms facilities on Victoria soon challenged the supremacy of Earthwerks-Grand Base, not until Tikonov returned to the Confederation was Grand Base eclipsed.

The first years after the Fourth Succession War were difficult for Grand Base. The last shots had barely quieted from the Davion as-



sault when Grand Base was attacked by the Sixth Defenders of Andurien in September of 3030. Warrior House Fujita and a number of militia regiments, as well as trainees from the Death Commando training grounds, were all that stood between the Sixth Defenders and the Earthwerks facilities on the world. The loss of these production facilities would have devastated the Capellan war effort, but skillful fighting on the part of House Fujita and outright terror tactics from the Death Commandos soon brought the Sixth to retreat.

In 3036, Lord Tsen Shang, consort of the newly confirmed Chancellor Romano Liao, took a personal interest in restoring the damaged facilities on Grand Base to full capacity, and it was largely through his efforts that the planet's economy struggled back to full force in 3040. By 3042, the Earthwerks facilities had almost doubled production and the first scattered bits of recovered technology were being tested on secure proving grounds. Since then, Earthwerks-Grand Base has stayed near the forefront of Capellan military development, even as Shengli Arms and Victoria attempt to steal as much of the spotlight as possible.

Warrior House Fujita was moved from Grand Base just before the St. Ives conflict. They were replaced by Warrior House Lu Sann upon that House's return from a disastrous mission into the Taurian Concordat. The first large-scale combat that Grand Base had seen in a decade occurred when a rebellious unit of Taurian troops followed Lu Sann home and attacked them. Surprised by the assault, Lu Sann took serious casualties before destroying the Taurian unit.

Grand Base is a pleasant world, with rolling landscapes on most of the main continent. A coastal mountain range protects the main



TOURING THE REALM

continent's eastern edges, and three other mid-sized continents lie within easy intra-atmospheric flight. The freshwater oceans are rich with native reptilian life and introduced Terran species of fish. The zenith and nadir jump points host fully functional re-charge and security stations, and security forces at both stations are equipped with the latest technology.

The planet's noble ruler, newly elevated *Mandrinn Joao Rajpita*, is a connoisseur of modern Capellan literature and hosts a yearly symposium that draws the best writers from across the Confederation. His family has controlled Grand Base since Lord Shang's withdrawal back to Sian in 3040.

HUSTAING

Noble Ruler: Lord Kevin Dittimore

Star Type (Recharge Time): G1V (182 hours)

Position in System: 4

Time to Jump Point: 9.75 days

Number of Satellites: 1 (Atria)

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 36°C (Temperate)

Surface Water: 45 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Reptile

Population: 2, 345,000,000

Socio-Industrial Levels: C-C-C-D-C

Hustaing shot to prominence at the start of the St. Ives conflict as the world where it was thought the Chancellor had been captured by the rogue Blackwind Lancers. When it came out that the Chancellor had escaped and his then-fiancée, Duchess Isis Marik of the Free Worlds League, had been taken instead, the tension level scarcely lowered. Not until House Hiritsu overcame the Blackwind Lancers and forced them to surrender did the Confederation as a whole draw breath and relax. The creation of the Hustaing Warriors from surviving soldiers of the Hustaing Home Guard battalions gave the planet a chance to claim great honor for the Confederation, and the unit gave sterling service during the conflict with St. Ives.

Since then, Hustaing's rise to prominence has earned this formerly quiet world an economic boom. Tourism has increased exponentially as Capellan citizens flock to see the famous landmark battle sites: the intersection where Isis Marik escaped, the memorial to Warrior House Hiritsu's dead near the spaceport, even a re-creation of the small office where House Master Ty Wu Non accepted the surrender of the disgraced Blackwind Lancers.

Lord Kevin Dittimore has leveraged every angle he can from his world's prominence. The planet's tax base was adjusted following the Hustaing Warriors' designation of Hustaing as their official

homeworld, bringing welcome military and industrial contracts to the planet. A crash program of industrial expansion was completed in 3066 to jumpstart the military-manufacturing industry. Many of the personal weapons and small arms used by the Hustaing Warriors and the rebuilt Hustaing Home Guard are manufactured locally.

The increase in tourism has also brought about a staggering increase in the arts on Hustaing, as many artists have come to take advantage of the planet's large potential customer base. Painters, in particular, have been selling canvases in truly breathtaking numbers. Most of the pieces touch on the famous battles in some way, but not all of them are violent. Several scathing editorials written by artists in the rest of the Confederation have circulated recently, deriding the work as too commercial, but several pieces have been prominently displayed nonetheless in some of the Confederation's most respected galleries.

MENKE

Noble Ruler: Lord Marcus Baxter

Star Type (Recharge Time): K7V (198 hours)

Position in System: 2

Time to Jump Point: 3.70 days

Number of Satellites: 1 (Darbonne)

Surface Gravity: 1.13

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 42°C (Tropical)

Surface Water: 74 percent

Recharging Station: Zenith

HPG Class Type: A

Highest Native Life: Plant

Population: 5,500,000,000

Socio-Industrial Levels: A-B-C-C-C

Menke has always been a powerful world in the Confederation, not least because of its status as the primary base of the famed McCarron's Armored Cavalry mercenary unit. With the Armored Cavalry's adoption into the CCAF and the investiture of Lord Marcus Baxter into the *Barduc*, Menke has climbed even higher.

Most of the inhabited portions of Menke are sunny and tropical, known for their pleasant climate. Local citizens identify heavily with the dependents of the Armored Cavalry, almost all of whom maintain homes and estates on the world. Menke has long been the hereditary holding of the McCarron family, but with Lord Baxter's investiture it became the capital world for the lord's new warren.

The presence of the Armored Cavalry has always meant that military matters took much of the spotlight on Menke. A modest military production facility churns out materiel for the Armored Cavalry directly and for the rest of the CCAF as well. One or two McCarron's regiments are almost always present (and often the rest as well), which makes Menke very well defended. The planet



TOURING THE REALM

has been successfully raided several times, most notably by Wolf's Dragoons' Seventh Kommando early in the 31st century, but its defenders have always managed to drive the attackers off. While the Armored Cavalry maintains a modest training academy, the Barton Memorial Training Center in the southern hemisphere gets the lion's share of attention from the rest of the CCAF. It has worked hard in the last three years to build a reputation as the finest jungle warfare training center in the Confederation.

Though Lord Marcus Baxter is the ultimate authority on Menke, his position as head of the Armored Cavalry forces him to leave civilian administration to Archibald McCarron's nephew, Gregory McCarron. Director of the McCarron Trading Company, Gregory manages the day-to-day operation of Menke in Baxter's stead. His most remarkable accomplishment to date was the creation of the Wei Memorial, a statue dedicated to the battalion of the Nightriders regiment that died reclaiming Wei for the Confederation.

WESTERHAND

Noble Ruler: Duke Quon Thuc

Star Type (Recharge Time): G3V (184 hours)

Position in System: 2

Time to Jump Point: 8.53 days

Number of Satellites: 3 (Delsia, Ralston, and Vannora)

Surface Gravity: 0.93

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 49°C (Temperate)

Surface Water: 66 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Mammals

Population: 1,031,000,000

Socio-Industrial Levels: C-D-C-D-C

Westerhand first rose to prominence during the reign of Chancellor Maximilian Liao, when he established a series of Quarterly Games. These 'Mech-combat fights, akin to the Solaris games, were intended to draw monetary



investors and talented MechWarriors into the Confederation. Though the spectacle-filled Quarterly Games were a casualty of internal corruption and the Fourth Succession War, new and expanded contests have recently brought economic and social rescue to Westerhand.

Maximilian Liao envisioned a series of eye-popping spectacles he could milk for all he needed: warriors, 'Mechs and money. For a short time his scheme succeeded, but the Davion invasion spelled the end of the games and the beginning of three decades of decline for Westerhand's citizens. In Victory City, the planetary capital, the six large arenas that hosted Maximilian's cream of the crop in the 3020s fell victim to "the stuff that floats to the top" in the 3030s and '40s. Ne'er-do-wells, two-bit mercenary companies and wannabe warriors unable to make the long journey to Solaris kept the arenas in operation, but the glory was gone.

When Sun-Tzu Liao began a crash program to revitalize Westerhand's economy in the late 3050s, most of the world's citizens leaped at the chance. They leaped so high, in fact, that rumors flag Westerhand's remarkable recovery as one of the initiatives that led to the *Xin Sheng* movement. Using recognition by the CCAF and even the Free Worlds League Military, Westerhand's games began to attract the elite again: mercenary recruiters, talent scouts and recruiters from the best Confederation and Free Worlds military academies. Today, the Games on Westerhand—while not as opulent as the Solaris Games—are one of the highlights of the Capellan entertainment circuit.

Victory City is in the midst of a rebirth, as the influx of capital from the government and liquid cash from massive numbers of Games participants and viewers allows the city fathers to literally make over their city. Duke Thuc has taken personal charge of several projects, including a highly successful one to gather the servitor-caste homeless from the streets and put them to work on civic projects. While labor has always been cheaper than technology in the Confederation, Duke Thuc appears to be trying to win his servitors' loyalty; instead of a simple work-for-food policy, he is using a seniority-based system to try to place hardworking servitors in long-term employment with the growing Victory City industrial base.

THE ST. IVES COMMONALITY

The St. Ives Commonality is a study in contradictions. Long a bulwark against Davion aggression, it split from the Confederation in the aftermath of the Fourth Succession War and became barely more than a Davion protectorate. Ruled throughout its separate existence by Maximilian Liao's eldest daughter Candace, the short-lived St. Ives Compact fiercely maintained its independence from the Federated Commonwealth through Duchess Candace's iron will. The citizens of the Compact came to see themselves as the true upholders of the best in Capellan culture and to view the Confederation proper as the subjects of despots—specifically, Romano Liao and her son, Sun-Tzu.

The culmination of the *Xin Sheng* program was the reclamation of the entire St. Ives Commonality. The so-called Capellan-St. Ives war was brief but bitter, punctuated by the murderous Black May attacks of the Thuggee cult. Upon the cessation of hostilities Chancellor Sun-Tzu decreed the re-absorption of the Compact and confirmed Duchess Candace Liao and her family as hereditary rulers. The worlds of the Compact have embraced their return; indeed, several are so deeply entrenched in *Xin Sheng* movements that many pundits fear rebellion would break out again if the Compact attempted to resurrect itself—except that this time, the insurgents would be fighting to stay with the Confederation.



ST. IVES

Noble Ruler: Duchess Candace Liao
Star Type (Recharge Time): G8V (189 hours)
Position in System: 3
Time to Jump Point: 6.19 days
Number of Satellites: 1 (Cochrane)
Surface Gravity: 1.01
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 34°C (Temperate)
Surface Water: 67 percent
Recharging Station: Zenith and Nadir
HPG Class Type: A
Highest Native Life: Plant
Population: 5,900,000,000
Socio-Industrial Levels: A-A-B-A-C

As the capital of a commonality in regular contact with Davion forces, St. Ives has always been a beautiful contradiction: some of the loveliest landscapes in the Confederation and yet one of the best defended worlds in the Inner Sphere. During the years of the St. Ives Compact, the people of St. Ives took to being citizens of a mini-realm's capital world; only rigorous educational and economic oversight kept this world's reintegration into the Confederation from being more costly and less efficient.

Knowing that her realm must be able to defend itself, and able to draw on the contacts established by her then-husband, the late Justin Allard, Candace Liao mandated the creation of one of the most powerful and concentrated defense industries in the Inner



Sphere. The HildCo Interplanetary factories on St. Ives and other Compact worlds went from respectable weapons producers to high-production powerhouses, capable of integrating the most advanced technologies rediscovered by the New Avalon Institute of Science. Since returning to Capellan control, these industries have not slackened their production, but their distribution now spans the entire Confederation.

Though defense industries are most common, the civilian economy of St. Ives prospered during the relatively peaceful years of the Compact, and those industries as well are now spreading their output across the Confederation. This has raised the cost of domestically produced goods inside the St. Ives Commonality. Analysts debate whether or not this effect is intentional—certainly it is helping to bind the former Compact to the Confederation, but also forcing them to import goods from other Commonalities to help keep costs down.

The two regiments of the St. Ives Lancers remain the pre-eminent formations of the St. Ives Armored Cavalry, but the new regiments of the St. Ives Janissaries have gained increasing attention from the Capellan Strategios. Their effectiveness against Capellan troops during the Capellan-St. Ives war demanded review after that conflict's conclusion, and the CCAF has been actively evaluating their tactics.

Candace Liao and her family, including her son, the famous MechWarrior Kai Allard-Liao, spend much of their time on St. Ives, overseeing the operation of the commonality. Many observers expected the Chancellor to demand Candace's presence on Sian as a hostage for her family's behavior, but aside from meetings of the Prefecture, the Duchess and her children mainly stay on St. Ives. The exception is Candace's daughter, former major Cassandra Allard-Liao, who left the Compact in the company of a mercenary regiment at the war's conclusion.

TOURING THE REALM

BRIGHTON

Noble Ruler: *Shonso* Ellen Brazeau
Star Type (Recharge Time): F9III (180 hours)
Position in System: 4
Time to Jump Point: 11.19 days
Number of Satellites: 1 (Brazen Heart)
Surface Gravity: 1.01
Atmospheric Pressure: Low (Breathable)
Equatorial Temperature: 28°C (Arid)
Surface Water: 23 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Mammals
Population: 4,500,000,000
Socio-Industrial Levels: C-D-D-C-C

In 2998, the Brighton Home Guard held off Davion invaders long enough for several Warrior Houses to come and relieve them. Though successful, this action had two repercussions that carried through to Brighton's tenure as a part of the St. Ives Compact. It gave the indigenous Brighton soldiery a strong sense of pride and entitlement, and it also created a sense of superiority among the citizenry because of how well they had held up under the Davion siege.

During the Compact years, some of the St. Ives military's most aggressive officers came from Brighton. Though no regular formations were ever raised, the battalions of the Brighton Home Guard often rotated off-world to spar with other Compact units as opposition forces, in addition to maintaining training facilities across Brighton. Though they kept their skills sharp, the Brighton units were never tested in a serious battle until the Capellan-St. Ives war.

In that conflict, they were shattered.

In three swift engagements, elements of McCarron's Armored Cavalry landed on Brighton specifically to engage the Brighton Home Guard. Despite all their posturing, the unit's officers never managed to steal the initiative from the Armored Cavalry, and the Guard suffered the consequences. The Armored Cavalry struck and departed without occupying the planet, but the cease-fire came before follow-on occupation forces could be sent.

The destruction of their pride and joy took some wind out of the sails of Brighton's people. One of the first acts of the new Capellan governor took the rest when he reopened the long-closed penal facility on the moon Brazen Heart. The first crop of prisoners came from Brighton, but the prison complex quickly filled with the loudest voices for independence. The CCAF has maintained control of the prison, restricting access and denying access even to the Duchess' inspectors.

Economically, Brighton is well positioned to survive reintegration with little ill effect. The copper and silver mines at the south pole are still active, and all have received a fresh influx of

labor as the deactivated Home Guard units find work for their surviving soldiers.

Shonso Ellen Brazeau is cousin of the former ruling Brazeaus of Brighton. While most of her family followed Duchess Candace into the Compact in the 3030s, Ellen's parents stayed in the Confederation. A former member of the House of Scions, Ellen appears to be doing her best to work with her own people, rather than punish them for her family's transgressions.

DENBAR

Noble Ruler: *Mandrinn* Gabriel Motte
Star Type (Recharge Time): M2IV (203 hours)
Position in System: 8
Time to Jump Point: 2.86 days
Number of Satellites: 1 (Kenilworth)
Surface Gravity: 0.98
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 32°C (Temperate)
Surface Water: 67 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Plant
Population: 1,432,000,000
Socio-Industrial Levels: C-D-C-D-C

The citizens of Denbar were surprised to be exempted from ComStar's earlier report on the Confederation. That report claimed the world was uninhabited except for a small ComStar exploration team, and that the Confederation had contemplated the planet's settlement solely as a military position. Needless to say, this came as news to the roughly 1.2 billion people living there.

Documents unearthed during ComStar's secularization in the mid-3050s revealed the purpose of this charade: the Denbar HPG had been responsible for testing hypothetical advancements in HPG range, and ComStar needed a plausible explanation for the odd signals associated with it. The archeological site at the northern pole was a fake created by ComStar in case anyone came to visit, but the wreckage had been recovered by 3032 and the stories debunked.

During the Compact years, Denbar's economy experienced phenomenal growth as the Compact poured defense monies into the planet's infrastructure. As one of the worlds bordering the Confederation, it was essential that Denbar not be left undefended, which meant permanently stationing at least a regiment of BattleMechs on-world. Denbar was the scene of savage fighting during the opening phases of the Capellan-St. Ives war, and that fighting continued for much of the conflict. After the cease-fire, the world remained a hotbed of resistance to rightful Capellan rule until 3064, when Colonel Sao Fang was captured leading a raid



TOURING THE REALM



on a CCAF supply installation. The colonel—branded a traitor by Duchess Candace herself in 3063—was publicly executed along with most of his troops.

Mandrinn Gabriel Motte, a young noble who served with the CCAF unit that captured Sao, volunteered to administer Denbar for the duchess after the colonel's execution. The House of Scions approved his appointment and the young man has spent nearly every waking moment campaigning for Denbar's prosperity. His civil initiatives alone have generated a great deal of goodwill among all the castes, even the servitors. A series of holodramas have been produced about him, including one showing stock footage of the *mandrinn* weeping as he led Sao's firing squad. "A man of conviction and principle," he said at the time, speaking about Sao, "who led as best he could and held to his ideals until the end."

Motte's first act as planetary administrator was to pardon all of Sao's remaining resistance fighters, effectively ending resistance on Denbar.

TEXLOS

Noble Ruler: Shonso Indri del Schwann
Star Type (Recharge Time): K8V (199 hours)
Position in System: 6
Time to Jump Point: 3.47 days
Number of Satellites: 3 (Maxia, Alicia, and Rose)
Surface Gravity: 0.99
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Tropical)
Surface Water: 45 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Amphibian
Population: 5,500,000,000
Socio-Industrial Levels: A-B-B-B-B

Of all the worlds in St. Ives to prosper during the Compact's tenure, Texlos may have the greatest claim to fame. Long a popular destination because of its comfortable climate and stable economy, Texlos became a bastion for Capellan expatriates after it seceded from the Confederation with the rest of the St. Ives Commonality. When combined with the massive industrial growth of the 3040s and 3050s, the wealth brought by the expatriates rich enough to travel by JumpShip made Texlos the peer of any other industrial world in production, if not prestige.

When Candace Liao created the St. Ives Compact, she invited all like-minded Capellans to flee the Confederation and join her. Thousands of Capellans did so, and many settled into expatriate communities across the face of Texlos. These immigrants—who had feared Davion aggression when Texlos was a Davion border world—flocked there because of the newfound peace under Federated Commonwealth protection. The expanding factories



(and the infrastructure to support them) offered investment opportunities for the money they'd brought, and so Texlos boomed. The aerospace industry exploded as Mujika Aerospace became the primary supplier to the St. Ives military and secured prime export contracts to the Federated Commonwealth's Capellan March.

The fighting during the reclamation of St. Ives touched Texlos lightly, as neither side wanted to threaten the valuable industry there. When the cease-fire took effect, however, many citizens fled Texlos for the Federated Suns, unwilling to be Capellan subjects again. All told, almost a million people fled the planet over the course of 3064 and 3065, before the loss of skilled manpower affected military production enough that *Shonso* Schwann stepped in and halted the exodus.

Texlos today is fighting tooth and nail against a recession as the remaining workforce adjusts to their servitor status and military production falters. *Shonso* Schwann has lobbied the duchess repeatedly for drafts of skilled workers from, more populous worlds to fill her factories, but her pleas have so far been rebuffed.

The one area of Texlos that has seen an increase is tourism, as less-restricted travel between St. Ives and the rest of the Confederation has brought many from the Confederation's interior to visit the world. Older nobles in the Confederation still remember previous visits to Texlos and have made pilgrimages to introduce their younger scions to the sense of wonder and calmness that Texlos offers its guests.

WARLOCK

Noble Ruler: *Shonso* Carter Ibo
Star Type (Recharge Time): F9IV (180 hours)
Position in System: 3
Time to Jump Point: 11.19 days
Number of Satellites: 1 (Blackguard)
Surface Gravity: 1.03
Atmospheric Pressure: Low (Breathable)
Equatorial Temperature: 5°C (Arctic)
Surface Water: 12 percent
Recharging Station: Zenith and Nadir
HPG Class Type: B
Highest Native Life: Plant
Population: 5,450,000,000
Socio-Industrial Levels: A-A-C-A-D

Warlock is an aptly named world that has risen to great prominence in the past decade. During its time as a St. Ives Compact world, Warlock experienced skyrocketing growth as a resort world and a manufacturing center. Once it returned to the Confederation, the CCAF and the Prefecture worked to make sure Warlock did not suffer the loss of production that befell Texlos, and to date their precautions have been largely successful.



TOURING THE REALM

Much of Warlock's inhabited areas exist in frigid arctic regions, which makes the planet a favorite destination for vacationing nobles who prefer alpine vacations. The Liao family has long maintained a winter retreat on Warlock, and while Candace and her family never barred any of their other Liao relatives from using the facility, few wanted to risk the wrath of Romano Liao to do so, and most other Capellan nobles followed suit. With the reconciliation of the St. Ives Commonality, nobles have flocked to the slopes of Warlock, following the lead of the Chancellor, who spent six days of rest in a ski lodge there in 3066. The influx of cash and recognition has been well received by the local people.

Militarily, the Strategios is developing the weapon manufacturing facilities on Warlock's equatorial continent, and plans an expansion of the arctic training facilities in the south for 3068. As elsewhere in the former Compact, CCAF procurement officers have been impressed with the production capabilities of the FedCom-influenced factories, and many engineers visit to try to bring comparable renovations to Capellan production centers on Grand Base and Victoria.

Shonso Carter Ibo is the grandson of the long-serving Lady Seng Ibo. Whereas Carter's father Dan and his grandmother both took their own lives rather than see Warlock returned to the Confederation, Carter has embraced reunification. A former MechWarrior who served with the St. Ives Cheveau Legers, Carter returned to Warlock in 3064 and accepted his mother's former title with the Chancellor's blessing. His services to Warlock and the commonality prompted Duchess Candace to elevate him to the rank of *shonso* in 3066, shortly after the Chancellor's visit.

The amount of inter-system traffic between Warlock and Blackguard has recently increased, giving rise to speculation that the CCAF is upgrading the abandoned naval installation on Warlock in preparation for an expansion of the Capellan Navy's forward staging in the St. Ives Commonality. The station—a storage and repair facility largely abandoned by the Compact military—is large enough to repair a half-dozen DropShips of 50,000 tons at once, and can house a regiment of marines.



THE VICTORIA COMMONALITY

The Victoria Commonality is the newest in the Confederation, established during Sun-Tzu Liao's *Xin Sheng* reforms. It encompasses almost all of the rimward Confederation, worlds that have seen little direct combat since the Andurien invasion of the early 3030s. These years of peace have allowed the area to quietly build itself into a cultural and industrial fortress of Capellan unity. Though no truly outstanding manufacturing concerns exist in the commonality except for Shengli Arms on Victoria, countless small to mid-size industrial concerns are scattered across the worlds that still produce much of the high-quality consumer goods that once made the Capellan Confederation a prized trading partner. With jump routes to both Periphery signatories of the Trinity Alliance passing through the commonality, these industries are starting to see more significant growth.

The people of the Victoria Commonality are beginning to overcome generations' worth of prejudice against them as "those people out there" because of their proximity to the Periphery. Part of that change, of course, is a result of an influx of Taurians and Canopians; actual "people from farther out there" now exist in the commonality to scoff at. But much of it also derives from the sheer determination the commonality's citizens have shown in the past few years to prove themselves worthy of commonality status.



VICTORIA

Noble Ruler: Duchess Abigail O'Hanlon

Star Type (Recharge Time): K7IV (198 hours)

Position in System: 2

Time to Jump Point: 3.70 days

Number of Satellites: 4 (Jocelyn, Jennifer, Astrid, Lisette)

Surface Gravity: 1.00

Atmospheric Pressure: Low (Breathable)

Equatorial Temperature: 2°C (Boreal)

Surface Water: 9 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Plants

Population: 2,100,000,000

Socio-Industrial Levels: A-A-C-B-D

The newest commonality capital in the Confederation, Victoria is currently enjoying an upswing in prosperity and influence. The world's fortunes have been on the rise more or less since the opening of the Shengli Arms BattleMech factories. Since then, the planet has become a haven of advanced learning, with the Victoria Institute of Engineering beginning to rival Sian University as a research facility.

Though Victoria's atmosphere is breathable, the planet has a highly unstable weather system that routinely generates damaging storms. As a result, most of Victoria's population and industry is underground. Because



humans crave sunlight, the many domes of Victoria were erected to give people a safe place to see the sky. These domes, massive ferro-glass structures that dot the world, are some of the most amazing examples of Capellan engineering—of human engineering as a whole, some say—and visitors arrive every day from across the Confederation to view them. A routine final-term exam for VIE students is to design an addition to the domed park system; the valedictorian's design has been added to the system since 3061, when a grant was established for that purpose.

The industrial heart of Victoria is Shengli Arms, the reconstituted BattleMech facility based around a recovered Star League research center. One of Sun-Tzu Liao's first projects was to invite the Word of Blake to help the Confederation refurbish and redesign the center for BattleMech production, and since then the factory has churned out powerful Capellan 'Mechs such as the *Jinggau*. The facility—and of course, graduates of VIE—is constantly experimenting with new technologies, and the CCAF liaison office is one of the best-staffed of any world.

The presence of the Prefectorate Guard regiment of the Capellan Hussars has made Victoria a popular world with the CCAF and the Prefectorate, whose members often come to inspect their "guardian" regiment. The Guards have a working relationship with Shengli Arms, trading testing expertise for excellent supply and repair facilities.

Victoria's ruler, Duchess Abigail O'Hanlon, spent much political capital to get her family the rulership of the entire commonality and herself the commonality's seat on the Prefectorate. She is often away from Victoria, leaving planetary administration in the hands of her niece, Diem Annalise O'Hanlon. Duchess Abigail is away so often, in fact, that many in Victoria's popular media often refer to Annalise as "the young duchess."

TOURING THE REALM

DROZAN

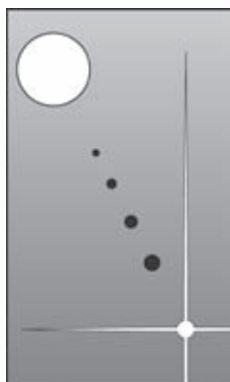
Noble Ruler: Lord Henry Kingsbury
Star Type (Recharge Time): F2V (173 hours)
Position in System: 5
Time to Jump Point: 18.75 days
Number of Satellites: 0
Surface Gravity: 0.96
Atmospheric Pressure: Standard (Breathable)
Equatorial Temperature: 29°C (Temperate)
Surface Water: 71 percent
Recharging Station: Zenith and Nadir
HPG Class Type: A
Highest Native Life: Mammals
Population: 6,240,000,000
Socio-Industrial Levels: C- D-C-C-A

If any world can be called the breadbasket of the Confederation, surely Drozan can claim that prize. A warm and temperate planet, Drozan boasts vast swathes of land mass devoted to agriculture. Little industry exists in the few small cities that dot the landscape, most of it devoted supporting the planet's many spaceports.

Contrary to the claims of ComStar's earlier publication, Drozan does not actually feed five percent of the Confederation's hundreds of billions of subjects. Instead, Drozan produces an estimated eight percent of the Confederation's *luxury* foodstuffs. Both land and sea are utilized, and agribusinesses run the gamut from gourmet meats to exotic artisanal grains. Though the food industry was always Drozan's forte, the addition of information from the Gray Death memory core in the mid-3030s allowed Drozan to reach even more markets, and it has since become a powerhouse in agricultural genetic engineering.

Because of the value of land for arable uses, Drozan holds no large-scale BattleMech proving grounds like those found on many other worlds, though the CCAF does maintain a large cantonment currently occupied by Marshigama's Legionnaires. Instead, Drozan's military installations focus on infantry training. The massive motorized infantry school in the coastal city of Midas was recently enhanced with one of the few dedicated underwater warfare schools in the Confederation. Rumors abound that the Death Commandos may place a detachment at the new facility to teach extreme underwater demolition tactics, but to date nothing more than feasibility studies have been completed.

At peace since the Andurien invasion, Drozan has remained blessedly free of strife; even bandits seem to avoid the world. This has led to a discernable gap in attitudes between the CCAF cadre on Drozan and local citizens. The cadre, devoted to their training mission, remain as loyal as ever, but the grangers on Drozan's northern continent have recently begun agitating to reduce the taxes that fund the planetary garrison. Without a significant mili-



tary action in the past twenty-five years, many are beginning to doubt the need for a strong garrison, as well as noting the potential cost of the land left fallow for military use. Lord Kingsbury, head of the one of the largest granges as well as the planet's noble ruler, is taking steps to increase the education of his people on this subject. Many believe the lord's actions—undertaken in just the past eighteen months—stem from a “your way or our way” visit from the Maskirovka.

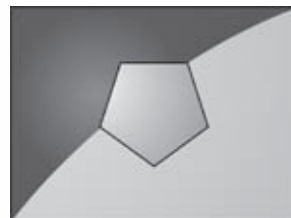
ROLLIS

Noble Ruler: Lord Yuri Gastov
Star Type (Recharge Time): F3V (174 hours)
Position in System: 2
Time to Jump Point: 17.36 days
Number of Satellites: 1 (Rory)
Surface Gravity: 1.02
Atmospheric Pressure: Low (Breathable)
Equatorial Temperature: 32°C (Temperate)
Surface Water: 56 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Plant
Population: 89,000,000
Socio-Industrial Levels: D-D-D-F-C

At the far rimward edge of the Confederation, Rollis has long been the realm's bastion against the Periphery and a flanking attack by the Federated Suns. Fewer than one hundred million people populate the world, though recent indexes show the population growing as new opportunities arise in trade with the Taurian Concordat and the newly independent Fronc Reaches.

Historically, Rollis has been the jumping-off point for Capellan expeditions into the Periphery. The planet earns a large part of its hard currency by supporting interstellar explorations, both state-sponsored and private. Though neither of Rollis' jump points have recharge stations, a small orbital repair facility exists for DropShips and small craft. Lord Gastov is currently lobbying the Prefecture to approve construction of at least one recharge station to help speed travel between the Confederation and the Concordat.

The citizens of Rollis are some of the most independent-minded in the Confederation. Most of the planet's native industry is self-sustaining, though high-technology items must be imported. Wood harvested from the jungles on the equatorial island of Iskandia fetches high prices throughout the Confederation. It is prized for its pungent aroma, similar to Terran cedar, but also for its strength and near-imperviousness to fire. The lumberjacks who clear those forests command nearly any price they wish for the planks, and a thriving black market allows the wood to be exported to the Federated Suns' Capellan March.



TOURING THE REALM

Given Rollis' somewhat strategic position, the CCAF has always maintained a minimal garrison to supplement the Rollis Home Guard. In 3066, construction began on a new facility near the capital city of New Harmon to house up a full regiment of BattleMechs and their attendant support units. As no new unit of the Capellan Reserves has been called up, locals speculate that Chancellor Sun-Tzu intends to allow a Magistracy regiment to garrison the important corridor to the Taurian Concordat, in line with the treaty obligations of the Trinity Alliance.

The one anomaly on Rollis is the aptly named city of Freeport in the southern hemisphere, on the island of Tucson. An open city, Freeport caters to the independent traders and prospectors that filter through Rollis with the tacit approval (and modest duty collections) of Lord Gastov. Situated near a dry lakebed used as a spaceport, Freeport more resembles some settlements in the Periphery than a large city on a Successor State world, but it functions as a profitable waypoint and acclimatization stop for travelers coming from or heading into the Periphery.

TURIN

Noble Ruler: Lama Tsuma von Avon

Star Type (Recharge Time): G2V (183 hours)

Position in System: 5

Time to Jump Point: 9.12 days

Number of Satellites: 1 (Shroud)

Surface Gravity: 1.02

Atmospheric Pressure: Standard (Breathable)

Equatorial Temperature: 32°C (Temperate)

Surface Water: 23 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Reptile

Population: 3,983,000,000

Socio-Industrial Levels: C-D-C-D-A

If Drozan is the Confederation's breadbasket, Turin is surely its steakhouse. The discovery that the Turin bull could be mated with Terran steers to create a new breed both fleshier and tastier than either brought grangers by the thousands to this mostly arid world of open pasture and few predators.

Turin quickly grew into an agricultural powerhouse, though dairies were distressed to discover that while the Turin bull's meat is easily digestible, the milk of the Turin cow is not. Turin dairies focus exclusively on Terran cows and goats for their dairy production.

Turin is also famous for its horses. Just prior to the Fourth Succession War, a breeding program was instituted to repopulate the dwindling Liao stallion population. Despite the disruption of the war and the subsequent Andurien-Magistracy



invasion, the project has largely succeeded. Nobles from across the Confederation make a pilgrimage to Turin to purchase one of the magnificent animals every year.

In 3054, the Salerno Derby opened in the coastal resort city of Salerno, three hundred kilometers south of the capital. The derby is an annual horse race, showcasing the finest animals bred during the year, and is the midweek highlight of a week of festivities and engagements. *Lama* von Avon organized the event the first year, and it has since taken off. The 3066 Salerno Derby had more than a million visitors from across the Confederation, and early registrations for the '67 derby show that number climbing. The 3067 derby promises to be quite an event—three Sorundan stallions from the Free Worlds League are entered, despite the recent cooling of relations between the League and the Confederation.

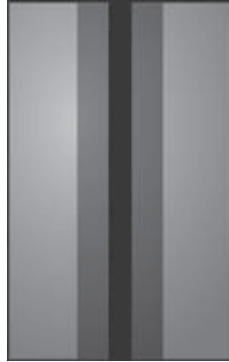
Turin is also home to a CCAF jump-infantry training center. Prior to the Fourth Succession War, the 212th Flying Furies jump infantry regiment was based on Turin, but like so many others, that regiment never returned from its deployments. The vacant facility was reconditioned into a training center after the Andurien crisis, and since then has built a reputation as one of the premier jump-infantry training centers in the Confederation. The current training schedule is filled to 3074 with units waiting their turn to undergo the rigorous Turin regimen.

TOURING THE REALM

WARD

Noble Ruler: Lord Dagmar Ricardo
Star Type (Recharge Time): F6V (177 hours)
Position in System: 6
Time to Jump Point: 13.87 days
Number of Satellites: 1 (Courage)
Surface Gravity: 0.91
Atmosphere Pressure: Low (Breathable)
Equatorial Temperature: 34°C (Arid)
Surface Water: 89 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Amphibian
Population: 2,267,000
Socio-Industrial Levels: C-C-C-D-C

Settled by Utopians during the Exodus from Terra, Ward is the furthest rimward outpost of the Capellan Confederation. The original settlers planned Ward as a community based on principles of harmonic and cooperative activity. The First Ward Constitution, the document that laid out the foundations of the Utopian creed and how that creed would apply to government, is one of the most widely studied documents of the time period. This pseudo-pacifistic model held until 2644, when the inhabitants of Ward chose to modify their governmental structure to allow greater access to planetary trade and looser control over military action.



Before the recovery of the Helm Memory Core, many Ward natives traveled off-planet as laborers in infrastructure projects. Utopian principles do not hinder them from work unrelated to violence, and the road-building skill of the Ward Utopians was unmatched in the Confederation. For many years the Utopians' unique process of asphalt construction was a closely held secret, until the emergence from the Helm memory core of an improved road-building formula that equals the Utopian method's efficiency.

As the last bulwark of the Confederation before the wilds of the Periphery, Ward has long been a waypoint for prospectors and explorers, and a large naval station hangs above the north pole of Courage, Ward's single moon. The Utopians are largely unconcerned with this base, which is managed by a specially chosen crew of non-natives imported by Lord Ricardo. The Courage station generates a sizable percentage of Ward's trade profit, a situation that has prospered since the formation of the Trinity Alliance.

The Maskirovka maintains a watch post on the ice of Ward's north polar cap to monitor traffic between the Periphery and the Confederation. In the 3040s, this station was expanded in tandem with the construction of the Courage naval base, becoming a full-sized Maskirovka installation in charge of all rimward Periphery facilities. Major wings were added beneath the ice after the signing of the Trinity Alliance to accommodate bureaus devoted to the Magistracy and the Concordat.

Rumors have surfaced in the past year or so that Ward has become a weapons-smuggling haven, using the innocence of the Utopians as cover. Smuggler vessels are no recent addition, of course, but word of arms sales to worlds in the Fronc Reaches—sales not authorized by the Ministerial—has reached the ears of the local Maskirovka director. What action he will take remains to be seen.



To outsiders, the Chancellor appears to be virtually the sole power in the Confederation, a position reinforced by our referring to him as “Celestial Wisdom” and his adopting the trappings of aristocracy about his person. The Chancellor does wield considerable power, but it is mistaken to assume that his will alone drives the Confederation, with no input from any other source.

Three legislative entities govern the Confederation: the Chancellor, the Prefectorate and the House of Scions. While the Chancellor has the most authority, in many matters he must work with the other two governing bodies to make sure his agendas are met. This tripartite governance ensures that the state, above even its Chancellors, prospers as it should. Though many Chancellors have chafed at restrictions forced upon them by the Prefectorate and the Scions, almost no one wants to see the troika abolished and the Chancellor given the power to rule by fiat over the entire Confederation.

It is also important to note the power of the Confederation nobility. They exert some influence over the whole Confederation through the House of Scions, but a nobleman’s power in his own demesne is near-absolute, subject only to the control of his direct superior or the Chancellor.

THE CHANCELLOR

*The role of the Chancellor is like a shepherd to his flock—
but the flock goes where the shepherd leads, or else it feels
the rod!*

—Attributed to Chancellor Jasmine Liao

Chosen from the Prefectorate upon the death of the current Chancellor, this position has historically been held by the Liao family, though Confederation law does not require that this be so. The Chancellor is the head of state, with sole executive powers to deal with foreign leaders as an equal, to make and ratify treaties with other interstellar polities, and to direct domestic and foreign policy for the Capellan state.

Though the Prefectorate holds some legislative power, their ability to wield it is determined by the Chancellor’s declaration of

a suitable emergency, whereas the Chancellor is under no such limitation. Since the time of Calvin the Mad, the Chancellor has enjoyed the power of decree, effectively making him a legislative power unto himself. Though legislation passed by the Prefectorate is inviolable—not even the Chancellor may overturn it—the fact that the Chancellor sits on the Prefectorate (and often has significant say in who is chosen to sit beside him) mitigates this liability.

Nearly all Capellan Chancellors have come from the Liao family since the time of Franco Liao, the result of centuries of influence-wielding and nation-building. Though recent memory recalls the deception of Maximilian and the blatant terror of Romano, Liao rulers have also brought decades of peace and enlightened governance, as illustrated by Sun-Tzu Liao.

Throughout its history, the Confederation has prospered or faltered in tune with the attitude of its Chancellors. The reigns of Calvin and Maximilian Liao, for example, were tumultuous times filled with insane power grabs that had dire consequences

Rank Has its Privileges

Like the Chancellor, nobles in the Confederation have certain powers of decree and privilege inside their own holdings, principally the following:

Nominating a Family Successor

Though most noble titles are hereditary and pass down through primogeniture, nobles may name whoever they wish as inheritors of their titles and estates. They use this power most often to bypass disappointing eldest children for more auspicious siblings, but it is not uncommon for nobles with no heirs—either through death or unsuitability—to pass their titles on to favored friends or retainers.

Judication

In place of the full Capellan judiciary, nobles may act as the supreme judiciary for the people under their suzerainty. This practice has risen to prominence—and unfortunately, some abuse—in the Liao Commonality as nobles placed in charge of recently reclaimed worlds use their power to mete out swift justice.

Enactment

In unusual circumstances, a duke or duchess may invest a non-noble person or family line with noble status, up to the rank of *mandrinn*. The last time this occurred was in 3066, when Duke Gregory Liao of the Sian Commonality ennobled the research team that discovered a powerful new treatment for Alzheimer’s disease at Sian University.

So It Shall Be

The power of decree is perhaps the most influential policy tool the Chancellor possesses. In almost every instance, decrees have had profound impact on the Confederation, as demonstrated by the following famed examples:

Decree of Prime Extension

One of Regent Salindar’s few decrees, the Decree of Prime Extension in 2480 extended the Chancellor’s term of office from ten years to life. Though his critics at the time decried Salindar as a power-mad tyrant, most believe the decree was meant to benefit the next Chancellor, Raxal Liao.

Decree of Succession

This statement in 2598 declared that in the event the Prefectorate failed to elect a Chancellor in three formal votes, the position should devolve to the senior member of House Liao. Though taken as a statement of loyalty at the time, recently recovered documents hint that Chancellor Quinn was blackmailed into making the decree by the disenfranchised Liao family.

Decree of Remediation

Issued by Chancellor Romano Liao in 3041, this decree cancelled the 2840 Chesterton Decree. Proclaimed in a rage after a dispute among the Prefectorate, this decree stripped the last member of the Hargreaves family of his place in that body. “If Chesterton is so important to the Confederation,” the Chancellor is reported to have said, “then I will allow you back when you’ve recaptured it.”

for the Confederation. Calvin led the realm into a wasteful war and nearly destroyed the national economy, and the schemes of Maximilian—while sometimes netting the realm short-term benefits—ultimately cost Capellans half our worlds when Hanse Davion retaliated for Maximilian's attempt to place a double agent on the Federated Suns' throne.

THE PREFECTORATE

Oh, yes, we are a brake on the wishes of the Chancellor. My father sits at the head of our council, determines who can and cannot hold the nobility required to sit, and controls the military that protects us. Quite a brake we are.

—Remark made by Duchess Candace Liao, 3026

The highest policy- and decision-making body in the Confederation, the Prefectorate (Prefecture) is the second only to the Chancellor (who sits on the 12-member group) in authority within the realm. Members of the Prefectorate are elected from the House of Scions for ten-year terms. Each commonality has a representative in the Prefectorate, and the other members are similarly powerful men and women in the Confederation.

The Prefecture is the oldest governing body in the Confederation, formed by Franco Liao in 2368 as an advisory council of nobles from the major Capellan regions. Expanded and enlarged by Kurnath Liao and given legislative powers, the Prefecture has become a powerful—if quiet—force in the Confederation government.

Though the Prefecture originally derived its power from the right to choose the next Chancellor from among its own number, the decrees granting the Chancellor a lifetime term and the Star League's decision to recognize only members of House Liao as representatives of the Capellan state deprived the Prefectorate of much of its authority. The Chancellor has long wielded significant power without Prefectorate oversight, but the Prefectorate still has some powers of its own. Through acts of ennoblement, the Prefecture has counteracted decrees of the Chancellor with which they disagreed, and they retain control of administrative military officer appointments outside the Chancellor's control. In addition, the Prefectorate is responsible for appropriations directed to the Capellan Armed Forces. A number of Chancellors have had to come to the Prefecture, hat in hand, to finance their military actions.

Current Prefects

Chancellor Sun-Tzu Liao
Duchess Kali Liao
Gao-shiao-zhang Ion Rush
Duke Gregory Liao
Duchess Abigail O'Hanlon
Shonso Hurtong Liao
Duchess Candace Liao
Lady Evadne Rivoli
Mandriisa Alana Morgaine
Duchess Helen Ling
Lama Wu Tao-Zu
Lama Ivan Teng

CHANCELLORS OF THE CAPELLAN CONFEDERATION

From first to current, these men and women have left indelible marks on the history of the Confederation.

Franco Liao (2366-2395)

The first Chancellor of the Confederation, Franco Liao is remembered as the man who created the realm we recognize as Capellan and the standards for living in it—most importantly, service to the state above the individual, so that we might all survive and prosper.

Kurnath Liao (2395-2399)

Kurnath Liao was responsible for two acts that had far-reaching consequences. He was the first Chancellor to solidify his position beyond what Franco Liao had created, and he ordered the creation of the Maskirovka intelligence service.

Aleisha Liao (2399-2415)

Many have speculated that Aleisha's aversion to warfare stemmed from her father's lack of ability in that area, but every schoolchild in the Inner Sphere knows her as the architect of the famed Ares Conventions that limited—and prolonged—the ravages of warfare for centuries.

Arden Baxter (2415-2425)

Arden Baxter, the first non-Liao Chancellor, is remembered for trying to dismantle everything that three previous generations of Liaos had built. His reward for his attempts to bring democracy back to the Confederation was assassination by a member of Marion's Highlanders in 2425.

Stephen Liao (2425-2450)

Sir Stephen, as he was known, spent his reign building the Capellan military into a far stronger and more professional force than it had been. Though he did not survive to see it used in battle, his preparations stood the Confederation in good stead—and grave danger.

Duncan Liao (2450-2452)

Duncan Liao had no chance to make his mark on the Confederation, though his attempts to curb factionalism in the military and his subsequent capture by coup and suicide were the sparks need to ignite a harsh but necessary purge.

Jasmine Liao (2452-2477)

Sister of Duncan Liao, Jasmine Liao assumed the Chancellorship upon her brother's suicide and wreaked bloody vengeance on his captors. Her reforms of the Capellan military were thinly veiled purges that stripped the military elite of their ranks and titles and shaped the armies into a tool of the state rather than personal tools of the generals.

Edmund Salindar (Regent) (2477-2482)

Remembered as an honest man, Salindar served as regent upon Jasmine Liao's death until her sons came of age.

CHANCELLORS OF THE CAPELLAN CONFEDERATION

Raxal Liao (2482-2482)

The shortest reign in Capellan history—twelve minutes—Raxal Liao served long enough to abdicate to his twin brother Hendrik.

Hendrik Liao (2482-2520)

A student of the responsible governmental policies of Edmund Salindar, Hendrik Liao was a good man in a bad position, and eventually resigned the Chancellorship amid criticism of his diplomatic policies.

Kalvin Liao (2520-2530)

Kalvin the Mad, also called Calvin the Devourer, used the Chancellorship solely for personal gain—be it money, women or power. He was finally assassinated by a bodyguard in 2530.

Mica Gabriel Liao (2530-2542)

Kalvin's sister, Mica Gabriel Liao, was raised on New Avalon in the Federated Suns, spent her entire reign bringing peace back to the Confederation however she could.

Salicia Liao (2542-2551)

The only Capellan Chancellor ever to hold dual citizenship in the Confederation and the Federated Suns, Salicia used the peace her mother had brought to build defenses against the predations of the Free Worlds League.

Terrence Liao (2551-2571)

The illegitimate son of Calvin Liao, Terrence Liao is remembered for bringing the Confederation closer ties with the government of Terra.

Ursula Liao (2571-2599)

Ursula Liao spent the largesse that poured into the Confederation during the first years of the Star League to build up the state's infrastructure and educational systems.

Normann Aris (2599-2611)

A brilliant man, Normann Aris enacted the system of compulsory organization that saved the Confederation in the economic wake of the Reunification War.

Sundermann Liao (2611-2663)

The first of the so-called Sundermann Liaos, Sundermann embraced the social reforms of Normann Aris and used the tranquil years of the Star League to enact and stratify them.

Androsar Liao (2663-2719)

Androsar continued the policies of his father, abolishing the polygamy favored by Calvin the Mad and defining the five classes of Capellan nobility.

Warex Liao (2719-2760)

The last of the Sundermann Liaos, Warex Liao instituted far-reaching military reforms that would pay dividends in the years to come.

Barbara Liao (2760-2795)

The last Chacellor to serve during the Star League, Barbara Liao presided over the Confederation's entry into the Succession Wars with as much savagery as any other House Lord.

Sandol Quinn (2795-2801)

The last of the non-Liao Chancellors, Sandol Quinn reconquered nearly all of lost Chesterton before turning the Confederation over to Barbara's grandchild, Ilsa Liao.

Ilsa Liao (2801-2828)

Though she began her reign with a peace overture, in the end Ilsa Liao died in combat on Orbisonia.

Laurelli Liao (2828-2860)

Laurelli Liao bore up as best she could during her reign, fighting off the invasions engendered by her mother's politics until her death in 2860.

Dainmar Liao (2860-2866)

Barely surviving the Second Succession War, Dainmar abdicated the Chancellorship to his son Otto as the Third Succession War ignited.

Otto Liao (2866-2917)

Otto Liao is remembered as the first Chancellor to realize the Confederation's precarious position and organize the policy of "elastic defense" to concentrate the Capellan military where it was most needed.

Merlin Liao (2917-2942)

Otto's son Merlin inherited the battered state his father had kept alive and quickly realized it was near exhaustion, but the pace of warfare made his attempts at conservation nearly impossible.

Tarlak Liao (2942-2950)

Tarlak Liao's short rule was punctuated by a series of sharp, decisive actions that signified a new focus in Capellan military strategy.

Ingrid Liao (2950-2980)

Ingrid Liao's rule saw the destruction of her aerospace forces at the Great Lee Turkey Shoot and the near-collapse of the Capellan military from sheer exhaustion.

Tormax Liao (2980-2990)

Tormax Liao, as many historians are pointing out, never got a fair shake as Chancellor. He inherited a realm filled with battered worlds and dead soldiers, and the coup that finally deposed him was engineered by his own son.

Maximilian Liao (2990-3036)

Several early successes allowed Maximilian Liao to give the appearance of a Capellan resurgence, but poor decisions as the horrors of the Fourth Succession War drove him to madness tainted the rest of his reign until his death in 3036.

Romano Liao (3036-3052)

Chancellor in all but name by the end of the Fourth Succession War, Lady Romano held the Confederation together with determination, terror and sheer charisma until her assassination in 3052, just as the Clan Invasion was ending.

Sun-Tzu Liao (3052—)

Son of Romano Liao and Tsen Shang, Sun-Tzu learned from an early age his role in the state and embraced it, becoming the most powerful and successful Chancellor in centuries.

Since the early years of Romano Liao's rule, the Prefecture has moved almost in lockstep with the Chancellor. Romano used the Maskirovka to remove obstacles to her power in the Prefecture and then filled the vacant seats with sycophants to get her policies enacted. Sun-Tzu Liao has likewise managed to pack the Prefecture with suitably loyal individuals, though he has not needed to stoop to the draconian policies his mother preferred.

THE HOUSE OF SCIONS

When children play, you often give them toys or shiny ornaments to hold their attention while the adults decide what happens. And thus you get the House of Scions...

—Chancellor Calvin Liao

Originally formed as a check against the power of the Chancellor and the Prefecture, the House of Scions has evolved into a semi-legislative body built from the hereditary and *Barduc* nobility. Scions serve in the House for a term of twelve years, though the terms are staggered to create a near-constant influx of new blood.

Franco Liao organized the House of Scions, but it was under Mica Liao that the Scions first began to gather real power. Mica allowed the House to review legislation enacted by the Prefecture and approve or disapprove it, but she wisely kept the House impotent with regard to the Chancellor's power of decree.

During the reigns of the Sundermann Liaos, the House gained the right to appoint new members of the Prefecture from within its ranks. Riding this tide of power, they negotiated with Ilsa Liao to gain a measure of control over taxation. The general tax status of each commonality is determined not by its Prefect, but by the House of Scions.

The House of Scions' power has waxed and waned through the years along with the power and influence of its members. At its lowest ebb—just after the Fourth Succession War—the House was little more than an appendage to Romano Liao's decrees. The Maskirovka, loyal to the Chancellor alone during those years, ruthlessly supported her control of the Scions. Many Scions learned the hard way that voting against the Chancellor's measures in the House quickly led to unfortunate "accidents."

The reign of Sun-Tzu Liao has brought a large measure of control back to the House, making them more influential than they have been in generations. Much of this improvement can be attributed to the success of the Chancellor's *Xin Sheng* programs and the reintegration of the industrially powerful St. Ives worlds. The Chancellor himself is responsible for much of this growth as well. He finds it far easier, it appears, to earn the trust and loyalty of his Scions by allowing them the latitude to help make the Confederation—and themselves—stronger.

Duke Omar had less than a year left of his appointment in 2980, and he knew it. He came to me almost daily, lobbying me to enact his reform bill for the Sarna Commonality, but he never grasped the simple reality of politics in the House. Though eclipsed by massive industrialization in Tikonov, Sarna was still a real power in manufacturing, and we couldn't let that tax base drop. He had good arguments, telling me it would allow those industries to expand, but we needed the money too badly. The appropriations from the Prefecture were too high—we couldn't lose the income. Or rather, we could... but I couldn't. Not with Mandrinn Ling's seat opening soon on the Prefecture. That was my seat—no way was I going to jeopardize that.

—Excerpted from the journals of Prefect Gabriel Shin, republished as *My Life in Politics*, Tikonov State Press, 2999

THE MINISTERIAL

Some people still believe that because he is in charge, the Chancellor makes every decision in regard to the state. A new power station in Hobbes on Ward? The Chancellor's will. Never mind that the Chancellor couldn't be bothered to find Ward on a map.

—Remarks recorded during the reign of Chancellor Arden Baxter

While the Chancellor is the supreme executive of the state, and the Prefecture and the House of Scions pass the legislation that becomes the law of the realm, such a small group of people simply cannot control the governing of billions of citizens on hundreds of worlds across thousands of light years. Into this gap step the men and women of the Ministerial, the bureaucracy that keeps the wheels of state turning.

Until 3059, the various ministries' headquarters were distributed across commonality capital worlds, one ministry to each world. Sun-Tzu Liao ended this system and moved all ministry headquarters to Sian. Each of the ministries now maintains hierarchies in each commonality, with the entire system centered in Sian's Forbidden City.

MINISTRY OF RESOURCES

This ministry has traditionally been responsible for the efficient development of the Confederation's natural and technological resources. The Ministry of Resources was charged with exploiting the Gray Death memory core, and it has kept at the forefront of Capellan technological development ever since. Most recently, ministry personnel have liaised with adepts from the Word of Blake, adapting advanced technologies to the needs of the Confederation.

MINISTRY OF INFORMATION STANDARDS

The Ministry of Information Standards coordinates data systems, weights and measures, and timekeeping duties across the

Confederation. While the entire Inner Sphere tracks Terran Standard Time, the various worlds and warrens of the Confederation each keep individual time as well. This ministry also performs the vital task of managing Capellan currency, the *yuan*. The L-bill has always been the weakest of the Successor State currencies, but it has slowly begun to claw its way out of inflationary depths through the impressive industrial capacity of the St. Ives Commonality.

MINISTRY OF TRADE AND EXCHANGE

The Ministry of Trade and Exchange oversees Confederation trade with other states, a mission that took a mortal blow in 3040 when Chancellor Romano Liao's reforms stripped all private landholders of their property and ended the struggling luxury goods industry her father had propagated. With the Confederation isolated from nearly every realm by conflict or Romano's paranoia, the Trade and Exchange bureaucracy shifted to assist the Ministry of Development in administering the newly nationalized lands. Only since the recent improvement in the Confederation's international relations—first with the Free Worlds League, then with the states of the Trinity Alliance—has the Ministry of Trade and Exchange attempted to revive its original mission.

MINISTRY OF DEVELOPMENT

The Ministry of Development is responsible for the Confederation's domestic growth. Its mission to rebuild the nation's industrial and agricultural infrastructure makes it the largest ministry in terms of sheer money invested. This ministry is one of the few that Romano Liao did not manage to gut with her purges and policies—its mission coincided with her need to rebuild the Confederation and mete out personal revenge.

MINISTRY OF SOCIAL EDUCATION

Originally tasked with maintaining the state-sponsored educational system, this ministry has evolved since the reign of Tormax Liao into the organization responsible for indoctrinating Capellan youth into becoming valuable future citizens.

MINISTRY OF THE MILITARY

Though the Ministry of Development may garner a larger share of the Capellan budget, the Ministry of the Military maintains the highest prestige of any Ministerial department, especially after the reclamation of the St. Ives Commonality. The ministry works closely with the Chancellor and the Prefecture, accepting mandates from them and fashioning operations for the Strategios to implement. The ministry oversees all aspects of the CCAF, from training new soldiers to procuring new weapons.

MINISTRY OF ALLIED RELATIONS

The newest Capellan ministry, the Ministry of Allied Relations was created to oversee relations between the Confederation and its partners in the Trinity Alliance—the Magistracy of Canopus and the Taurian Concordat. This Ministry often clashes with the Ministry of Trade and Exchange, whose personnel believe they should have been given responsibility (and the accompanying larger budget) for affairs with the Confederation's allies.

CAPELLAN NOBILITY

Ever since Cameron and his Peer List, we've been trying to find ways to ennoble people and place them in authority over others. How useful for us, since the greatest way to secure the success of the state is to secure the success of its elite.

—Lord Garmat Seng, 2893

Unlike their counterparts in other realms, the Capellan nobility is composed of two types: the *Sheng* and the *Barduc*. The *Sheng* are hereditary nobles descended from the landed gentry of the original five Capellan states from the mid-25th century. Though most of these titles were carried over from previous allegiances, the Chancellor has been known to ennoble additional members of the *Sheng* nobility for valuable civilian service to the state. The *Barduc*—or sword—nobility hold titles that originate in their military service (or sometimes outright bribes).

The *Sheng* are what most of the Inner Sphere consider normal nobles—great families that pass their titles by heredity to their children and keep their landholds in perpetuity unless the land is seized by the state or lost in conflict to the realm's enemies. *Barduc* titles are not normally hereditary, though they can be if the Chancellor or duke granting the title so wishes. These patents of nobility are often used as rewards for outstanding service. By making the titles apply only to the person holding them, the Chancellor allows the *Barduc* to stay the domain of the military elite. For example, should a person chosen as Strategic Military Director be a member of the *Sheng*, he or she must renounce all noble titles before accepting the position, with the understanding that he or she will receive a rank in the *Barduc*, but that person can never reclaim those displaced titles even after retirement.

The *Sheng* suffered a serious blow to their power when Chancellor Romano nationalized all private property in 3040. Though technically she did not dispossess the nobles, she seized all but scant minimums of their incomes and almost all their property. Sun-Tzu Liao has begun to return these confiscated lands to the *Sheng*, but only just. In early 3067, he announced the return of each commonality to its local ruler, with instructions that those

Noble Titles

Nobility in the Confederation use distinct titles, analogous to the standard titles created by Cameron's Peer List. They are listed with approximate equivalents below.

Generic	Capellan
Knight/Lady	Lord/Lady
Baron/Baroness	Mandrinn/Mandrissa
Count/Countess	Shonso/Shanna
Marquis/Marquessa	Lama/Lamia
Duke/Duchess	Duke/Duchess
Both the <i>Barduc</i> and the <i>Sheng</i> recognize these ranks.	

rulers should begin to redistribute lands to the *Sheng* and *Barduc* to encourage individual growth.

HOUSE LIAO

Since the time of Franco Liao, the fate of the Confederation has been entwined with House Liao's fortunes. For most of the realm's existence, a Liao has been Chancellor, with a non-Liao holding office only during those few times when a suitable Liao candidate did not exist. As with any family, some Liaos have been brilliant, others impotent; some members harsh, others gentle; some members hesitant and some decisive. With each Chancellor—from Calvin the Mad to Sun-Tzu—the Confederation has gained or lost in relation to the Chancellor's personal qualities.

The Liao family has kept its hold over the Confederation through the respect and admiration each Liao learns for the Capellan realm. The unifying ideal of every Liao Chancellor has been service to the state, an ideal they have extended to all citizens of the Confederation.

Sun-Tzu Liao

The son of Romano Liao and Tsen Shang, Sun-Tzu Liao is thankfully more like an early version of his grandfather Maximilian than his psychotic mother. Claiming the Chancellorship when his parents were assassinated in 3052, Sun-Tzu became among the first of the Inner Sphere's young leaders to emerge in the following years (he, Prince Victor Steiner-Davion and Archon Katherine Steiner-Davion all claimed power before the age of thirty), and he immediately set to work reversing the damage done to his realm by the Fourth Succession War.

Aware that he lacked the military strength to accomplish his goals by force—as have almost all Capellan Chancellors—Sun-Tzu turned to subterfuge and diplomacy. An alliance with the Free Worlds League secured the Confederation's strength against the hegemony of the Federated Commonwealth and allowed the Confederation to reclaim a number of lost worlds when Thomas Marik went to war over the death of his son in Davion care. The resulting chaos and the sundering of the Federated Commonwealth made opportunities for Sun-Tzu to orchestrate the return of more lost worlds, from the newly created Disputed Territories and the Chaos March, and from lost St. Ives in the early 3060s.

The brightest star in this constellation of success, however, is Sun-Tzu Liao's election as the initial First Lord of the Second Star League and his successful governance during the destruction of the Smoke Jaguar Clan. That Sun-Tzu Liao succeeded in a task many of his forebears lusted after—claiming Star League leadership—is a testament to his skill and political acumen.

Coming on the heels of these accomplishments are the famously successful *Xin Sheng* national revitalization projects and the Trinity Alliance, an alliance between the Confederation and the two largest Periphery realms, the Magistracy of Canopus and the Taurian Concordat. Though his engagement to Free Worlds heiress Isis Marik collapsed during the conflict in St. Ives, the Chancellor has been spending large amounts of time lately with the Canopian heir, Naomi Centrella.

Kali Liao

The second child of Romano Liao and Tsen Shang, Kali Liao was never intended nor trained to accept the Chancellor's seat, and so focused her attentions elsewhere. As a favorite of her mother, many fear Kali absorbed some of her mother's madness along with other lessons she learned at Romano's knee.

The Confederation's reclamation of Highspire made Kali duchess of her mother's former holding, and she spends much of her time there. She often deputizes other nobles to take her proxy to meetings of the Prefectorate, as she does not wish to leave Highspire. She generally travels only to Sian to serve her brother the Chancellor, as she holds strong opinions of how the Confederation should be governed.

Her role in the Black May attacks of the St. Ives conflict marked her with madness as she helped fanatical Thuggee extremists use a nerve agent against the people of St. Ives. Though she was censured by a court of nobles and remanded into her brother's custody, Kali remains a danger to those she sees as enemies of House Liao or the Confederation.

Candace Liao

The once and current duchess of the St. Ives Commonality, Candace Liao is the only surviving child of Maximilian Liao. Had she not fled the Confederation with her lover Justin Xiang-Allard at the close of the Fourth Succession War and removed the St. Ives Commonality from Capellan control to save its people from Romano Liao's insanity, she would have become Chancellor in Romano's place.

Though she resisted the reintegration of St. Ives, her family was given primacy in the commonality during the armistice negotiations. Since then, Candace has used her position as duchess of St. Ives and as a member of the Prefectorate to make sure the people of St. Ives have the same opportunities and rights as any other Capellan citizens.

Kai Allard-Liao

Kai Allard-Liao is known as perhaps the greatest MechWarrior in the Inner Sphere. His list of accolades (Grand Champion of the Games on Solaris VII, destroyer of the Jade Falcon Guards on Twycross, survivor of an ambush on Alyina) is longer than that of most holovid heroes. As the eldest son of Justin Allard, Davion Minister of Intelligence, and Candace Liao, Duchess of St. Ives, his childhood friends were the sons and daughters of the highest nobles in the Federated Commonwealth.

Though he fought against Confederation troops during the St. Ives conflict, Duke Allard-Liao has since become a welcome part of the CCAF and an exemplary member of the *Sheng*. He serves most of his time on St. Ives, at the head of the St. Ives Lancers, working to bring the Lancers back into the Confederation's fold without reigniting secessionist flames.

Duke Gregory Liao

Duke and Prefect of the Capella Commonality, lord of the demesne of Capella, chairman of the Capella Commonality Bank

and cousin to Sun-Tzu and Candace Liao, Gregory Liao is often called the “quiet Liao.” His branch of the family has overseen events on Capella for generations with nary a hint of craving the Chancellorship.

A devoted nobleman, Gregory Liao has been likened several past Liao Chancellors, most notably Sir Stephen and even the founder of the Sundermann Liao mini-dynasty. He oversees the Commonality Bank, and by extension much of the Capellan economy, and also sits on the boards of Rashpur-Owens and Ceres Metals. He takes his role as caretaker of the people very seriously, and is fiercely devoted to the Chancellor’s *Xin Sheng* initiatives.

OTHER NOBLES IN GOVERNMENT

The Liaos are not the only noble family to serve in the Confederation government, nor are members of that august lineage the sole holders of significant government positions. From Strategic Military Director to important Prefects, noble Capellans of many names are proud to serve their realm.

Talon Zahn

The youngest Strategic Military Director in Capellan history, *Sang-jiang-jun* Talon Zahn commands all the Confederation’s military forces. He sits at the right hand of the Chancellor in all meetings of the Strategios, and is among the most fervent and dedicated of the young Chancellor’s advisers.

A master of strategy, Zahn first came to the Chancellor’s attention during the 3057 offensives when he was censured for pointing out a flaw in his superior’s plans that eventually led to the man’s defeat. Though his penchant for bluntly speaking his mind sometimes chafes, Sun-Tzu Liao made him head of the Capellan military because Zahn is often correct, and his loyalty to the Chancellor is unquestioned.

Gao-Shiao-Zhang Ion Rush

The Grand Master of the Blessed Order of Warrior Houses, Ion Rush leads Warrior House Imarra and serves as a personal adviser to the Chancellor. A long-serving officer, Rush has been a staple in Sian politics since the end of the Fourth Succession War and is noted for his dedication to the Capellan state. Rumors swirled quietly in Sian’s rarified social scene that Ion Rush—a past compatriot of Candace Liao—had a hand in the deaths of Romano Liao and Tsen Shang, but Rush enjoys the Chancellor’s complete trust.

Injured protecting the Chancellor during an assassination attempt in 3062, reconstructive surgeries replaced much of Rush’s musculature with myomer, making him one of the strongest men alive.

Lord Marcus Baxter

Lord Marcus Baxter, commander of McCarron’s Armored Cavalry, was made a lord of the *Barduc* when the Cavalry formally entered the rolls of regular Capellan line units and gave up their mercenary status. A long-serving Armored Cavalry officer, Baxter accepted command of the regiments after the death of Archibald



McCarron in 3050, on condition that he adopt McCarron’s children and name one of them heir to his command and titles.

Baxter is a strong man and a talented commander, but he does not shine with the fierce brightness of Talon Zahn or Ion Rush. He is a trusted soldier, however, and while he may not embrace the Han culture of the Confederation, his loyalty to the state is unquestioned.

Lady Evadne Rivoli

At twenty-six years old, Evadne Rivoli is the youngest president in the history of Ceres Metals. She assumed her post upon the unexpected death of her father, Killian Rivoli, in 3066. Her first actions quieted fears that she was too inexperienced for the position, despite having been groomed as a replacement by her father since she was fourteen and holding a place on the company’s board of directors since she was twenty-one.

Promoted by her father to head the civilian manufacturing division, Evadne oversaw the diversification of the Ceres Metal lines by increasing production and marketing of civilian vehicles and home consumer products. Given the recent relaxation of production standards by the Ministerial, this change has brought the company huge influxes of capital.

Her elevation to her father’s place on the Prefectorate marks one of Sun-Tzu Liao’s most visible reforms, as she is the youngest Prefect by more than a decade in the Confederation’s history. The Chancellor prevailed upon her to seek the position, and many are waiting to see if she uses it to better Ceres Metals only, or the entire Confederation.

Mandriisa Alana Morgaine

Alana Morgaine took control of Hellespont Industrials in 3025, just before the Fourth Succession War, and has held that position ever since through sheer determination. Under her stewardship, HI moved from its position as the chief armored vehicle manufacturer in the Confederation to building some of the most advanced BattleMechs in the Inner Sphere. The unlocking of the Helm memory core allowed HI to finally bring the *Raven* BattleMech to a frontline footing, and Morgaine's dogged determination brought HI the first Capellan OmniMech, the *Men Shen*.

A movement is currently underway on the Hellespont board of directors to encourage the aging *Mandriisa* into retirement, but she has so far ignored them. By all indications, Alana Morgaine intends to shepherd her company into the next decade as ably as she has the previous decades.

Though Hellespont may not be able to remove her, there are rumblings among the Prefectorate that her seat will soon be given to someone else. Her industrial acumen is unrivaled, but she has resisted many of the Chancellor's social reforms and many of the changes that do not directly benefit the Confederation's manufacturers.

Nancy Bao Lee

Rising to prominence in the wake of Sasha Wanli's departure for St. Ives, Maskirovka Director Nancy Bao Lee has shifted the agency's focus away from domestic monitoring and back to foreign affairs. The success of the *Xin Sheng* efforts has meant the Maskirovka requires fewer resources inside the Confederation.

As director, Lee has attempted to remove the stigma of fear from the Maskirovka and turn it into a more professional organization. While she maintains her predecessors' draconian grip on information and allows her operatives wide latitude in accomplishing their goals, she no longer uses outright terror as her primary tool. The threat of a return to "the old days" is often enough to secure whatever goal she seeks.

Mandrinn Dan Lao-Tzu

Director of Shengli Arms on Victoria, *Mandrinn* Dan is a graduate of the Victoria Institute of Engineering and holds dual doctorates from Sian University. His doctoral thesis in 3028 was an analysis of the likelihood that the Confederation could bring the recovered Star League 'Mech facilities on Victoria back to life. He believed it would be impossible without technological support and information long lost to time, but has since quite happily been proved wrong. His ascension to the *Sheng* came in 3066, after seven years of successful production by Shengli Arms, with help from the Word of Blake and recovered technologies from the Helm memory core.

Appointed director of the facility in 3061, Dan brought Shengli from a start-up to a peer in the field, able to match its products against those of manufacturing juggernauts like Ceres Metals and Hellespont Industrials.

Lord Thomas McCarron

Brother of Archibald McCarron, Thomas currently serves as diem of Marcus Baxter's warren, Menke and Mitchel, and also cur-

rently acts as president of the House of Scions. Though junior in rank to have such a high position in the House, Thomas has parlayed the influence gained by the Armored Cavalry and its many newly ennobled officers into a powerful voting bloc.

Thomas has used his position to benefit his warren and his lord, but he has also benefited many veterans of the St. Ives conflict. He has used the limited power of the Scions to enact significant reform in veteran's affairs, which fell into disrepute during the troubled 3030s.

Duchess Helen Ling

A scion of one of the noblest *Sheng* families in the Confederation, Duchess Ling is the current CEO of Earthwerks Limited-Tikonov. She is the first Ling to return to Tikonov and reassert the family's control over the Earthwerks facilities there—a major adjustment for her after spending her formative years on Grand Base.

The board of Earthwerks gave her a mandate to reintegrate the factories on Tikonov and the company's other Confederation-based facilities without causing a loss in production. Thus far, she has succeeded, renegotiating supplier contracts with firms in the Confederation to replace those voided when the Confederation reclaimed Tikonov.

SUB-NATIONAL GOVERNMENTS

In government, just as in economics and corporations, there is a trickle-down effect: decisions made at the top are passed to lower and lower levels of authority until finally they reach the people. The Chancellor must rule—he doesn't have time to speak individually to billions of Capellans on every decision.

—Attributed to the President of the House of Scions, 2956

COMMONALITIES

Just as the other Successor States are distributed into provinces, marches and military districts, the Capellan Confederation is distributed into five commonalities: Liao, Capella, Sian, Victoria and St. Ives. Each commonality is an administrative district ruled by a duke or duchess, who also holds that commonality's seat on the Prefectorate.

The original Commonalities were created from the founding states of the Confederation and centered on Sian, Sarna, Capella, Tikonov and St. Ives. In addition, a Chesterton Commonality-in-Exile was recognized until 3040, but Chancellor Romano Liao discarded the in-name-only district when she banished its reigning Hargreaves family from the Confederation.

DUCHIES

Just as the Confederation is broken into commonalities, each commonality is formed of a collection of duchies, ranging in size from two to six or even eight star systems ruled by a duke or duch-

ess. Though part of the Confederation and loyal to the Chancellor, each duchy is ruled as a noble fief of its liege lord, giving regional duchies vast power—as long as they comply with the laws of the Confederation, as monitored by the Ministerial and enforced by the Maskirovka.

Many duchies are ruled by diems, noblemen hired by a duke or duchess to oversee their duchy while they are away at court on Sian. This practice filters down to warrens and demesnes whenever the local noble has the largesse to afford such things—largesse that is becoming more and more common as the Confederation prospers.

WARRENS

A warren is normally a pair of star systems, sometimes comprising several inhabited worlds each. Though it might seem odd to assign arbitrary divisions to duchies rather than simply administer single star systems, the system of warrens benefits the Confederation by allowing the national government to combine the output of two or more worlds into a single entity for purposes of asset tracking and setting production requirements.

DEMESNES

A warren is normally comprised of individual worlds known as demesnes. A demesne is ruled by a nobleman under the authority of the lord of the warren, duchy and commonality—and the ultimate authority of the Chancellor, of course.

THE MASKIROVKA

It is better to be feared than respected? Bah—fear IS respect.

—Unofficial Maskirovka motto

The Maskirovka is perhaps the most feared intelligence apparatus in the Inner Sphere. Though House Kurita's Internal Security Force might claim more diligence in its application of fear as a means to an end, most people believe the Maskirovka uses fear as a matter of course and preference.

In many ways, they may be right. But the fearsome reputation of the Maskirovka has its origin in the company-wide fear that long pervaded the agency, and in many cases that same reputation has stood in the way of enemy aggression when nothing else would.

TRAINING

The Maskirovka is headquartered on Sian, where it remains within easy reach of the Chancellor. The *Zang shu er* trains its operatives away from the capital on a personal basis—no dedicated training facility exists for foreign-service operatives. Most are selected from a target world's population and turned into "sleeper" agents. The largely bureaucratic staff of the Maskirovka's non-operations departments are trained on Sian in small secondary facilities. No centralized training facility has ever been approved, the theory being that the loyalty engendered by such an institution could undermine larger loyalty to the state.

COMMAND

The Director of the Maskirovka—currently Citizen Nancy Bao Lee—is responsible for the Maskirovka's operational focus and for personally reporting its findings to the Chancellor. Director Lee is almost never more than a single jump away from the Chancellor, often traveling with him on the *Pearl of True Wisdom*, the Chancellor's personal DropShip.

The heads of the Maskirovka's two main branches—the *Huang Di Shi Zhe* (the Chancellor's Hand, formerly the Capellan Operations Branch) and the *Huang Di Yi Zhi* (the Chancellor's Will, formerly the Special Services Bureau)—report to the Director and on rare occasions to the Chancellor. The various *Zang* sub-departments of each branch report to their respective heads, in a strict tier of command that repeats down to the staff level.

DIVISIONS

Though a part of Capellan culture most Capellans would choose to forget, even the Maskirovka was touched by the Chancellor's *Xin Sheng* reforms. Like the bulk of Capellan society, the agency gained a number of Han-influenced conventions. These are most noticeable in the revised department titles, but also in Maskirovka operations.

Under Maximilian and Romano Liao, the Maskirovka suffered vicious purges to its ranks and serious setbacks in funding. By the time Romano Liao executed Lady Chandra Ling in 3036 and appointed her consort, Lord Tsen Shang, to oversee the agency, the Maskirovka had been reduced to a shadow of itself, forced to use brutality and fear as its main weapons to keep the Confederation's enemies at bay.

Sun-Tzu Liao has attempted to reverse that trend, increasing the agency's funding and resisting the urge to "shoot the messenger" when given bad news. Though both Dina Ferrara and Sasha Wanli attempted to improve the organization, only after the successful reintegration of the St. Ives Commonality was the Maskirovka able to overcome its institutional bad memories and begin to grow.

Ma Si Jia Ruo Na Dong Shi Bu (Maskirovka Directorate)

The Office of the Director is the top of the chain as far as the Maskirovka is concerned. Only the Chancellor has higher authority over the agency than the Director does. It is the Director's duty to keep the Chancellor and his Strategic Military Director appraised of all concerns or threats, within the Confederation and outside it.

Of all the recent Directors, only Nancy Bao Lee has overcome the inertia of the Maskirovka bureaucracy to get the agency operating on a par with other Successor State intelligence agencies. Her directives have gone a long way toward improving the ability of operatives to fulfill their missions without direct oversight or fear of reprisal, though she has not shirked from the harshest punishments for failure.

Huang Di Shi Zhe (Chancellor's Hand)

The Chancellor's Hand—led by Citizen Aaron Ward—is the former Capellan Operations Branch, tasked with foreign operations: espionage, intelligence-gathering, sabotage, fomenting rebellions and so on. Three distinct and separate departments operate un-

der the *Huang's* umbrella: the *Zang shu er*, the *Zang shu jiao zha* and the *Zang shu jian*.

Zang shu er (Chancellor's Ear): The Chancellor's Ear is the most capable of the Hand's operational departments, which is surprising given typical Capellan xenophobia. Tasked with information-gathering and infiltration, the Chancellor's Ear maintains a web of informants and turncoats—sleepers—across the Inner Sphere, all ready to provide the Maskirovka with the information it requires. Citizen Hyun-Ki Takeo oversees the Ear.

Zang shu jiao zha (Chancellor's Cunning): The Chancellor's Cunning—formerly the Department of Misinformation—is responsible for spreading discord among the Confederation's enemies by feeding false information to known enemy spies inside the Confederation and to enemy news outlets in the other Successor States. Citizen Sven Borkavich oversees this department.

Zang shu jian (Chancellor's Sword): The Chancellor's Sword is the covert operations department, which handles offensive missions outside the Confederation's borders. These missions range from sabotage to assassination to outright theft. The Maskirovka sometimes recruits hardened criminals to perform small actions, but large-scale guerrilla organizations like the *Zhangzeng de Guang* also receive aid from the Sword. Citizen Lavina Hastings controls this department.

Huang Di Yi Zhi (Chancellor's Will)

The Chancellor's Will is the department of the Maskirovka most people think of when they curse the agency's brutality. Formerly the Special Services Branch, the Will is the domestic arm of the Maskirovka, charged with ensuring national security and loyalty among the citizens. Citizen Thomas Jarra oversees the day-to-day operations of the Chancellor's Will and its three departments: the *Zang shu zhe*, the *Zang shu sheng* and the *Zang shu cheng*.

Zang shu zhe (Chancellor's Shield): The Chancellor's Shield is the Maskirovka's counterinsurgency arm, responsible for quelling domestic unrest sparked by foreign agents fomenting rebellion or by disloyal citizens. The Shield acts swiftly and often violently—more than any other branch, the Chancellor's Shield gives the Maskirovka its thuggish reputation. Citizen Zahra Sanora encourages her operatives to act in the Confederation's interest in these matters; she believes it is better to be feared than respected.

Zang shu sheng (Chancellor's Voice): All propaganda in the Confederation is generated by the Chancellor's Voice. Every media outlet in the Confederation includes an operative of this branch on staff, and so nothing is printed, broadcast or recorded in the Confederation without the Voice's authorization. Much of the success of the *Xin Sheng* movement can be laid at the feet of the Chancellor's Voice and its director, Citizen Shaiming Xuan Loc.

Zang shu cheng (Chancellor's Eyes): The Chancellor's Eyes are the most visible arm of the Maskirovka, tasked with observation and cultural monitoring. Civilian monitors note training methods at Capellan educational facilities and watch for trends in the diverse Capellan art scene. In the military, Eyes operatives are assigned to line and Home Guard units as political officers, charged with maintaining unit loyalty and fighting so-called Hopeless Battle Syndrome to make sure military officers don't throw their lives—and the lives of



their men—away in battle unnecessarily. Citizen Mikhail Sigmund, head of this branch, takes his duties very seriously.

Death Commandos

The Death Commandos are not actually part of the Maskirovka, but many assume they are because of the elite special operations. Neither the Commandos nor the Maskirovka publicly dispute this—the Maskirovka because anything that aids their reputation is useful, and the Commandos because they don't care about public opinion.

The Death Commandos—numbering a little more than two full battalions—are the elite of the Capellan military, deadly in everything from BattleMechs to barehanded combat. The Commandos answer only to the Chancellor and their own officers. Not even the *sang-jiang-jun* can order the lowliest Death Commando to any task.

Though mutually accommodating in public, in private the Commandos and the Maskirovka constantly chafe at each other. Because of their doctrine, the Death Commandos often perform missions other states would assign to covert operations branches, and many in the combat arms of the Maskirovka fear the Chancellor intends to disband their operational branches in favor of more Death Commandos. The director and department heads attempt to correct this attitude whenever they can—it is ludicrous to think less than a hundred warriors could do the work of literally thousands of Maskirovka operatives all across the Inner Sphere—but, as with so many other things, fear of being discarded is embedded deep in the Maskirovka's institutional memory.

CONFEDERATION MILITARY





The military of the Capellan Confederation in 3067 is a professional, seasoned force that is steadily pushing the borders of the Confederation outward while the rest of the Inner Sphere seems preoccupied with old rivalries. It is a far cry from the exhausted formations of 3027, and a distant memory of the emotionally and physically shattered commands of the early 3030s.

Though the economic growth of the late 3040s and 3050s allowed the CCAF to begin to reclaim its lost strength—aided by the Capellans' distance from the Clan threat and by their partnership with the impressive industrial capacity of the Free Worlds League—it wasn't until Chancellor Sun-Tzu Liao unveiled his *Xin Sheng* reforms that the CCAF fully regained its lost prestige and self-worth. In giving Capellan soldiers more respect for their state and for themselves, the Chancellor unleashed the driving pride that has brought many rewards to the soldiers themselves and to the Confederation they serve.

The desperate defense of the Confederation against the invasion in the 3030s by the Magistracy of Canopus and the breakaway Andurien province of the Free Worlds League did much to repair Capellan pride, but the successes of Operation Guerrero in 3057 gained the CCAF as an organization a far larger measure of confidence. Working in concert to drive Federated Commonwealth forces from formerly Capellan worlds, the CCAF liberated many of the occupied planets and sparked pro-Capellan revolts on others. The successful reintegration of the St. Ives Commonality and the ongoing reclamation of worlds in the Disputed Territories continues to give the CCAF even more proud accomplishments.

Xin Sheng, a national effort that involved every aspect of Capellan society, worked wondrous changes on the Capellan Confederation Armed Forces. The most notable are several new equipment models from the Ministry of Development such as the Fa Shih battlesuit and the Yu Huang assault BattleMech. In addition to materiel concerns, the Strategios revamped the CCAF's ranking conventions, creating new ranks influenced by Chinese traditions.

STRUCTURE OF THE CCAF

The Capellan Confederation Armed Forces have always been competent and professional, but historically much of their strength has been lost to poor maintenance, interference from inept Chancellors and the simple reality of being too small an army to effectively garrison the entire Confederation. A combination of these weaknesses allowed Hanse Davion's armies to overrun much of the Confederation in the Fourth Succession War, and Sun-Tzu Liao has spent years of patient effort correcting exactly those flaws.

Though supreme command of the Capellan military rests with the Chancellor, Sun-Tzu Liao has proven himself capable of trusting his subordinates to do their duties. This trust has brought a resurgence of authority to the Capellan High Command, the Strategios. Though the Chancellor sits at the head of the High Command, he does not dictate their actions, but accepts their

input and that of his *jiang-jun* and his Strategic Military Director when making decisions.

Three main branches of service comprise the CCAF: the front-line Armed Forces, the Home Guard regiments and planetary militias, and the Warrior House orders. The Strategios controls the CCAF and the Home Guard, but only the Chancellor commands the Warrior Houses and the elite Death Commandos.

The rank of *jiang-jun* (general) has recently returned to the Capellan roster. Prior to the *Xin Sheng* reforms, there had not been a Capellan general since the time of Jasmine Liao.

CCAF HIGH COMMAND

The High Command of the Capellan Confederation Armed Forces—the Strategios—has traditionally been relegated to the sidelines as inept or power-mad Chancellors exercised direct control over the military, often bypassing the High Command (and the Ministry of the Military) entirely. Maximilian Liao was famous for this—he more or less gave control of the CCAF to his Maskirovka analysts, which ultimately led to the loss of the Tikonov and St. Ives commonalities in the Fourth Succession War.

Under Chancellor Sun-Tzu Liao, the Strategios is once again in charge of the Capellan military. Like his ancient namesake, Sun-Tzu recognizes that he is not a professional military officer and therefore has no business meddling in the day-to-day operations of his armed forces. He has carefully chosen officers at the top of their respective fields and allowed them to take charge as they should. Where his mother or grandfather would order a specific battalion into battle, Sun-Tzu merely orders the result. How that result occurs is up to the professionals he entrusts with those duties.

Strategic Military Director

The Strategic Military Director oversees the Capellan military, with the notable exceptions of the Warrior House orders and the Death Commandos, both of which fall under the Chancellor's purview. In the Chancellor's absence, the Strategic Military Director serves as regent of Sian and commander of the entire CCAF, with authority over the Ministry of the Military and the Strategios.

Pavel Ridzik's lust for power helped House Davion capture the Tikonov worlds from the Confederation in the Fourth Succession War, and since then Capellan Chancellors have learned the cost of allowing the number-two man in the Capellan military to remain connected to his previous affiliations. The Strategic Military Director must now relinquish—in perpetuity—all ties to any *Sheng* titles he or she may have, so that his only loyalty is to the Confederation.

In practice, the Chancellor uses the Death Commandos and the Warrior Houses as brakes on the SMD's authority. Though the military director commands the loyalty of every regular military and Home Guard unit—and most mercenaries, by contract—he has no authority over the Warrior House orders or the Death Commandos. In recent practice, as demonstrated by the St. Ives conflict, Sun-Tzu used the *gao-shiao-zhang* of the Blessed Order to complete tasks that *Sang-jiang-jun* Zahn did not fully support.

CONFEDERATION MILITARY

Ministry of the Military

The Ministry of the Military is a streamlined and efficient organization, forced to become so to counteract the meddling of any number of Chancellors and senior colonels over the years. Under Chancellor Sun-Tzu Liao, this efficiency has made the Ministry of the Military one of the most quietly efficient bureaucracies in known space. Five departments support the Capellan Confederation Armed Forces, with a sixth bureau managing the newly powerful Capellan Navy. The heads of each of these departments report to the Minister of the Military and the Strategios.

Administration and Finance

Administration and Finance (A&F) is the massive rear-echelon bureaucracy that keeps track of all personnel and payroll functions in the CCAF. In addition to its paymaster duties, the A&F also manages individual selection lists for soldiers considered for promotions. As the unit responsible for the disposition of payroll, disability and death benefits, this division has a standing Maskirovka team running a near-constant audit of its activities. The current head of A&F is *Jiang-jun* Melinda Kung.

Acquisitions and Training

Acquisitions and Training (A&T) is the recruitment and training arm of the CCAF, responsible for attracting and training soldiers. This branch operates every RTC and training academy in the Confederation, as well as monitoring the small basic training and militia intake facilities found on almost every world. A&T determines the number of RTC graduates needed each year, and when so directed by the Strategios, A&T oversees the standing-up of new formations such as the Dynasty Guard or the Hustaing Warriors. *Jiang-jun* Freida Caruso oversees the training of the CCAF's future.

Capellan Medical Corps

The Capellan Medical Corps oversees all medical and health concerns in the CCAF. In addition to providing medics and corpsmen to line and Home Guard units, the CMC maintains a cadre of fourteen emergency medical battalions, all with their own attached transport divisions, to respond to combat areas and provide the close and capable medical support the Capellan soldier deserves and expects.

The CMC does not extend care to enemies of the state, except when taken prisoner, and then only long enough to keep them alive and turn the prisoners over

to the civilian government to learn their new roles as servitors. The only notable exception came during the St. Ives conflict; many doctors and emergency staffs saw the St. Ives combatants as Capellans as well, and offered them aid even though they were fighting against the CCAF. *Jiang-jun* Homer Tarp was promoted to head the CMC for supporting this practice.

Capellan Navy

The impressive might of the Capellan naval fleets gave Franco Liao the power to form the Confederation as we know it, and successive Capellan Chancellors have done what they can to keep that tradition alive. For centuries the loss of so much technological infrastructure and the ever-shrinking area covered by the Confederation consigned the Capellan Navy to ever-smaller budgets, but the renaissance of the 3050s and '60s reversed that with the reintroduction of WarShips to the Capellan arsenal.

The Confederation fields the following WarShips: the *Impavido*-class *Xizang*, *Zhejiang* and *Anhui*, and the *Feng Huang*-class *Elias Jung*, *Franco Martell*, *Aleisha Kris* and *Sundermann Rhys*. The *Feng Huang*-class *Ilsa Hyung* is still in dock. *Kong-jiang-jun* Zhang Han Su commands the Capellan Navy.

Procurement Division

The Procurement Division is the logistical heart of the CCAF. This division is responsible for maintaining the supplies and readiness of every military unit in the CCAF, from the lowliest planetary militia to the most elite Death Commando company. It handles the purchasing of equipment—from infantry socks to assault BattleMechs—and the transport of said equipment across the Confederation. The Procurement Division is headed by *Jiang-jun* Piotr Lodz.

Research and Development

R&D conducts scientific research to improve the capabilities of the CCAF's air, ground and space assets. In conjunction with civilian research agencies (many of whom are sometimes nationalized for security purposes), they test, develop and ensure quality control for the hash of new technologies available to the Capellan soldier. In addition to deadly new BattleMechs like the *Sha Yu* and the *Jinggau*, they also oversee the stealth armor that is making the new *ying qiang* (shadow lances) so deadly to the Confederation's enemies. *Jiang-jun* Jasper Koniev holds the reins of this department.

The Jiang-Jun

Not seen since the time of Jasmine Liao, the *Xin Sheng* rank of *jiang-jun* (general) was created as an administrative command rank to help combat the decentralized nature of the CCAF left over from the Succession Wars. There are two "staff" *jiang-jun* in each commonality, one each for regular forces and one for Home Guard and militia forces. These officers oversee military readiness, training, supplies and personnel. They answer directly to the Strategios and the duke or duchess of the commonality for which they are responsible. The admiral commanding the Capellan Navy is also a *jiang-jun*.

In addition to those officers, each of the five departments of the Ministry of the Military is headed by *jiang-jun*, who in turn report to the Minister of the Military and the Strategios. The Ministry of the Military is one of the most efficient departments in the Ministerial, and all the *Xin Sheng* reforms directed at it have only made it more

so. As a brake on ambition, however, only the *sang-jiang-jun* is senior to any of these general officers—so each must compete against the other for primacy, giving none a clear advantage.

REGIONAL COMMANDS

Capellan Hussars

The oldest of the Capellan brigades, the Capellan Hussars were created by Franco Liao to serve as the elite of the Capellan Armed Forces. These regiments are the proudest in the CCAF. The Red Lancers serve as the garrison of Sian and as the Chancellor's body-





TALON ZAHN

Born: 17 January 3024 (Ares)

Education: Ares MechWarrior Academy

OCS: Sian University

Early Duty: Stapleton's Grenadiers

Commands: Second Confederation Reserve Cavalry
Capellan Reserves, Executive Officer

Selected as Strategic Military Director: 28 December 3057

The Liberation of 3057 did more for the CCAF than rebuild its confidence. It also confirmed a young officer by the name of Talon Zahn as the ideal choice for Strategic Military Director.

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

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

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

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

guard regiment, while the Holdfast Guard and the Prefectorate Guard serve similar functions for the Prefectorate and the House of Scions. The Dynasty Guard is the flagship regiment of the Liao Commonality and guardians of the *Sheng* nobility in general.

Warrior House Orders

The eight Blessed Disciplines of the Order of Warrior Houses (Imarra, Kamata, Hiritsu, Dai Da Chi, Lu Sann, Fujita, Ma-Tsu Kai and Ijori) are among the most disciplined and fanatical troops available to the Chancellor. Like the Death Commandos, they exist outside

the CCAF chain of command, making them a powerful brake on the ambitions of any *jiang-jun* who might attempt to wield too much power. Though the Warrior Houses normally operate independently, they can conduct joint operations under the control of the *gao-shiao-zhang* (grand master) of the Order, the Master of House Imarra, as was ably demonstrated when all eight Warrior Houses recaptured the planet Liao during the Liberation of 3057.



Death Commandos

The elite among the elite of the Capellan Military, the Death Commandos are the Chancellor's personal unit and the troubleshooters of the Capellan state. Deadly capable at any form of combat—from unaugmented infiltration to esoteric assassination to BattleMech warfare—the Death Commandos are recognized as some of the most lethal warriors in the Inner Sphere. A pair of Death Commando bodyguards escorts the Chancellor everywhere, supplanting even the Warrior House orders and the Red Lancers in their duties.



Confederation Reserve Cavalry

Normally based in the Sian Commonality, the Strategios has pledged to make the Reserve Cavalry true to its name—a brigade for the entire realm, not just one commonality. To this end, the five regiments of the Reserve Cavalry have been moving across the Confederation in two-year deployments, which is wearing the soldiers down but doing a good job of "showing the flag" in areas where the citizens are unused to seeing these Sian-based regiments.



Capellan Defense Force

The Capellan Defense Force has not forgotten how the commonalities surrounding it were quickly swallowed by the Federated Suns in the Fourth Succession War, making their quiet Capella Commonality a suddenly threatened border protectorate. With largesse from Ceres Metals and access to prime recruits from the Gei-Fu RTC, the CDF has recently added a third regiment to its rolls.



CONFEDERATION MILITARY

Liao Chang-Cheng

The Liao Chang-Cheng coalesced in 3061 as the Liao Commonality grew in size to rival the Sian Commonality. The four regiments permanently tasked with its defense are hardy and reliable, and also some of the most experienced because of their near-constant state of combat. With unrest still occurring in the recently liberated worlds and conflicts unabated along the borders of the Chaos March, the Chang-Cheng holds strong.

Victoria Commonality Rangers

Though many saw the creation of the Victoria Commonality as a necessary bureaucratic construct to free up more capacity in the Sian administration, the CCAF has taken the defense of the new commonality very seriously. The two regiments of the Victoria Commonality Rangers—Kingston's Rangers and Sung's Rangers—are spread thin across the commonality, and often beg for help from free regiments or Canopian auxiliaries. With the conflict in the Federated Suns ended, *Jiang-jun* Andreyvich is requesting more troops to defend against what he considers an inevitable Davion invasion.



McCarron's Armored Cavalry

The adoption of the five powerful regiments of McCarron's Armored Cavalry into the ranks of the regular CCAF may be the most potent military advantage gained from the *Xin Sheng* reforms. Lord Marcus Baxter and his regiments have fought hard over the past several years, determined to prove their loyalty to the Confederation and the Chancellor. Disreputable officers and troops have been moved out or cashiered, and one full aerospace wing was disbanded when it refused to comply with Maskirovka directives, but these have been the exceptions. In general, it appears the Armored Cavalry is happy in their new home.



Citizens' Honored

One of the Confederation's "free brigades," the Citizen's Honored—former mercenary troops adopted in the manner of McCarron's Armored Cavalry—are spread across the Confederation and its Canopian allies in defense of the realm. They have been stalwart in that duty, as if proving their loyalty day after day. No other brigade has received so much praise in recent years, and with two regiments forming the bulwark of the newly strengthened Free Worlds League border garrison, that is good news.



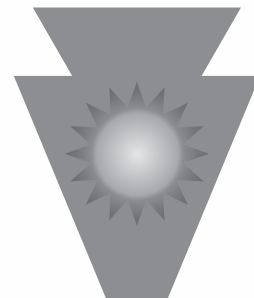
Capellan Brigade

The soldiers of the Capellan Brigade are unique in the CCAF, the only soldiers not to hold Capellan citizenship. Former mercenary commands that were adopted into the CCAF, given Capellan rank structures and access to the Procurement Department like any other line unit, they serve as best they can, trying to earn citizenship for their warriors. Their looser standards of discipline make that difficult, but they try nonetheless.



St. Ives Armored Cavalry

The premier units of the St. Ives Commonality, the First and Second St. Ives Lancers are both operating at full strength and are based in St. Ives. The First Lancers, under the command of *Sang-shao* Kai Allard-Liao, maintain the guardianship of the planet of St. Ives, while the Second rotates through the other worlds of the commonality. The Maskirovka has deemed both regiments loyal to the Confederation, while acknowledging that this stems largely from their loyalty to Duchess Candace and *her* loyalty to the Confederation.



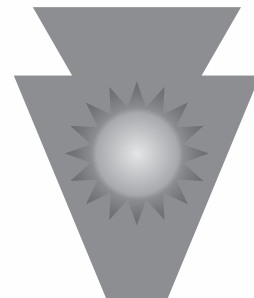
St. Ives Janissaries

Much of the CCAF regards the Janissaries as an abomination, relying as they do on a bastardization of equipment and structure modeled on House Davion's Ceti Hussars. Only the patronage of the Duchess of St. Ives—and the Janissaries' sterling combat record—has kept them from being disbanded, though it has not kept the Strategios from using the bulk of the Second Janissaries to fulfill the CCAF's treaty obligations in the Magistracy of Canopus.



St. Ives Sentinels

The two regiments of the St. Ives Sentinels have been more or less forgotten by much of the CCAF. Though they receive logistical support from the Procurement Department, many of their operations are generated by their St. Ives Commonality headquarters rather than the Strategios. Duchess Candace, loyal to her troops even when the *jiang-jun* are not, keeps the regiments occupied with rotating garrison assignments, but without some action soon the Maskirovka expects the regiments to degenerate to the sorry state they were in at the end of the St. Ives conflict.



MAJOR TRAINING CENTERS

The primary strength of the Capellan Confederation Armed Forces has always been the proud devotion of its citizens toward their state's defense. While other realms are plagued with short enlistments and quick turnovers in officers and enlisted men, the average term of service for a Capellan soldier is seven to nine years. Devotion and loyalty are not enough to face down the BattleMechs of the Confederation's enemies, however.

All military training in the Confederation is state-sponsored— independent schools, such as one might find in the Federated Suns or the Free Worlds League, do not exist. From the smallest regional training center in the Victoria Commonality to the grand halls of the officer candidate school at Sian University, the citizen soldiers of the CCAF are armed with knowledge of combat and faith in their realm.

Regional Training Centers

Every duchy in the Confederation hosts a regional training center (RTC) tasked with sending a number of trained soldiers to the CCAF every year. The RTCs train the bulk of the Capellan military: the legions of infantrymen, tankers and support staff that serve as the backbone of the regular and Home Guard regiments. RTCs are demanding organizations, often placing physical fitness at the head of their training regimens. All RTCs train conventional troops and a growing number of them provide MechWarrior instruction as well. Notably, all four RTCs in the St. Ives Commonality have successfully resisted quiet requests to scale back their training, and they all still continue to offer MechWarrior, aerospace pilot and armored infantry training programs.



Capella War College

The War College on Capella was founded in 2270, created in the same year as the Capellan Hegemony. One of the oldest academies in the Inner Sphere, the War College remains at the cutting edge of training recruits for 31st-century warfare. Students study the classics of warfare, such as the works of Sun-Tzu and Von Clausewitz, along with contemporary masters of the battlefield such as Anastasius Focht and Shiao-zhang Jasmine Liu. Considerable time is also devoted to the Confederation's military philosophies. The War College sets a challenging pace unequalled by any other Confederation academy. Combat training stresses independent operations and combined-arms tactics, adding to the regular workload.

The War College's semiannual Graduation Days are local holidays. Major cities hold parades, led by the new graduates.



Festivities also include exhibitions of BattleMech combat, air shows and historical re-enactments of famous cavalry and infantry battles. The Holdfast Guard of the Capellan Hussars takes first pick of each year's War College graduates. Alumni may wear a small *jian* sword pin on the lapel of any uniform.

Liao Conservatory of Military Arts

Established eight years ago on the homeworld of the Liao dynasty, the Conservatory of Military Arts saw its first class of graduates enter military service in 3062 to much acclaim. Half of them went to the newly formed Dynasty Guard regiment of the Capellan Hussars, which may hand-pick from each graduating class. Nicknamed the "thinking warrior's academy" for its devotion to meditation and its emphasis on individual effort, this facility is more concerned with accentuating personal strengths than with shaping its students to fit a standardized mold. Most courses are self-paced, allowing recruits to speed through subject areas for which they demonstrate particular aptitude.

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



Sarna Martial Academy

When Sarna fully rejoined the Confederation in 3066, the Sarna Martial Academy re-entered the mainstream of Capellan training as well. The school has tried to remain true to its roots—it remains one of oldest training academies in the Inner Sphere—but the final clashes between the training methods of the short-lived Sarna Supremacy (and the Federated Commonwealth before it) and the Confederation proper proved too difficult for many of the students and instructors.

So many cadets opted to transfer to the Sarna RTC that the Martial Academy Training Battalion was disbanded in the spring of 3067. Though the school remained open, and the graduating class of 3066 received high marks from the Maskirovka, it was also the smallest class in the school's history—a mere twenty-nine cadets. The Strategios recently directed the Department of Acquisitions and Training to audit the school, to see if it remains a viable facility or if it should be closed.



CONFEDERATION MILITARY

Sian Center for Martial Disciplines

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

The Center for Martial Disciplines includes courses in Confederation civics and military philosophies as part of basic and continued training. Through its relationship with Sian University, the academy also puts deserving recruits through the university's vaunted officer candidate program. SCMD instructors are the best in their fields: members of Warrior House Imarra and the Death Commandos are common sights on academy grounds. The Strategic Military Director teaches a three-week course on strategies and tactics every year. Even the Chancellor has been known to visit, quietly observing students or instructors and occasionally agreeing to requests for a discussion.

Sian University

Sian University hosts the CCAF's lauded Officer Candidate Program, the *Hen gao Xiao-lu*—the High Path. The OCP takes all officer candidates from the Center for Martial Disciplines as well as several hundred who transfer annually from other academies or return from active duty for command-level training. The Maskirovka conducts background checks and political assessments of all candidates. Only those transferring in from the Center for Martial Disciplines may have this second check waived. Military drill is kept to a minimum, except for exercises that test candidates and help them apply their lessons to the battlefield. All cadets are expected to excel academically. Just before graduation, each student undergoes a series of pass/fail oral boards and exercises. Regardless of previous academic standing, a single failure in these tests can cost a cadet his or her commission. This standard applies even to ranking CCAF officers undergoing further training. Many consider these final tests a battlefield, where years of training and preparation can similarly hinge on a few hours of performance.

St. Ives Academy of Martial Sciences

In 3036, the St. Ives Science Institute (SISI) and the attached Academy of Martial Sciences opened their doors after six years of upgrading. In an unorthodox arrangement, SIAMS remains an independent college of the Science Institute. The academy is operated by the St. Ives Training Command, with students spread

out among the many other colleges and programs offered by the Institute. Admission is limited to Capellan citizens, conforming to common practice in all other Capellan military training centers.

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

Despite lingering tensions between St. Ives and the rest of the Confederation, enrollment at SIAMS has been filled to capacity every year since 3056, and the Department of A&T is already planning an expansion. The Maskirovka maintains a slightly higher presence here than anywhere else except Sian University, but no secessionist activities have yet been reported.

Victoria Academy of Arms and Technology

The Victoria Academy of Arms and Technology is the Confederation's newest training center, graduating its first class in the last month of 3063. With the Shengli Arms factory nearby, students can easily become involved in this refurbished Star League production site. In fact, the Victoria Academy currently enrolls more technicians than cadets in combat disciplines. Tech students spend time working in the factories in order to earn the occasional hour with an off-duty master technician or engineer.

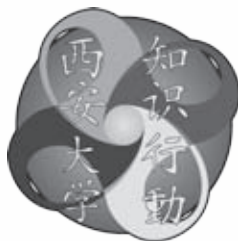
The Victoria Academy offers the least competitive atmosphere of the major academies. It stresses a working knowledge of the technologies of warfare, even for students in combat specialties. MechWarriors, pilots and cavalry crew are enlisted as test subjects and encouraged to find ways to break the equipment. Though this system has proved an interesting experience for many students and helped them hone their reflexes, it has also led to a few training-related deaths.

The Prefectorate Guard of the Capellan Hussars regiment is permanently stationed on Victoria, and it may select from the Victoria Academy's graduating class a reasonable number of the best recruits.

Warrior House Orders

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

Future members of a Warrior House are traditionally selected between ten and twelve years of age. Families may request consideration for a child, or the child may petition on his or her own





behalf. Local nobles may also recommend outstanding potential candidates to a Warrior House. Petitions and recommendations only guarantee an interview, however. Each order also sponsors independent scouts (usually trained House infantrymen) who travel to primary recruitment sites and look for applicants. No student is ever forced into a Warrior House.

Every aspirant is assigned a *Sifu*, a mentor, who oversees their instruction. Training begins at an advanced military school and includes heavy indoctrination into Warrior House traditions and philosophies. For two years, the aspirant will not see the world outside the House stronghold. The only available break from training is meditation. The basic curriculum includes infantry training and self-defense, preparing each candidate for the field. Candidates may specialize beginning in their fourteenth year, in areas such as scouting, battle-armor infantry, Special Forces or even MechWarrior training.

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

UNIT TYPES

The CCAF recognized four main divisions of combat units: regular units, Warrior Houses, Home Guard units and mercenaries.

Regular Units

Regular formations are the front-line combat units of the Capellan Confederation Armed Forces. They receive the lion's share of national defense appropriations and media attention, and are generally the best-trained and equipped forces at the Strategios' disposal.

Warrior Houses

First formed by Kamachi Imarra, the Blessed Orders of the Warrior Houses are elite and fanatical troops devoted to the Chancellor. Though they are supplied and supported by—and sometimes given authority over—units of the regular CCAF, the Warrior Houses are not part of the CCAF's chain of command. They answer only to the Chancellor or the *Gao-Shiao-Zhang* (Grand Master) of the Order.

Home Guard

The Home Guard is the Capellan militia system. Though kept separate from the unorganized system of local planetary militias for centuries, part of the *Xin Sheng* program has been to bring all planetary militias under the control of the Home Guard. A main Home Guard regiment consists of three battalions, one of which is

equipped with BattleMechs, and is expected to respond to attacks within its warren.

Planetary militias, by contrast, are not expected to respond to threats outside their demesne. These local forces only rarely include BattleMechs, depending on the budget allocated them by their local lord or diem. Prosperous worlds such as Sian or Capella might boast dozens or even scores of militia regiments, but backwaters like Ward can rarely muster more than a few battalions of volunteers or conscripts.

Mercenaries

The Confederation has long employed mercenaries, but the adoption of several mercenary commands into the regular CCAF in the early 3060s brought about a lull in mercenary hiring. The Confederation slowed its hiring rate while it assimilated so many new troops, and many mercenaries let contracts slide to see if the Chancellor was attempting a new form of "company store" coercion. Not until 3065 did hiring pick up again as small units, seeing the respect with which the absorbed mercenary troops were treated, flocked to the Capellan banner seeking inclusion.

The CCAF has not hired many large mercenary companies, but thousands of smaller units have been retained by the various commonalities and duchies for local defense and security. Consistent with past practice, these contracts are worded to allow the CCAF to take them over should the need arise.

UNIFORMS AND INSIGNIA

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

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

Parade Dress

The CCAF ceremonial uniform consists of a light blue-gray jersey and pants, trimmed along legs, shoulders, chest and arms in what is commonly called Liao green. A black border along the outside seams from underarm to ankles and across the upper chest memorializes the Day of Martyrs—a reminder to servicemen and -women of the price sometimes demanded by the realm.

CONFEDERATION MILITARY

XIN SHENG AND HISTORICAL RANKS

CCAF		WARRIOR HOUSE	
Xin Sheng	Historical	Xin Sheng	Historical
<i>Sang-jiang-jun</i>	Senior Colonel	<i>Gao-shiao-zhang</i>	Grand Master
<i>Jiang-jun</i>	—	<i>Shiao-zhang</i>	House Master
<i>Sang-shao</i>	Colonel	—	—
<i>Zhong-shao</i>	Major	—	—
<i>Sao-shao</i>	Captain	<i>Lien-zhang</i>	Company Leader
<i>Sang-wei</i>	Commander	<i>Pai-zhang</i>	Lance Leader
<i>Sao-wei</i>	Subcommander	<i>Ban-zhang</i>	MechWarrior
<i>Yi-si-ben-bing</i>	Master Sergeant	—	—
<i>Si-ben-bing</i>	Sergeant	<i>Zhang-si</i>	Warrior
<i>San-ben-bing</i>	Corporal	—	--
<i>Shia-ben-bing</i>	Recruit	—	—

A belt is hidden in the waistband, with only the silver buckle showing. Green plasteel mesh keeps the sleeves in place around the wrist. This uniform has a low mandarin collar, closed at the throat, on which rank devices are worn. The crest of the Capellan Confederation appears as a patch uppermost on the right arm. Ribbons and medals are worn over the left breast, the first of which displays the insignia of the warrior's class.

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

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

The Death Commandos and Warrior Houses can select their personal colors for parade dress.

Combat Officer Uniforms

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

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

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

In combat, infantry officers must wear their field uniforms. All other officers are encouraged to do so when not in battle dress. Senior officers may wear their silk cravats with the field uniform. The main piece of MechWarrior battle dress is the cooling vest, with rank insignia sewn onto the lapels. Fingerless gauntlets are common. The rest of the battle dress includes brown shorts, a halter top for female MechWarriors, and boots with green plasteel mesh worn as protective leggings. The MechWarrior insignia is a dark green inverted triangle with black cross hairs over the top. Many MechWarriors embroider it on their jacket's left arm.

Capellan pilots wear a dark green flight suit trimmed in lighter Liao green. Each suit is fitted with internal sensors and environmental controls that regulate G-forces and internal temperatures, monitor pilot life signs and compensate for stress factors during combat. The suit seals with the pilot's helmet to create a self-contained environment. A pilot who ejects into space has a sixty-minute reserve of breathable air. The aerospace insignia is an inverted dark green triangle with a black cross covering it. When not in their flight suits, pilots wear the appropriate officer dress.

Battle dress for the crew of a Confederation armored vehicle consists of green, padded combat fatigues woven with ballistic material that can deflect small shell fragments. A beige armored body shell is worn over the uniform, similar to a MechWarrior suit, but a one-piece design with more padding than a MechWarrior needs. The extra padding prevents injury when crew members are jostled around inside the vehicle. In addition, the body shell serves the same function as a cooling vest. As with the infantry, armor crew fatigues display a shoulder stripe to distinguish officers from enlisted personnel. Officers have a gold stripe and enlisted personnel a red stripe. Each crew member also carries a sidearm and is issued a small LCD logbook capable of holding several maps as



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

Infantry and other conventional combat troops such as artillery wear the standard Capellan field uniform, which is also authorized (and encouraged) for any soldier in a combat environment. The dark green, fire-retardant fatigues are trimmed in Liao green along the shoulders and the seam from underarm to ankles. Shoulders, elbows and knees are heavily reinforced and lightly padded. Plasteel mesh covers the lower arms and is also used as leggings over combat boots. The standard field helmet, a Han design similar to the parade dress helmet, is reinforced with synthetic ceramic fibers that provide extra protection against enemy laser fire. The field uniform also includes a *jian* sword, a more practical weapon for the battlefield than the curved *dao*. Rank insignia is worn on the uniform collar. The Confederation crest is sewn on the upper right arm. Name and rank are stenciled over the right breast. Along the shoulder line are service stripes that distinguish officers from enlisted personnel. A thin gold line denotes an officer and a red line an enlisted rank. A reddish-brown service stripe identifies a Warrior House infantryman, either officer or enlisted; both of these use the same field uniform as the regular CCAF. The infantry insignia is an inverted green triangle. Standard infantry places the silhouette of a torch and flame over the triangle. Artillery also tips all three points of the triangle in black. The insignia may be worn on the upper left sleeve.

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

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

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

RANKS AND INSIGNIA

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

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

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

Sang-Jiang-jun (Senior General)

This singular rank is awarded to the Capellan Confederation's Strategic Military Director. The *sang-jiang-jun* reports directly to the Chancellor, overseeing all CCAF military operations and assuming responsibility for any joint operation where the Death Commandos or Warrior Houses work with the regular armed forces.

In the Chancellor's absence from Sian, the *sang-jiang-jun* acts as regent. The rank insignia is the *jiang-jun* triangle device with a green enameled center.



Jiang-jun (General)

The Confederation has few generals. The short list includes two military representatives of each commonality, one responsible for all line regiments and the other for the commonality's Home Guard. The admiral of the Capellan Navy has also received this rank, and the Chancellor has agreed to one

jiang-jun for each of the other five divisions in the Ministry of the Military. The rank device is an inverted, tarnished brass triangle with an open center.

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



Sang-shao (Colonel)

The mainstay of the Confederation military, the *sang-shao* traditionally commands BattleMech and fleet regiments. This rank also applies to command-



CONFEDERATION MILITARY

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

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

Zhong-shao (Lieutenant Colonel)

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

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

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

Sao-shao (Major)

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

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

Sang-wei (Captain)

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

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

Sao-wei (Lieutenant)

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

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

Yi-si-ben-bing (Master Sergeant)

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

Si-ben-bing (Sergeant)

The senior enlisted rank among a lance of armored vehicles or an infantry platoon, the *si-ben-bing* can assume temporary command in the absence of the *sao-wei*. At company level, one *si-ben-bing* is recognized as first among equals. In non-combat commands, the *si-ben-bing* is an administrator, acting as a direct link between officers and enlisted personnel. A specialized



technician or accomplished administrator might also be awarded this rank. The insignia is a tarnished brass bar bisected by a large, diagonal green stripe.

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

San-ben-bing (Corporal)

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



Shia-ben-bing (Recruit)

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



MEDALS AND HONORS

Because service to the state is so important, the Capellan Confederation awards honors almost as often to civilians as to its military. The following list therefore includes civilian and military awards. Confederation custom is to award based on the act of service, not the branch—so civilians performing military service can earn military awards, and military members may earn civilian awards.

Baton of Illustrious Service

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

This award is bestowed personally by the Chancellor, along with a promotion in rank. There is no accompanying ribbon or

medal; the baton must be carried. In social settings, this award confers on its recipient the equivalent rank of *sang-shao*. All personnel below this rank are required to salute the bearer. Because of the award's prestige, all nominated recipients are investigated by a special inquiry team of Maskirovka agents and CCAF officers. The team ensures that the decoration is deserved and that the recipient is an upstanding Capellan citizen worthy of such recognition.

Chancellor's Colors

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

Citation for Meritorious House Service

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

Civil Seal of Valor and Sacrifice

This decoration is a rice-paper scroll, on which is written in Han ideograms precisely what the citizen has done, at grave personal risk or loss, to aid the Capellan armed forces in wartime. This highest civilian award, personally presented by the Chancellor, confers upon the recipient's family special preference in education for children or selection for any branch of the civil service for which an individual qualifies. If the Chancellor wishes, he may also confer a small landhold with the seal. Nominees are investigated by the Maskirovka to prevent any political embarrassments.

Cluster of Conspicuous Heroism

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

Confederation Master at Arms

This award is presented by the Strategic Military Director to a warrior who has proved his mastery of the battlefield. Though no set definition exists of what constitutes such proof, the award is

CONFEDERATION MILITARY

usually given for the refinement of a theoretical grand stratagem or the invention and proven success of a new battlefield tactic. Commanders who have proved themselves masters at combined-arms deployments have won this award, as have warriors who fought through the infantry and into the armor forces, and later rose to command a BattleMech regiment or an aerospace wing.

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

Duchy Citation

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

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

Grand Cordon of Merit

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

Liao Sunburst of Gallantry

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

Order of the Legion of Liao

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

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

St. Ives Legion of Honor

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

SOCIETY & CULTURE



Supporters

Intelligentsia

Directorship

The Enlightened

Artists

The Commonality

Servitors

Life in the Capellan Confederation is both simpler and much more difficult than life in some other Successor States. Capellans are a rightfully proud people, a class of citizens who know that everyone among them has earned that appellation. The state provides many of the basic services that citizens of other realms so often squabble over, and the Capellan military of 3067 provides Capellans the most secure lifestyle that any Confederation citizen has enjoyed in a century or more.

CAPELLAN CITIZENSHIP

Unlike many other interstellar realms, birth is not a qualification for citizenship in the Capellan Confederation. Every Capellan citizen—noble-born or not—must offer the state some service in order to earn his or her citizenship. At birth, every Capellan is legally made a ward of the state under the nominal authority of the child's parents or state-appointed guardians. Though not supported in legal precedents, unwritten laws keep families together. Only in difficult circumstances is a child removed from its parents—if the parents were killed soon after the child was born, perhaps, or if they are deployed on extended military missions. The family is a venerated unit of Capellan society, and whatever the legal status of children, no attempts to disrupt families are made without very good reasons.

The Ministry of Social Education regulates citizenship, and the obligation to provide some service to the state is taken seriously during the child's growth and education. By age fifteen, a native Capellan must have completed his citizenship service, normally a volunteer program designed to provide a vehicle for citizenship—for example, working in the conservation corps or the Capellan Star Scouts, or volunteering in a hospital or retirement hospice.

A Capellan youth who fails to meet his or her citizenship requirements by age fifteen is put on probation and subjected to a crash program of social and political indoctrination. Because the MSE recognizes a lack of sufficient moral character as the only reason a child would not be sufficiently motivated to earn citizenship, these classes emphasize the need for a strong state and the sacrifices an individual must be willing to make to ensure the state's prosperity. Most probationary students pass this second round of examinations and earn their citizenship, but a small percentage still refuse to be a productive part of the state, and so are relegated to the servitor caste.

Immigration

Citizens of other realms may immigrate to the Confederation, but non-noble immigrants must undergo a complete educational cycle about life in the Confederation and the meaning of Capellan citizenship. They are required to perform the same service to the state as any Capellan schoolchild, though they often do this through several months of unpaid labor in their chosen profession, or assignment to a public works project, rather than the community service-oriented programs for students.

Noble-born immigrants may avoid the indoctrination period and service requirement by paying a sizable relocation fee to the

state treasury, and are inducted into the *Sheng* nobility at one rank lower than their previous noble rank.

Populations of worlds conquered by the Confederation military are immediately entered into the ranks of the servitor caste, making them second-class citizens. Though this practice sometimes costs the Confederation the productivity of skilled specialists and technicians, it is important for each world to learn its place in the Capellan realm. A planet whose inhabitants actively resisted the Confederation only days before can hardly expect to become an honored member of it overnight, not when every Capellan citizen—whether from the backwater villages of Ward or the cultured cities of Sian—has already sacrificed to earn his or her place in the nation. Caste assignment is generally accomplished within a few years, and the conquered populations can then be allowed to qualify for Capellan citizenship. The only exceptions to this rule are children born on a planet after its conquest, who are accorded the same state protection as any Capellan child.

Citizens' Obligations

As a citizen of the Confederation, every Capellan is expected to place the good of the state before personal gain. As a testament to that, every citizen must take an oath of loyalty to the Confederation, to House Liao and to the Chancellor, whose decrees may not be questioned. Though for the most part Capellans are free to pursue whatever lifestyle they choose, in extreme situations they are subject to the direction of a planetary diem, who may determine that a certain industry or segment thereof must be strengthened.

Likewise, citizens are subject to colonization directives, should the Confederation need to quickly populate a newly colonized world to ensure its rapid exploitation. Skilled laborers may also be retrained to address labor shortages in other industries. For example, if a world has too many vehicle manufacturers and not enough textile engineers, a number of vehicle-manufacturing employees will be retrained to work in the textile industry. This retraining is mandatory, though the cost of it is covered by the state.

Citizens not already part of the regular Capellan military are encouraged to join their planetary Home Guards, and every Capellan citizen must register with the local militia for duty in the event of invasion or catastrophe. When natural disasters occur, all Capellans—citizens or not—are expected to help with relief efforts and follow the direction of planetary officials.

In theory, every Capellan citizen has the right to appeal directly to the Chancellor for perceived grievances against government officials or organizations. In practice, this is exceedingly rare, even more so now than fifty years ago. Chancellor Romano Liao became known for executing citizens whom she thought wasted her time with petitions, and so most Capellans now address these concerns to local officials such as their refractor, who can forward their petitions to the House of Scions.

As with any earned right, citizenship can be revoked. The Capellan courts may revoke the citizenship of criminals, and the Chancellor may do likewise for any reason he wishes. In some cases, citizenship is revoked to facilitate governmental seizure of property. In the military, loss of citizenship is one of the punish-



Capellan Concordat

The Capellan Concordat is a declaration of the rights of every Capellan citizen. First drafted after Jasmine Liao's Time of Tribulations, when unrest was at its worst, the Concordat was designed to ensure that every citizen was protected by due process of law. Its basic tenets are:

- No Chancellor or representative of the chief executive may deprive a citizen of the Confederation of life or liberty without due process of law. In the case of nobles, this includes a right of appeal to the House of Scions.
- Any individual subjected to personal injury or abuse at the hands of any member of the Capellan government may petition the judiciary to bring charges against said person(s) by way of civil or criminal proceedings.
- An individual may request that charges brought against his person by the state be adjudicated by the noble ruler under whose direct authority the defendant stands.
- An individual may request that a refractor act on behalf of an accused, even to the extent of demanding and achieving a personal audience with the Prefectate to ensure that evidence bearing on a given case is fairly and properly presented.
- No individual shall be deprived of Capellan citizenship, with all the rights pertaining thereto, without a majority vote of the House of Scions following an official presentation of sufficient cause.

As with any laws, of course, the devil is in the details—or, in such cases, prior legal precedents. Though the Concordat was designed to placate citizens who felt threatened by Jasmine Liao's proscriptions, none of these tenets are absolute. They can be overridden by the Chancellor's power of decree or legislation passed by the Prefectate.

ments for many of the worst crimes, such as cowardice in the face of the enemy or treason. A citizen who has his citizenship revoked is immediately relegated to servitor rank.

THE CAPELLAN CASTE SYSTEM

Capellans live at the mercy of their bureaucracy, and though for the most part the state does its best not to interfere in the lives of its citizens, it does not hesitate to do so when necessary. Franco Liao established an incentive program for workers in the arms industry, granting special privileges to those supporting the war effort. Over the years, more of these incentive programs were created, with each gradually coalescing into the social caste system that dominates the Confederation today.

It is important to note that the caste system is largely created and maintained by Capellan citizens themselves, not by the government. In an effort to relieve some of the stress inherent in living in such a regimented culture, the caste system promotes feelings of community between social peers, and these communities have grown to include social monetary funds, support structures and even (in rare cases) self-governance in certain aspects of their lives.

Caste leaders, for example, are elected by popular vote of their caste, in the only remnant of democracy still existing in

the Confederation. While caste leaders have no say over the Confederation's governance, they do have significant control over the attitudes and feelings of their caste members, and leaders in the past have taken advantage of this power to attempt to influence policy.

The caste system is not hereditary, nor is it exclusive. A member of one caste is free to marry a member of another, for example, and membership in a certain caste is open to any should they wish to move, so long as they can qualify and gain permission from the caste leaders. Confederation society currently contains seven official castes and one unofficial caste.

Directorship

The directorship is the caste of the bureaucrat, the caste to which most administrators as high as the planetary level belong. Because of their ease of movement throughout the bureaucracy, members of the directorship display influence far outside their actual numbers, and have an excellent relationship with the House of Scions (which includes many directorship members).

Intelligentsia

The intelligentsia are the Confederation's thinkers. As the sector of the population most vital to the Confederation's growth, they are accorded the highest regard and most flexible living conditions of any caste. Scientists, technicians and religious leaders make up this caste, and many of them are amply rewarded for their contributions to the state with noble titles or large properties. Their salaries are the highest of any caste, even the non-noble members.

Supporters

Supporters are the non-science-oriented professionals of the Confederation: educators, political economists, members of the judiciary and so on. Teachers are perhaps the most widely respected professionals in the entire Confederation—as long as they maintain the correct political outlook—and make up a large portion of the supporters. Business leaders and industrialists fall into the supporters caste as well.

Artists

Art in the Confederation is a venerated profession, so long as the art has demonstrable value for the state. Painters, sculptors, musicians, entertainers, actors and show people of all descriptions make up the ranks of the Artists caste. Of all castes except the servitors, artists receive on average the lowest wages and benefits, though numerous state-sponsored endowments exist to promote artists who make significant contributions to Capellan life.

The Entitled

The entitled are the Confederation's medical professionals: doctors, nurses and other health-care workers. Given the nature of their service, members of this caste are the only ones with a blanket travel allowance, permitting them to travel anywhere in the Confederation without restriction. Because of this, the Maskirovka

monitors the entitled very closely for foreign agents, but surprisingly few are discovered among them.

The Commonality

The commonality caste represents the bulk of Capellan citizens: the huge masses of skilled and unskilled laborers who toil to operate the state's industries, keep its farms productive and maintain its infrastructure. Because of this caste's sheer size and the power it holds over industry, commonality caste leaders on every Confederation planet meet often with planetary diems to discuss wages, price adjustments and holidays. While any such decision is at the discretion of the diem, anyone can see that productivity increases when laborers feel they have a voice with those whose decisions affect their daily lives.

Servitors

Only officially recognized after the ascension of Sun-Tzu Liao to the Celestial Throne, servitors are the largest segment of Capellan society to grow out of the centuries of Succession Wars. Servitors are second-class Capellans, not considered citizens, and are treated as little more than slave labor. The servitors, more than any other caste, were often cited by Hanse Davion and his propaganda machine as the cause of the Fourth Succession War, despite the fact that this caste had existed for hundreds of years.

Servitors perform society's mundane tasks, those that are necessary but that other Capellans are unwilling or disinclined to do. Most servitors are treated as slaves, and until 3052 could be owned by noble Capellan citizens. One of Sun-Tzu Liao's first acts was to abolish the ownership of servitors and establish the beginnings of a true caste system for them. These actions paid fulsome dividends when the Confederation embraced *Xin Sheng*, making the servitors some of Sun-Tzu's most fervent supporters.

As with other castes, servitors may earn (or attempt to re-earn) their citizenship after ten years of service, and more and more servitors have done so since 3052. The children of servitors are treated like any other Capellan child, entered into state schools and given the same citizenship requirements as the children of Capellan nobles.

Janshi

The first murmurs of a warrior (*janshi*) caste began after *Xin Sheng*, when the resurgent Capellan military engineered victory after victory. In the past, Capellan soldiers existed outside the caste system for as long as they served, but the national and martial pride brought about by *Xin Sheng* is leading many to suggest forming a new caste for the military.

EDUCATION

In the Confederation, all education is provided at the state's expense, and is available to every child regardless of caste or noble birth. Every world in the Confederation maintains many schools on each continent, and even the few scattered orbital habitats offer the same state-sponsored education as any ground-bound student might receive. Though the quality of instruction has improved markedly since the end of the first Clan Invasion (and the

Knowledge is Power

I still remember when the proctor from Liao arrived in Bennisson—it was halfway through the longwinter snowstorms, when the snow was still only about three meters deep in the lowlands. She came bundled like it was nightwinter—big electric parka, heated boots, face mask. She looked like one of those ads they use to make fun of overprotective mothers, you know the ones I mean? The ones with the little woman screaming about her children being lost in the drifts, but then cutting to the kids in their ice fort with a heater, laughing at her hysterics.

Anyway, she came into school with Mr. Parkinson on Tenday. Kept calling it Tuesday for some reason, like it was the third day of the week, not the tenth. Her name was Ms. Harker. She was real nice, most of the time, but she kept looking at the wood stove in the corner, and she giggled when Mr. Parkinson started drawing on the board. Like she'd never seen a chalkboard before. Mr. Parkinson took her out in the alcove and gave her what for—my desk is right by the door, so I could hear. He wanted to know what she was laughing at. She told him she wondered how he managed to teach anything on a chalkboard, of all things. I know, right? Like she'd never seen an HV's tubes freeze after dark? Like she'd never seen the parts hovercraft from Barclay miss a ravine and go off? Come on, right?

She quieted down when we got back to calculus. She sat through the whole lesson, following along. She had a noteputer—don't know *how* that survived the trip, what with the magnetics—and she looked like she was checking our math. Honestly, like any fourteen-year-old can't do simple calculus.

—From *Memoirs of a Rural Education*,
by Mandrissa Claire Dalton, Sian University Press, 3032

ascendancy of Sun-Tzu Liao to the Chancellorship), the Capellan education system remains a state-sponsored program designed to serve and empower the state. Individual accomplishment is celebrated only in service to the Capellan realm.

The quality of education is surprisingly uniform throughout the Confederation, given the disparate technology levels and tax bases on many planets. The curriculum of a mid-grade elementary student is almost identical on Sian as it is on Turin, though students on Sian enjoy a higher general level of technology; Turin teachers may still use chalkboards or whiteboards, where Sian teachers have access to holovid units and even limited-scale holotanks.

Elementary and Secondary Education

Political education begins in elementary school, as a necessary part of the journey toward citizenship that every Capellan child is expected to undertake. Elementary education is available to every child, regardless of caste or status. The curriculum, revised in 3054, focuses first on basic literacy and arithmetic and has only a small amount of political indoctrination. This focus on teaching the basics first has already begun to pay off. Comparison of test scores from 3050 with those of 3067 shows a marked improvement in general knowledge and a concurrent increase in aptitude.

Another of the 3054 changes was a focus on gender equality in education. Centuries of institutionalized discrimination against female students (except for nobles and the daughters of

MechWarrior families) were thrown out—with forcible help from the Maskirovka, if necessary. Sixteen percent of the total increase in test scores since has come from the successes of female students. “Brilliance happens only a few times in every generation,” Minister of Social Education Soon Ho Lu has said. “By denying the talents of half our population—the female half—we have denied ourselves half our potential.”

Learning groups are formed like collectives during students’ early schooling. From preschool to the end of secondary school, a group of fifteen to twenty-five students learns from the same instructor. Though not quite as rigorous as the Warrior House concept of *sifu*, instructors grow and learn with their classes, often taking only two or three classes throughout their career. Socially members of the supporter caste, teachers are highly venerated in the Confederation. Many often become honorary members of their students’ families, sought out for advice by both parent and child.

Though each student is responsible for his or her own academic performance, Capellan instructors are held responsible for the actions and performance of their classes as a whole. An instructor who fails to bring a majority of his students along through the various academic checkpoints each year is investigated; those who continue this failure after ministry officials have begun remediation are disciplined or even terminated. The Ministry of Social Education regards children as far too important an asset to waste.

The modification of the elementary curriculum required changes to secondary education as well. With more time spent teaching the students, more time must likewise be spent maintaining appropriate levels of indoctrination and political adjustment as they progress. Secondary-age learning groups spend significant time on social studies and political theory. Teachers are encouraged to show the strength of the Capellan state as opposed to the weaker, individual-oriented polities around it, and stringent testing ensures that loyalty is maintained and fostered. It is not uncommon for a teacher at this level to begin pointing out the various ways in which the state maintains its citizens, from health care to military defense to the free education the students are experiencing.

Vocational training in the Confederation is begun at the secondary school level as each instructor wishes. It is common practice for students to spend a part of each year in an apprenticeship, learning a trade or skill so that they can become productive Capellan citizens. Instructors also work closely with CCAF recruiters to fit applicable students into the military. For a select few students, higher education is available.

Special Schools

Though the Confederation lacks the sophisticated web of higher-education institutions common in other realms, it is misleading to assume that Capellan citizens are generally mere high-school educated mendicants stumbling along while an elite few run the nation. Aside from Sian University, other schools of higher or alternate education exist, though they are administered below university level to maintain Sian University’s prestige.



Martial Academies

Each of the Confederation’s commonalities maintains a martial academy, dedicated to training military officers and providing them a level of higher education than most soldiers receive in regional training centers. These institutions offer students more than military arts, though topics such as mathematics and literature are taught from a military bent; mathematics are necessary to cryptology and navigation skills, while the study of literature is critical for officers destined for staff positions like intelligence and public relations.

Each of the martial academies has its own focus and its own politics. The Sian Center for Martial Disciplines, for example, is much more stringent on political issues than the St. Ives Martial Academy. The Sarna Academy is fighting like a bulldog to regain its institutional pride after the Sarna Supremacy debacle. The Capella War College competes for prestige with the much newer Liao Conservatory of Military Arts, and instructors at both institutions encourage this competition as another way to motivate and unify their cadets.

Noble Schools

In addition to state-sponsored programs, nobles are also permitted to create and maintain educational systems in their own warrens. They are required to hold to the standard curriculum, but many noblemen have used their own schools to reward exceptional students with even more educational opportunities.

The majority of noble schools are vocational, designed to help older students transition into the warren's workforce. Many nobles work with the Ministry of Social Education in providing such training, allowing MSE instructors to manage political philosophy and indoctrination while other teachers focus on career skills.

Philotechnique Institutes

Established in the mid-28th century as places of post-secondary learning for scientific and technical skills, the philotechnique institutes are highly sought-after posts of academic learning. Students do not apply to these schools—instead, they are chosen by planetary directors and sent to participate at no cost to themselves.

Of the sixteen institutes created by the original commission, ten escaped the crushing losses of the Fourth Succession War and remained in Capellan space. Though several have since returned to the Confederation along with their recaptured worlds, only those in the St. Ives Commonality practice anything like their original functions. The St. Ives institutes are under review by the Ministry of Social Education and the Maskirovka to ensure that their curricula are in accord with the latest Ministry-approved models.

In the first years of the 31st century, a shift occurred in the philotechnique institutes' curricula. Many courses were modified or added to create a course structure designed to emphasize political thought and correctness. Though labeled philosophy courses, they were little more than advanced propaganda classes, and they helped create the generation of bureaucrats whose ineptitude contributed to the losses incurred in the Fourth Succession War. With the *Xin Sheng* reforms of the past few years, the Ministry has again changed the focus of these courses from political indoctrination toward a more respectful attention to the legacy and heritage of the Capellan state.

Sian University

In 2988, Chancellor Tormax Liao directed the creation of a new university on Sian dedicated to "...bringing a new age of enlightenment and stability to the Capellan people." He dedicated the University of Sian and declared it the only university of its kind in the Confederation, the only pan-world institute of higher learning dedicated not to commonality or warren, but to the Confederation as a whole. In the 3020s, Chancellor Maximilian Liao gifted the university with lavish bequests in an effort to keep the prestige of "his" college as high as that of the nascent New Avalon Institute of Science in the Federated Suns.

Sian University offers courses in almost every field of human endeavor, but its programs for philosophy, political science, economics and interstellar relations are the most respected. In 3064, Sun-Tzu Liao decreed Sian University the center of the *Xin Sheng* movement and dedicated a new hall to house the study of that movement. Students are enrolled from worlds across the Confederation, and while the number of transfer students from the Free Worlds League dropped off after the cooling of relations between that realm and the Confederation, the Trinity Alliance has brought new applicants from the Magistracy and the Taurian Concordat.

Though it strictly adheres to the state-centric philosophy mandated by the Ministry of Social Education, Sian University is also the one place in the Confederation where academics from across the Inner Sphere gather to witness and learn from the successful experiment that is Capellan life. The new *Xin Sheng* wing is abuzz with activity as scholars dive into the terabytes of data on this highly successful social program.

In military circles, there is no more rigorous school than the *Hen gao Xiao-lu*—the High Path—officer candidate program, which fulfills many of the staff and war college functions of academies in other realms. Cadets in the High Path are among the elite of the Capellan military, and are expected to perform as such.

MEDIA AND THE ARTS

As one might expect in a structured society like the Confederation, the media are strictly controlled by the government. Capellans have little notion of a free press, and most are thankful for that fact. After centuries of watching how the profit-driven, privately run media affects public opinion in neighboring realms, Capellans are grateful for the relative stability of their own media institutions.

Capellan Broadcast Service

The main instrument by which government informs and shapes public opinion is the Capellan Broadcast Service, a state-sponsored news and entertainment conglomerate with local branches in nearly every population center and an HPG-based network program that brings news of the entire Confederation to the farthest reaches of Capellan space. The Sian-based main news hub broadcasts three times a day on HPG (according to a Terran-day schedule), offering updates on the latest actions of the Capellan government. Each commonality capital hosts a similar news hub, bringing the commonality's citizens the most up-to-date news; this hierarchy extends all the way down to community-based local news stations.

The main purveyor of non-military news in the Confederation is the CBS, which offers news outlets in every district. Local news is similar to that in other Successor States, light content designed to reinforce the Capellan citizen's natural assumption that the government is in firm control of all issues and that individual action is not required. For example, when a forest fire threatened the small town of Haskell on Repulse, the local CBS outlet reported every two minutes on the Haskell Fire Brigade's progress, reassuring the town's inhabitants that the Brigade had the situation in hand. Had the news anchors simply announced the fire's progress and trusted local viewers to make their own ill-informed decisions in response, the Brigade might easily have been delayed by overzealous, untrained citizens getting in the way.

Though the exact title differs on every world, each CBS bureau employs a senior broadcaster in the role of political commissar. On Sian, where the realities of Capellan governance are more open, the political commissar is clearly identified as such. On distant or more recently conquered worlds like those of the Liao Commonality, the population's lingering familiarity with the Federated Suns' more

liberal style of news makes a certain circumspection necessary, and political employees are simply called senior broadcasters.

Propaganda

Protected societies like the Capellan Confederation require a steady level of government-sponsored information to shape public opinion in a way that keeps the current regime in power and avoids disruptive threats of proletarian rebellion and loss of efficiency. The Confederation's system of government has worked admirably for more than six hundred years—were it genuinely flawed, it would have collapsed before now. The Maskirovka works closely with the news media to make sure the Capellan people are kept informed of their state's progress and the threats it faces from outside the realm.

In many CBS branches, the political commissar is also a Maskirovka agent, or is assumed to be. Over the centuries, many of these broadcasters have played on the level of mystery the public affords the Maskirovka to exploit any advantage they can.

The message given to the Capellan people is uniformly pro-Capellan, stressing Capellan superiority over other realms. Even when allied with other nations—such as the Free Worlds League during the Clan crisis, or currently with the Confederation's Trinity partners—the message remains that the Confederation is the last true bastion of civilization and that those working together with the Confederation reap the lion's share of benefits. In general, the public believes that the Confederation is allied with the Taurian Concordat and Magistracy of Canopus not out of the Confederation's need, but because of Chancellor Sun-Tzu Liao's supreme beneficence toward all of humanity.

ARTS AND LITERATURE

Creativity is an inalienable human endeavor, and the peoples of the Capellan Confederation are no exception. A thriving artistic community exists in the Confederation, and while it may not range as freely or subversively as similar movements in other states, it fulfills the basic human need for expression while bringing added cohesiveness to the Capellan state. Members of the artist caste are among the least wealthy Confederation citizens, but this is only to be expected. Even before humanity left Terra, most artists worked with little, often gaining much of their drive from the hardships under which they lived.

Sculpture, painting, music and theatre are the primary modes of artistic expression in the Confederation, with nearly every Capellan world hosting a number of high-prestige exhibition halls for the presentation of sponsored artwork. A number of annual art shows are held every year, and most Capellan nobles eventually acquire a small stable of artists whom they support. The Sheng, in particular, expend considerable political clout gaining the services of artists, and many artists are eager to earn this patronage.

In the last twenty years, the Confederation has experience a resurgence of interest in literature. Long regarded with a certain suspicion, literature has never attained strong support in the Confederation, and the Maskirovka still keeps a close eye out for subversive literary works. In 3033, for example, only seventy-six

Tonight in the News

Shortly after the planet Jonathan's return to the Confederation, a minor scuffle erupted among the prominent citizens of Gaston, a small town on the edge of the southern continent. The following is transcript of a meeting between the planetary refractor and several businessmen.

<Planetary Refractor Absalom Bung-Wei> I fail to see the harm, gentlemen.

<Horace Farnsworth> That's exactly our point, sir. You don't understand that the people of Jonathan expect to be a part of any response to such an event—

<AB-W> Forgive me—the people of Jonathan, or the citizens?

<HF> What?

<AB-W> Are you speaking of the servitors, or of citizens?

<HF> We're all citizens of Jonathan, sir, and I resent—

<AB-W> I don't particularly care what you resent, Mr. Farnsworth. According to my office's records, you have yet to earn your Capellan citizenship. Until you're ready to become a productive member of Jonathan's society, I don't see why I should waste my time.

<HF> Just you wait a minute! I've been a member of the Chamber of Commerce for thirty years!

<AB-W> And that entitles you to what, exactly? Jonathan is a Capellan world, Mr. Farnsworth. Until you're a citizen, until you're ready to offer some service to the state to earn the state's consideration, I will continue to operate the local constabulary response to natural disasters as I have in the past. Along with the local Home Guard detachment, the operation of the schools, and the goddamn bus route. Good day, sir!

works of fiction were published. Chancellor Romano Liao's government was not known for tolerance, and her inquisition against any words perceived as potentially harmful to the Liaos or the Confederation was thorough. Chancellor Sun-Tzu, by contrast, appears to welcome literature in the Confederation; since the start of *Xin Sheng*, a slew of new titles has appeared extolling the virtues of Capellan life.

SCIENCE AND TECHNOLOGY

The Confederation has struggled to remain at the forefront of scientific advancement since the rise of the Terran Hegemony cost the Library of the Capellan Republic its primacy. Since then, the Capellan realm has managed to at least remain in step with other Successor States, even though the Confederation suffered more drastically than other nations during the ravages of the Succession Wars. While we cannot match the innovation and research capabilities of House Davion's New Avalon Institute of Science (as, indeed, can no other realm), Capellan scientists and other members of the intelligentsia are making significant strides; in many cases, they are exceeding technological innovation in other realms. Chancellor Sun-Tzu has made it clear to his ministers that they are to build up the Confederation's scientific base as quickly as possible and, while allowing technological partnerships with advanced organizations

ANNUAL ART SHOWS

Confederation worlds sponsor a number of annual exhibitions, all at different times of year. Most are high-profile events liberally attended by nobles from across the Confederation as they search for new talent to add to their stables.

Native Capellan Art Fair

Open only to Capellan citizens, the Native Capellan Art Fair is held every January on Capella. The format is open—any type of artist may submit entries, from any commonality in the Confederation. The most common submissions are paintings and sculptures, but there is a vocal—if small—holovid community as well. Johnny Tchang made his film debut at the NCAF many years ago, and the 3067 fair showcased the first holo of newcomer Lao Feng, who many say is even better than Tchang. Also notable in the '67 show were the top three prize-winners: First place went to Gunnar Gogol, for his novel *Enchanted Dawn* (a chronicle of one man's return to liberated Tikonov), while second and third places were tied between Isobel Manning's painting *Denbar at Dusk* and Tam Phun's bronze *Black May, White June*.

St. Ives Book Expo

First held in 3034 on St. Ives in what was then the St. Ives Compact, the St. Ives Book Expo was organized to recognize works of literature by Capellan expatriates. Though fiction has recently gained some cachet in the Confederation, for many years it was a dangerous form of expression, and many novelists and writers fled the Confederation for the St. Ives Compact rather than face "editorial correction" by the Maskirovka. Entrants to the Book Expo were restricted to topics that in some way reflected on the Capellan state, though Duchess Candace's judges were careful to weed out or castigate obvious (or sometimes not-so-obvious) hate literature.

Since St. Ives's reintegration, the Book Expo has not been held, though a committee was formed in 3067 to explore the feasibility of reviving it given the renewed interest in literature throughout the Confederation. Duchess Candace is known to support the Expo, and it appears only a matter of time before she convinces her nephew to allow its resumption.

Tikonov Universal Exhibition

Long held on Tikonov, the fall of that world to House Davion in the Fourth Succession War brought the Tikonov Universal Exhibition to the Sarna March of the Federated Suns. Chancellor Romano Liao decreed that a new Universal Exhibition should be held each year on a different Capellan world, a situation that held until Warrior House troops reclaimed Tikonov during the Federated Commonwealth Civil War. Chancellor Sun-Tzu Liao ordered the Universal Exhibition returned to Tikonov after its liberation, and the show was a smashing success even amid the stresses caused by the reintegration of St. Ives.

Open to entrants from any Successor State, the re-established Tikonov Universal Exhibition offers a chance for Capellan artists to shine against those of other realms. That a Capellan artist has taken top honors at every Exhibition since its return to Tikonov is a shining endorsement of the *Xin Sheng* movement. While some have cried foul and accused the Confederation of fixing the results, Ministerial officials are quick to point out that judges are chosen by lot from across the Successor States, and the chairman of the prize committee has yet to be a Capellan citizen.

like the Word of Blake, see to it that the Capellan Confederation can stand alone in parity if necessary.

Like the rest of the Confederation, the intelligentsia has responded to the implicit challenges of *Xin Sheng* with great success. Though military research retains its primacy of place—and produces such marvels as BattleMech-scale stealth armor and the new plasma-based weapons—civilian and consumer research has kept pace. Companies like Asuncion Industries and Lustrix Commodities are making new discoveries almost every day.

Capellan Science Foundation

The Capellan Science Foundation was established in 2818 as a clearinghouse of government-funded projects. During the Succession Wars, the CSF was based on Tikonov, but relocated to Capella when Tikonov fell to the Federated Suns in the Fourth Succession War. One of the Science Foundation's most prominent missions during that era was research into and discovery of lost Star League-era equipment and facilities, though a large chunk of its funding and focus was diverted to the Maskirovka in the early 3020s. After the Fourth Succession War, Chancellor Romano Liao shifted the CSF's primary focus away from discovery and directly into research on the Helm Memory Core. Most of the recovered Star League technology employed by Confederation manufacturers today was teased out of that massive data repository by researchers at the Capellan Science Foundation.

In 3058, Chancellor Sun-Tzu Liao moved the Capellan Science Foundation into new, modern facilities near Capella Prime and gave them the task of spearheading several research initiatives. The same bureaus that produced the *Raven* and *Cataphract* BattleMechs in the 3020s were at the forefront of developing such high-profile weapons as the *Yu Huang* assault 'Mech and even the *Feng Huang* WarShip.

Prefectorate Special Commission

Established in 3020, the Special Commission is a subset of the CSF directly concerned with battlefield technology. Throughout the Fourth Succession War—even during the crushing defeats of those years—Special Commissioners roved the battlefields, gathering intelligence and desperately seeking some weakness in the Davion war machine. After the war, they were redirected into clandestine observation of newly recovered technologies being used in other realms. Many commissioners were seconded to the Maskirovka—and many Maskirovka agents seconded to the CSF—so they could observe tests of Federated Commonwealth weaponry. Their reports enabled the CSF to unlock many of the tangled secrets of the Helm Memory Core.

Consumer Research

Under Chancellor Romano Liao, every scrap of Capellan infrastructure—including research and design—was redirected to military efforts. While these extreme measures kept the Confederation alive during the turbulent 3030s and the quiet cold wars of the 3040s, they also stagnated consumer markets. Soon after his ascension, Chancellor Sun-Tzu rescinded the blanket decree on



military production and redirected substantial parts of the Capellan economy back into civilian consumer goods. These initiatives had scarcely begun to bear fruit when the Chancellor enacted *Xin Sheng*; once the revitalized Capellan economy began to take hold, consumer manufacturers rolled out the fruits of eight quiet years of design. The result is the envy of many worlds in other nations.

Firmir Commerical led the charge with a complete line of precision home electronics, from the low-end reliable equipment that made them a household name in the early 31st century to custom electronics that specialists quickly came to prize. Companies with large consumer divisions—Earthwerks, Aldis and more specialized manufacturers like Asuncion Industries—quickly followed suit. Each of them soon favored quality over quantity, prompting high levels of demand among Capellan consumers that has greatly benefited these producers. Firmir, for example, has used strong domestic sales and word-of-mouth advertising to springboard sales initiatives into the Liao Commonality, where many people are still used to the consumer goods they grew up with as part of the Federated Commonwealth.

RELIGION AND PHILOSOPHY

Though the Confederation has no official religion, recent years have seen a sharp increase in the number of reported Buddhists in the state. Most studies root this increase squarely in the fertile fields of *Xin Sheng*, as many Capellans embrace the faith of the Chancellor and most of the Sheng in order to tie themselves more closely to the

ruling order. Neither the Chancellor nor his government has made any official comment, instead releasing cleverly parsed statements that support the adoption of Buddhism without bluntly saying so. Across the Confederation, citizens are legally permitted to worship however they wish, but local laws and nobles often circumvent the common laws to enforce their own religions. The Confederation has historically had little use for organized religion—such loyalties often detract from a good Capellan citizen's efforts to further the state's goals—but since the Liberation of 3057, the Liao Commonality especially has shown remarkable tolerance of other faiths. The former Federated Commonwealth subjects returned to the Confederation with the religions of their fathers and mothers, and the Prefect of the commonality recently announced his intention to approach the New Avalon Catholic Church to appoint a bishop for the Liao Commonality worlds. Whether the Chancellor will allow this, or even permit this level of religious diversity to spread throughout the Confederation, remains to be seen.

The Korvin Doctrine

Based on the writings of early Terran explorer Alana Korvin DeVall, the Korvin Doctrine is a philosophical construct that deems subservience to a "greater humanity" a necessary trait of human beings in a star-faring age. Though she was not Capellan, Alana Korvin's views would later be used by successive Capellan Chancellors and their ministers to merge the idea of service to the state with the Capellan Confederation's common societal outlook.

Alana's Common Sense

Critics of the Confederation's focus on the teachings of Korvin decry us as communists, accuse us of rewriting history to mend our own mistakes, and of plain old power madness. What they seldom do is apply the most basic observation of human behavior to the Korvin Doctrine, because when they do, they are forced to acknowledge the simple truths it reveals.

Consider: Humankind has spread across the stars, across thousands of light years and worlds. Children are born on the far edges of the Federated Suns that will never even see light from the suns of other worlds in their realm within their lifetimes. Attempting something as absurd as "federating" such a construct of far-flung worlds is proof of folly. What does that child care for the needs, wants and dreams of a person on that other world, who will never see the light of the other sun, either? Why should he sacrifice his food, his surplus money or goods, even his personal desires, for that other child? He shouldn't—unless he is given reason to.

Such is the logic of the Korvin Doctrine. By binding these disparate worlds into a "Greater Humanity," as Alana Korvin DeVall put it—into a true confederation of worlds—we can make each child care about every other. Because we have invested each child with a concern for the whole—a concern for the state, a concern for others who live in it—he will be glad to share, even to sacrifice, content in the knowledge that the other child would do the same for him were their positions reversed.

—From *A Common Sense Guide to the Korvin Doctrine*,
Tikonov Commonality Printing Office, 2834

Korvin, who spearheaded the initial exploration of several colonies that eventually became Capellan worlds after the Terran Hegemony disintegrated, was affected by what she called "the immensity of space and the cold, heartless nature of it." Her personal letters and diaries—many of them in the archives of Sian University—are filled with dire predictions for a humanity that remained divided into petty factions when faced with the sheer open terror of space. The application of Korvin's theories about the destructive nature of factionalism on interstellar scale is a popular topic for doctoral dissertations at Sian University, and many of those doctoral students have gone on to become powerful forces in the Capellan government. House Liao, especially, is always on the lookout for new voices in the academic world that support Korvin's theories. After all, there is no reason the "...overriding authority of Greater Humanity, the singular power that protects the vagabond scattering of the human race..." cannot be House Liao and the Confederation.

Interestingly, it was a non-Liao Chancellor, Normann Aris, who brought the teachings of Alana Korvin DeVall into mainstream Capellan society. He embraced the ordered potential of Korvin's logic to engineer his social restructuring projects, which helped pull the Confederation out of a deadly economic depression and give it purpose. That later Liao Chancellors embraced and expanded his restructuring projects is a testament to the soundness of the ideas behind them.

The Sarna Mandate

The Sarna Mandate is a social legacy of the long-dead Sarna Supremacy (not the abortive pirate state that usurped that honored name following the chaos of the Liberation of 3057) that codifies the duties of society's elite in relation to the state. In its simplest interpretation, the Mandate reveals how the most powerful military, political and scientific elite classes are fit to rule the people. Because simple laborers lack the sophistication to look past their own personal needs, the educated elite must shoulder the responsibility of government. No other group possesses the long view of history—the knowledge of past mistakes and a realistic appraisal of current values—needed to make adequate decisions.

Ever since its acceptance as a practical tool of Capellan governance, the Sarna Mandate has been used to support almost any change to the established order. Its first serious inclusion in Capellan society came during the military purges of Jasmine Liao's reign, after the kidnapping and death of her brother Duncan. Since then, it has been cited for nearly any purpose. During the first Star League era, when prosperity across the Confederation threatened the powers of the nobility, the Sheng clutched the Mandate like a life raft, declaring their own "elite-ness" and the dire consequences to the Confederation should they be replaced by "less capable citizens" such as businessmen and scientists. During the turbulent years under Tormax and Maximilian Liao, when the sheer scale of destruction across the Confederation had the people at their highest level of discontent with the Liao Chancellors, the Sheng used the Mandate to quietly feed anti-Liao tensions and increase their own control at the local level. Even recently, during *Xin Sheng*, Sun-Tzu Liao used every gram of influence he could wring from the Mandate to help convince the waffling worlds of the Disputed Territories to return to the Capellan fold.

In Capellan society, the Mandate holds so much sway not because it is inherently right (which does not mean it is wrong, merely that its strength comes from other areas), but because centuries of experience have shown that the Confederation prospers most when the state is properly aligned and governed. No one is more qualified to govern than the elite of the realm, who are nearly all scientists, warriors or politicians. Those professions are not inherently more elite than, say, the finest potter on Sian, but the focus of those professions makes them uniquely suited to governing. A potter, whether a journeyman or the artisan who creates the Chancellor's custom bowls, spends all his focus on clay, heat and the skill of his hands. A politician concerns himself with the Confederation as a whole, a scientist with reason and order, a warrior with the defense of the state. These concerns span worlds, trades, populations. Men and women who think in these terms are likeliest to make good decisions for the whole, and so it is only logical to place them in a position to do so. An artisan may be able to make the finest porcelain bowl in the Confederation, but he cannot determine the best way to get food to a starving world in the Liao Commonality when there are grain surpluses in Victoria.

The Lorix Order

Kalvar Lorix was many things, most of them disreputable. He was a middling MechWarrior, though his ego would never let him admit it. He was an on-again, off-again drunk and abuser of mind-altering substances. He had little compunction about sharing the marriage bed (neither his nor others'), and persistent urban legends claim he liked to organize underground blood fights among the lower castes by promising them advancement into higher castes if they won. Despite all these things, however, his Lorix Order has become the model of the modern MechWarrior's Creed across not just the Confederation, but the entire Inner Sphere.

The basic premise of the Lorix Order is that the MechWarrior above all others, soldier or civilian, is the pinnacle of society, and that everyone else should exist to serve (and be defended by) the MechWarrior. Modesty was not one of Kalvar Lorix's virtues, and the trash he recruited to his Order in 2672 lasted barely a generation before they got themselves killed or executed. The precepts of the Order, especially numbers three, four and five, made them incompetent soldiers who often disregarded battle plans and were impossible to discipline. The precepts spread, however, and if other nations' MechWarriors held concepts like discipline and teamwork in slightly higher regard, the sheer hubris of the Order appealed to them. By the time the Third Succession War ended, nearly every MechWarrior in every realm knew Kalvar Lorix's name and upheld at least precepts one and two of his creed.

In the modern Confederation, the most powerful adherents of the Lorix Order are the Blessed Orders of Warrior Houses, who use many of Lorix's ideas to shape their own warriors into disciplined and loyal soldiers. The precepts learned by Warrior House adherents stress loyalty to the Warrior House and the Chancellor directly, rather than the general terms set down by Kalvar Lorix. Hiritza Hikaru, whose ideals Kamachi Imarra adopted for the first Capellan Warrior House, spent much time refining the Lorix Order into a form that would build the elite mindset of Imarra's final vision of the Warrior Houses.

Warrior House Orders

The Blessed Order of the Warrior Houses is the closest the Confederation has to a quasi-religious order revered by all Capellan citizens. Its adherents—soldiers and trainees of the eight Warrior Houses—live the precepts of their Houses every moment of every day, and each Warrior House has a slightly different focus. Where the Imarra Order is adept at navigating the treacherous battlefields of politics, the Hiritzu Order focuses on internal contemplation and courtesy, elements of self-respect that allow one to reach new heights of accomplishment. House Dai Da Chi celebrates combat and victory above all things. Each of the Warrior Houses approaches its goals with a religious fervor born out of shared experience, loyalty to the Chancellor and the Confederation, and excellence in all aspects of performance.

Dicta of the Lorix Order

1. The individual citizen has the right to expect the highest degree of professionalism from the officers who decide his fate.
2. The highest order of warrior and defender is, and forever shall be, the MechWarrior.
3. MechWarriors are and should remain a breed unto themselves. They should be accorded the highest honor possible, and in turn should be expected to perform the most outstanding feats of daring in defense of the state and its citizens.
4. To perform their most important tasks, MechWarriors must be afforded opportunities to advance their skills and expertise to the highest possible level. To this end, war is an acceptable way of life because it invariably contributes to the defense of the state through the increased skill of its defenders.
5. Once a MechWarrior has reached the summit of his profession, only another MechWarrior has the right to terminate his life. Conversely, in certain cases (such as personal or professional betrayal), the MechWarrior has the right to exact personal retribution without fear of reprisal.
6. The highest and most important ideal in any MechWarrior's life is loyalty: to the citizenry he protects, to the state that provides, and to the chief executive of the state, who is the MechWarrior's commander-in-chief.

POLITICS AND MOVEMENTS

"Politics in the Confederation are what I say they are—until and unless that gets too unpopular, at which time I will modify what I say to something a little less controversial—and the people will love me for it."

—Maximilian Liao

At its core, Capellan political philosophy can be distilled to a simple order of priority: state, then people. Every Capellan citizen believes that the state is more important than his or her personal wishes. Every Capellan citizen knows that the state, having been given this sacrifice, will do its best to return the best quality of life it can—and that, given the sheer size of the state and the resources it can draw upon, that return will be adequate if not lavish. The Capellan state is a grand structure built on the foundation of its citizens. Such is the basic message of every Capellan textbook across the Confederation. The theory is foolproof—the ultimate expression of "from each according to his abilities, to each according to his needs..."

Reality, of course, is somewhat different.

Power From the People

Since the first days of Franco Liao's rule, every Capellan citizen has known that the state is more important than any individual. Every sacrifice made by a laborer on Palos, or a scientist on Victoria, or a soldier on Turin, is a sacrifice of personal gain for the gain of the whole Confederation. Nearly every other realm considers the rights of the individual paramount; almost every other realm

A House Built on Sand

The trial of *Lama Erik von Dangmar* ended this past week, with the court handing down a decision that will surely be used as a precedent across the Confederation. Our viewers will remember von Dangmar as the noble accused of embezzling billions of *yuan* from the corporations in his warren over the past six years. At his trial he attempted an analogy as his defense: *We all know that the state comes first—that we are only the supports that give the state its structure. The bricks that build the foundation, if you will. How can it weaken the state for those bricks to grow stronger? The stronger the bricks, the stronger the foundation, and the stronger the building. You say I have weakened the state—how can that be so, when I am a part of it? If I am one of those bricks, and I am strengthened, is not the state strengthened through me?*

The court was not swayed by von Dangmar's arguments, and ruled against him. His execution was broadcast throughout his warren by special courier at the direction of the ranking diem. The monies seized—as well as his personal fortune—were directed back into the warren's budget, with a sizable fraction earmarked for increased education. If the nobles of our realm can so misunderstand our system, surely the children cannot hope to be properly educated without increased effort.

—From the July 3066 vidcast of CBS: *Repulse's Evening Edition*.

would rather trample the goodwill of thousands than wrong one individual. True Capellans, however, recognize that the individual is best protected by a strong state, and keeping that state strong requires sacrifice.

From their early years, every Capellan is educated (some say indoctrinated) with the belief that the Confederation is more important than they are. Every Capellan, even before he or she becomes a citizen, is imbued with the knowledge that they will better prosper among the rest of the Capellan family—that achievement without sharing is hollow and wasteful. Capellans, as a nation, share all sacrifices equally so that no undue burden is placed on one person.

Outsiders question why what they term “this nonsense” flourishes. Why don't Capellans rise up *en masse* and demand that the Chancellor and the Prefecture respect their rights? Why don't they organize into collectives to defy the House of Scions and the corrupt, greedy *Sheng* who rule their warrens or duchies? Outsiders ask these questions, but fail to see the answer staring them in the face: Capellans are *already* organized.

Every Capellan child knows he belongs to something greater—he is a member of the Confederation. He knows that every other Capellan is also part of this larger family—“Greater Humanity,” as Korvin put it—and that knowledge arms him against the individualistic urges of nonaligned peoples. For all their great debates and public outcry about the rights of free people, every other nation suffers occasionally as one charismatic person rises up and uses this “every man a fortress” fallacy to convert a group of people to his personal point of view. Even in the Confederation, we are not immune to such personalities. Calvin the Mad was obviously insane. But we accept our poor leaders with our strong ones, because for every manipulative Maximilian Liao there is a visionary Sun-Tzu.

Xin Sheng

Sensing the inherent abilities he possessed, the leaders of the Inner Sphere chose Sun-Tzu Liao, Chancellor of the Capellan Confederation, as the first First Lord of the resurrected Star League before they embarked on the campaign to destroy the Smoke Jaguar Clan. Though the position carried none of the dictatorial powers the Camerons enjoyed during the first Star League, the title of First Lord granted the holder massive goodwill and diplomatic power. Chancellor Sun-Tzu, aware of the pounding the Confederation had taken in recent generations, used that goodwill for all it was worth. Thus was born *Xin Sheng*—and the modern Capellan Confederation.

Using his authority as Chancellor, Sun-Tzu decreed sweeping reforms throughout the Confederation. These reforms touched nearly every sector of Confederation life, from military spending to research and design in consumer goods, trade strategies with other realms, and alliances with several worlds and realms in the Periphery. The Trinity Alliance is a direct result of the successes of *Xin Sheng*. Many ministries of the Confederation government are still struggling to adapt to some of the changes the Chancellor ordered. The most serious change, the initial tax, lapsed after only six months with little complaint. The monies gained were invested back into the Confederation, mostly in massive projects and infrastructure building. Social reforms, building on Sun-Tzu's initial efforts in 3052, have been and continue to be far-reaching.

The most visible change, the reorganization of the Capellan officer corps, is only one of the many advances *Xin Sheng* has brought. The servitors have gained more rights—one of *Xin Sheng's* earliest reforms was the establishment of a percentage-based minimum wage across the Confederation. Diems and refractors have been directed to crack down on abuses against the children of servitors. In an address in 3065, the Chancellor himself decreed that anyone “caught maligning the children of servitors, be they on Sian or Kaifeng, will be punished to the fullest extent of the law,” and the Confederation legal system has taken those words to heart. As a result, approval ratings for Sun-Tzu Liao among the servitors are higher than any ever recorded for any caste.

Trinity Alliance

Outside the Confederation, Sun-Tzu Liao's most prominent accomplishment has been to form a three-way alliance with the Magistracy of Canopus and the Taurian Concordat. Both Periphery realms share a common border with the Victoria Commonality and have benefited greatly from increased trade and cooperation with the Confederation. In return, the Confederation has gained more soldiers for its military needs, more markets for its goods and exposure to more cultures. This last benefit is two-fold—where the Confederation meets the Magistracy or the Concordat, so too do they meet us, and all three realms are better for it. The formal acceptance of the Taurian Concordat into the Star League as a full member at the last Star League council meeting on the planet Marik testifies to the successes of the Trinity Alliance and to Sun-Tzu Liao's abilities as a statesman.

Edicts of St. Ives

The Edicts of St. Ives were drafted by the St. Ives Mercantile Association in the early 24th century and later adopted (in part, at least) by the Sarna Supremacy and Franco Liao when he first began to build the Capellan Confederation. The Edicts are the basis for much of the Confederation's current system of government, declaring the need for a central ruling family (when they were written, they meant the Ling family of St. Ives) and the nationalization of all industry for the success of the state. Under the Sarns, these ideas were further refined to place the needs of the state first, and when combined with the Korvin Doctrine became the model for current Confederation economic and political theory.

CRIME AND PUNISHMENT

As with any star-faring polity, the rule of law controls Confederation life. While the Chancellor is the ultimate authority in civil and criminal cases, in practice most judiciary work is carried out at the local level. It is only in matters of state—or when sufficient political capital is spent to bring an issue to higher attention—that the higher levels of the Capellan government, the Prefecture and the House of Scions, get involved.

"Legality? The law is that which I approve."

—Chancellor Calvin Liao

Courts and Judges

The majority of judicial processes are carried out at the community level by Confederation justices, who are appointed authority over a section of the population by their diems. A justice has complete authority to adjudicate disputes and enforce the law, and his decisions are almost always upheld by the diem as a matter of course. Appointment as a justice is a prestigious post and is often seen as a rite of passage for junior members of the directorship caste.

The next level of justice—and the first level of trial—are the Commune Courts, held over from the days of the Tikonov Grand Union. A Commune Court is just that—a gathering of peers who discuss and pass judgment on disputes. They have authority over all manner of minor disputes, but the accused can sometimes appeal the decisions of such courts to their refrectors or higher—though in the history of the Confederation, only one such appeal has made it to the ear of the Chancellor.

In matters under dispute among nobles, the House of Scions appoints a Court of Tolerance to examine the issue and pass judgment. At their inception, these courts were intended to provide the nobility a means of policing themselves, using their noble peers as jurors. In practice, borne out of centuries of petty infighting and corruption, the Courts of Tolerance are most often used as witch-hunts for nobles out of favor with the current power.

The final level is the Chancellory Courts, three-person panels convened at need by the sitting Chancellor to examine issues of merit to the Prefecture. The historical justification for the convening of a Chancellory Court has always been treason, whether real or supposed. It was a Chancellory Court that gave Romano



Liao ruling authority before her father's death in the 3030s—and a Chancellory Court that examined Maximilian Liao's usurpation of Tormax Liao's throne and declared it valid.

Brazen Heart

Punishment for crimes in the Confederation is normally at the discretion of the deciding court or, in most cases, the local diem. Noble rulers have extraordinary latitude in such matters, and while corporal punishment and seizure of property are popular penalties for minor offenses, some major crimes merit transport to a penal colony. Three penal colonies currently exist in the Confederation, but the most infamous is the facility on Brazen Heart, the moon of Brighton in the St. Ives Commonality.

Though the penal compound was closed down during the latter half of the St. Ives Compact's existence, it was reopened upon the re-entry of the St. Ives Commonality into the Confederation. The facility is the only manned outpost on Brazen Heart, and though the air and water are breathable, humans can digest none of the native plants or animals. All food is shipped to the moon on dedicated intra-system hulls, making slow starvation the ultimate price of any prison uprising. In perhaps the cruelest element of Brazen Heart's environment, many of the plants that grow on the surface are edible—they are not poisonous, and some are quite palatable. They provide no nutritional value, however. Escaped prisoners who try to survive on Brazen Heart's native flora quickly find themselves starving to death with full stomachs.

Sentenced to Death

The death penalty is used in the Confederation, as in other nations, in cases of violent crime or state treason. Though the communal courts have the authority to issue capital verdicts, death penalty cases are automatically reviewed by a panel of the House of Scions, which encourages the communal courts to avoid sentencing criminals to death.

Chancellory Courts, on the other hand, answer to no authority except the Chancellor and rarely shy away from issuing capital sentences. The exact method of execution is left to the court's discretion, and the court often seconds that selection to the Chancellor or the criminal's noble lord. Firing squad, hanging, lethal injection and electrocution are all common forms of execution, but more esoteric methods have also been used: disembowelment, vacuum exposure and even beheading by sword or guillotine. More barbaric executions sometimes occur, but with little of the outcry against them that other realms endure. Life is hard and precious in the Confederation; little pity is spared for those who harm other citizens.

Given the expense of transporting prisoners across light-years of space, only the most influential political prisoners or those who need to "disappear" are sent there. The permanent prison population hovers around nineteen thousand dissidents at a time, though during the first year of the St. Ives reclamation that number reached twenty-nine thousand persons. During the reign of Maximilian Liao, Brazen Heart's copper mines were a favorite destination for the Chancellor's enemies. A number of fractious nobles met their deaths digging out copper by hand in the dark mining tunnels of Brazen Heart. Today, the compound is mostly filled with military prisoners and political dissidents. A large number of criminals from the terrorist Free Capella organization are interned there, awaiting disposition by courts martial.

Big Brother Is Watching

Along with the Capellan judicial system—and the ever-present eye of the Maskirovka—Capellan society encompasses a number of watchdog entities. Groups such as the Philosophical Examinars, the Courts of Philosophical Inquiry, and the defunct Ranks of the Dedicated move through everyday Capellan life, observing, reporting and sometimes enforcing "proper Capellan thought."

The Philosophical Examinars are inspectors of the Capellan educational system. They oversee political instruction in primary and secondary schools, and though they once had access to and responsibility for institutions of higher education like Sian University

and the martial academies, their authority now ends in secondary schools. An examiner is authorized to observe any teacher, to sit in on any lesson and to inspect the teaching materials and lesson plans of any educator. If they feel the instructor is not teaching the approved course, or not giving proper instruction, they can suspend that teacher and recommend the sitting of a Court of Philosophical Inquiry.

A Court of Philosophical Inquiry, comprised of three examiners, a noble member of the House of Scions and a Prefect (or his or her representative, often a diem) sits in judgment over the educator in question. Because the educational system is so vital to the Confederation's welfare, most take this duty seriously. Nobles who complain about being forced to oversee "the managers of a bunch of whelps" are quickly reminded by their peers of the men and women those whelps will grow into. If the court finds the accused guilty, they can suggest punishment without appeal—anything from a reprimand to a sentence at Brazen Heart.

Punishment and Rehabilitation

In general, the Confederation takes a dim view of rehabilitation. The ready availability of replacement workers—through retraining or relocating—means that the general value of an individual who commits a crime is less than the cost of rehabilitating him. It is often simpler and less expensive to the state to simply replace a convicted man than reclaim him for society.

That being said, communal courts rarely offer harsh sentences, except when called for in cases of violent crimes, such as murder or rape. Most courts offer reprimands and heavy fines, or periods in manual labor camps or municipal work parties. More serious offenses bring more serious punishments—seizure and reassigning of property, sentence to a penal colony, or harsher corporal punishment. Many Confederation worlds maintain the practice of flogging, for example. For offenses against caste or community, the communal court may decide to remove the offender from his or her caste and reassign him to the servitor caste.

In matters of higher concern—crimes between nobles or matters of state—the Chancellory Courts or the Courts of Tolerance normally pass much harsher punishments as a matter of scale. Stripping a convicted noble of his rank is quite common, though in Chancellory Courts exile or outright execution are the norm. These harsher punishments keep frivolous accusations to a minimum. When the Chancellor's Court routinely orders the seizure and death of those they find guilty, few are willing to risk negative judgments by referring their disputes there.



"Only when a nation is united behind a common goal can truly miraculous results be obtained—in finance, in industry, or in war. It is the strength of the common good that unites Capellans—we live for our state. It does not live for us."

—Franco Liao

The Capellan Confederation, as the smallest of the five Successor States, has always suffered under the weakest economy. Only the close proximity of Capellan worlds keeps them from collapsing economically, as many worlds of the widespread Davion Outback have done. That same proximity has led Capellan Chancellors—if they were so inclined—to meddle needlessly in the affairs of Capellan corporations and planetary economies. Such meddling reached its height under Chancellor Maximilian Liao, who codified what economists have labeled "the Liaoist Doctrine." It was this doctrine more than anything else that hurt the Confederation economically in the years leading up to the Fourth Succession War, yet also helped it survive the ravenous decade of the 3040s.

Though *Xin Sheng* has brought the Confederation prolific riches and pride, the seeds of this rebirth began sprouting in the first months of Sun-Tzu Liao's Chancellorship. Today's Capellan economy is thriving and growing, using the new markets opened by the reclamation of the St. Ives Commonality and the worlds of the Disputed Territories to bootstrap rapid recovery.

NATIONAL ECONOMY

For centuries the Confederation economy had one focus: to support the Capellan military during the centuries-long Succession Wars. The Chancellor almost always exercised direct control over as much of the economy as possible, using the Ministry Planning Committee as his tool to assert which areas of production were to be filled and which discarded. This level of control allowed successive Chancellors to radically shift the focus of the Confederation very quickly: when the Chancellor's tastes ran to, say, aerospace technologies, almost the entire Capellan economy would move to support those technologies. This control allowed Chancellor Romano Liao to force the Confederation into a tenuous recovery and set the stage for her son to effect a fuller one.

At base, Capellan economic theory is expressed thus: any problem can be overcome with sufficient planning. Leaving aside the underlying assumption that only entropy is a model of economics, this means that Capellans are encouraged to be prepared, but also to accept that preparation always includes a cycle of decisions. In the Confederation, that cycle almost always includes the Chancellor—whether the decision involved how much to focus the national economy on military production, or if the Gassine City School District on Turin could raise its tax rates for the next fiscal year.

The Confederation economy is currently directed by the Ministry Planning Committee at the behest of Sun-Tzu Liao, who has charged them to provide continual growth balanced against the damaging inflation of the 3030s. Two members of the Prefectorate sit on the Planning Committee, as does Duchess

Tenets of the Liaoist Doctrine

1. Economic policies shall be directed by Ministerial deputies advising the Chancellor, who alone provides the direction for the state's economic goals.
2. The Capellan Confederation shall limit economic contact with outside states to avoid or minimize economic dependence. At the same time, the Confederation shall use foreign investment with its allies as a means of strengthening the economy over the long term.
3. The administration of the Confederation treasury since the mid-29th century has been under the authority of a member of the Liao family. It shall remain so.
4. The Confederation shall maintain an economic system capable of providing a reasonable standard of living for a majority of the Confederation's inhabitants.
5. The Confederation shall maintain a narrow-based export pattern that concentrates on key products of high quality rather than permitting broad-based export. It is hoped that this concentration on a few key export/luxury goods will generate in other states an economic dependency on Capellan goods that can be used to the state's political advantage.
6. Under the direction of Maximilian Liao, the Capellan state aims to accumulate as much hard currency, especially foreign currencies, as possible, preferably to the disadvantage of neighboring Successor States.
7. A policy of planetary exploitation shall be encouraged, especially in raw materials, to eliminate shortages among the various Capellan worlds.
8. Central to the Liaoist Doctrine is the concept of perpetual competition, which suggests there can be no compromise economically or politically with the Confederation's neighbors. All policies that can be employed by the Chancellor to create economic dislocation within the remaining Successor States shall be followed. Such actions are, by definition, justifiable.

As written by Maximilian Liao, the Liaoist Doctrine attempted to be a state-first policy of rapid economic recovery aimed at bringing the Confederation to parity with the other Successor States. That Maximilian Liao was no economist is clear to anyone with an aptitude for finance or monetary policy, and this doctrine was one of the first discarded by Sun-Tzu Liao when he ascended the Celestial Throne. Though he retains prior Chancellors' control of the economy, Sun-Tzu has chosen to delegate much of that authority to Capellan citizens with more aptitude for it. The success of the *Xin Sheng* reforms and the rest of the Confederation can be laid directly at the feet of this decision.

Candace Liao. Where past Liao Chancellors have held more direct control over the realm's economic concerns, as in other areas Sun-Tzu Liao appears to trust his subordinates and leaves the details of implementing his policies to them.

Interstellar Trade

Though Maximilian Liao managed to restrain his xenophobia enough to trade with his short-lived Concord of Kapteyn allies, Romano Liao's rabid isolationism all but severed the Confederation from interstellar trade. *Xin Sheng* and the rise of the Trinity Alliance

has brought Capellan manufacturers countless new markets, and the resulting influx of foreign products has even induced limited competition on Capellan border worlds—legal competition, that is, instead of the long-standing black market for foreign goods.

The re-creation of the Star League has meant a Sphere-wide market for Capellan goods, and the Chancellor wisely allowed Capellan corporations to reap the benefits of this new amity. Ceres Metals, one of the few Confederation-based corporations already trading outside Capellan space, saw near-record growth in some of its civilian divisions as far-flung consumers in the Free Worlds League and Lyran Alliance deemed its products hot items of the year.

Mints and Taxation

The official Capellan currency—the *yuan*—is controlled by the Capellan government through the offices of the Capella Commonality Bank. It is minted across the Confederation, but its value is assigned on Capella. This power of assignation has virtually eliminated the *Sheng* nobility's use of their historical right to mint their own currency. With the yuan's value being assigned hundreds of light-years away, there is no longer any point to minting more money—it just contributes to rampant inflation.

According to the mandates of the Capellan charter, all Capellans contribute equally to the Confederation. This ideal is in accordance with the Capellan mindset—individuality is suborned to the state, and so all Capellans must contribute to the state's welfare. During the long centuries of the Succession Wars, however, practice has fallen far afield from theory.

Non-noble citizens are taxed in accordance with rates assessed by their local diems, who set those rates after learning their expected tax income for the fiscal year from Sian. Rates are set yearly, but are subject to modification at need and without warning. Tax rates in the Sian Commonality, for example, jumped sixteen percent during the St. Ives conflict as the Confederation struggled to pay for that costly campaign. While this system appears impossible for an individual citizen to keep track of, that reality matters little; the state assesses taxes without citizens' involvement. If a citizen is behind in his tax payments one year, no warnings or fines are assessed. The citizen's wages are simply amended the next calendar year until the difference is paid off.

In theory, noble Capellans are taxed just like their non-noble cousins, at a rate assessed by a special non-noble commission established by the Prefectorate. In practice, almost every Capellan noble has his taxes deferred year after year, a situation wily Chancellors such as Maximilian Liao took advantage of to disenfranchise nobles with whom he had quarrels. Few nobles have access to the funds necessary to pay off years (or decades, or in the case of long-established *Sheng* families, centuries) of accrued debt.

Members of the Capellan armed forces are not taxed, and the CCAF takes every opportunity to capitalize on this valuable recruiting tool. Many citizens, unhappy with their current civilian tax bracket, have chosen to enlist in the CCAF rather than work only to fill the Confederation's coffers. The Chancellor supports this prac-

Emergency Funding

Because of the Chancellor's complete authority over economic matters, several mechanisms have been put in place over the years to make it easier for the state to raise funds when necessary that protect the government from the appearance of direct theft from the citizenry.

Commonality Loans

The Capella Commonality Bank is required by charter to set aside five percent of its assets for use as direct loans to the Confederation at the discretion of the Prefectorate.

Government Sale of Landed Property

Any land not already owned by a Capellan noble is held in trust by the Capellan state, and can be sold at the direction of the Chancellor or the Ministry of Development in order to raise funds for the national government. In practice, such land is often bestowed on nobles in return for significant investments with the state, or given to the newly ennobled to help bind their loyalty to the realm.

Chancellory Decree

The Chancellor's power of decree can also be used as a means to quickly raise capital. Past Chancellors often accomplished this by disenfranchising out-of-favor nobles and selling their lands and property. Sun-Tzu Liao, wary of the precarious balance of goodwill in the wake of his successful *Xin Sheng* reforms, has used this power sparingly, preferring to let the Capellan bureaucracy work through any difficult issues.

tice, saying, "As long as they wish to serve the Confederation, the manner in which they do so does not concern me."

Industry in the Confederation is taxed on a sliding scale, with a base thirty percent of annual profits being the norm. Industries deemed more productive or vital to the state (such as military manufacturers) receive tax breaks in excess of their civilian cousins. In addition, any corporation may take advantage of several tax deductions, such as monies spent on research and development, scientific research or gifts to Sian University. Before the recovery of the Helm Memory Core, corporations were allowed to deduct expenses from the attempted recovery of Star League artifacts; since the dissemination of knowledge from the Helm core, that deduction has been removed, but on average corporations still manage to get their taxes down to about 10-15 percent annually.

MAJOR INDUSTRIES

Military and civilian industry has always enjoyed primacy of place in the Confederation. Perennially lacking the military power of its neighbors, the Confederation has had to rely on economic strength to carry it through difficult times. Since the days of Elias Liao, House Liao has been connected with corporate power, and the family has continued that tradition down the centuries. Maximilian Liao was perhaps the most adroit of his family at business matters; by the end of 3027, he or his children held positions—many of them on boards—with more than four hundred corporations across the Confederation.

Capellan Currency

Each *yuan* is divided into 10 *jiao* and each *jiao* into 10 *fen*. Coins exist in 1, 2 and 5 *fen* denominations (copper alloy); 1, 2 and 5 *jiao* (silver alloy); and 1, 5, 10 and 50 *yuan* denominations (gold alloy). All Capellan coins have a hole bored through the center, allowing them to be carried on money strings. Notes also exist in 10, 50, 100 and 1,000 *yuan* denominations, but they are considerably less common than coins.

Coins display the flag of the Confederation on one side and the flag of a commonality capital world on the other (reclaimed Tikonov being the only exception). Notes are uniformly designed and of one size. They are custom-milled paper, colored a shade of green to purple based on denomination; the 10-*yuan*-note is green with a purple tint, while the 1,000-*yuan*-note is purple with a green tint. The backside of all bills shows the flag of Capella, the Capella Commonality Bank building, and the flag of the Confederation. The fronts are three-paneled, with the left panel a *darndao*, the middle a portrait and the right side a rampant Chinese dragon. The newest minting of the 1,000-*yuan* note is a *Xin Sheng* note that replaces the dragon with a stylized rising phoenix.

Coins

Fen (copper alloy)
1 – flag of Tikonov
2 – flag of St. Ives
3 – flag of Victoria

Jiao (silver alloy)
1 – flag of Liao
2 – flag of Capella
5 – flag of Sian

Yuan (gold alloy)
1 – Aleisha Liao
5 – Jasmine Liao
10 – Ilsa Liao
50 – Stephen Liao

Notes

Yuan
10 – Barbara Liao
50 – Ursula Liao
100 – Franco Liao
1,000 – Sun-Tzu Liao

Merchants and Mercenaries

Corporations in the Confederation are permitted to employ mercenary troops to add to their local defense. Chancellor Maximilian Liao encouraged this practice, arranging contracts so that the corporations would pay the mercenaries' fees, but those same mercenaries would be obligated to defend the entire planet against attackers. Many canny corporate negotiators got around this edict, wording their contracts so that the state would have to take responsibility for the mercenaries in such events. In addition, some mercenary negotiators managed to nullify these clauses with riders concerning the exact conditions under which they would be expected to fight. For example, one 'Mech battalion's contract to defend a company on Sarna obligated them to fight outside the boundaries of the corporate facility only beneath a dual-moon eclipse. Sarna, of course, has a single moon.

Though the bisecting of Capellan space by the Federated Suns in the Fourth Succession War was as staggering a blow to the Capellan industrial sector as it was to the rest of the realm, many of the firms on conquered planets remained open and even prospered under Davion rule. Now that many of them have rejoined the Confederation, that same prosperity is slowly returning Capellan industry to its full strength.

In today's Confederation, large corporations have greater autonomy than ever before. Though he will never give the Confederation over to the free markets so beloved by our adversaries, Sun-Tzu Liao has allowed Capellan industries to adapt as they think best to the new Confederation. Companies receive mandates by the Ministry Planning Committee and are expected to abide by them—but how they reach those results is left up to the company.

ASUNCION INDUSTRIES

Main Headquarters: Planck (Wei)

CEO: Adam Nakoma

Main Products: Aerospace and interstellar systems, inter-system small craft, personal vacuum equipment

Profile:

Asuncion Industries was formed on the planet Asuncion, now controlled by the Free Worlds League, but originally a colony world of the Sian Supremacy. When the Confederation lost that world to the League, AI moved its headquarters to Wei, where it remained safely Capellan until the Fourth Succession War took Wei into the free-market economy of the Federated Commonwealth.

The transition from the FedCom's freewheeling economic system back to the more tightly structured Capellan has been harsh for AI, as many of its employees were sympathetic to the pro-FedCom factions on Wei that the Maskirovka has been eradicating. CEO Nakoma has worked hard to reintegrate his company with the Confederation economy. He counts it as a coup that he convinced the Capellan government to allow him to continue to serve his foreign clients; many believe AI's success outside the Confederation was a key example that convinced Sun-Tzu Liao to allow other Capellan industries to open Sphere-wide markets as well.

AI is currently riding high on early reviews of the Asuncion escape suit, or skinsuit. A next-generation lightweight survival suit for vacuum or low-pressure environments, the skinsuit provides unparalleled mobility and protection. The company hopes it will become the unofficial undress uniform of Capellan naval crews, and AI is reportedly considering opening a second production facility on Necromo to fill Capellan Navy contracts.

CAPELLA COMMONALITY BANK

Main Headquarters: Herald (Capella)

CEO: Duke Gregory Liao

Main Products: none

Profile:

The Capella Commonality Bank is the central financial player in the Confederation. It controls the valuation of the *yuan* and the state's main currency reserves. It also functions as the Confederation's central bank, issuing loans and extending credit across the realm to citizens and corporations alike, as well as holding assets in reserve for the Capellan government. A member of the Liao family has historically sat at the head of CCB's board; Duke Gregory Liao currently holds that post.

The CCB is also responsible for external financial matters, including currency exchanges and trade negotiations, and often hosts delegations from other Successor States who hope to open new trade ventures with one or more Capellan industries. The bank works closely with the Ministry to oversee foreign contracts and make sure they are in line with current Capellan economic goals. This role has risen in prominence as Chancellor Sun-Tzu Liao has relaxed the Liaoist Doctrine, making the Capellan economic environment much more volatile.

FIRMIR COMMERCIAL

Main Headquarters: Kingston (Betelgeuse)

CEO: Mandrissa Adrienne Kardhor

Main Products: Commercial electronics, laser weaponry

Profile:

Founded in the 2340s, Firmir Commercial began as a small manufacturer of medical, scientific and consumer electronics that specialized in robust, reliable and low-cost equipment. As the Confederation grew and matured, the company moved away from precision instruments and expanded into the civilian market, eventually becoming a household name in the Confederation. While Maximilian Liao's economic policies were exporting the few luxury items produced in the Confederation, Firmir was quietly placing at least one item from its diversified electronics line into almost every Capellan home.

When Romano Liao began her crash rearmament program after the Fourth Succession War, Firmir expanded into weaponry, using their expertise in electronics to create a successful line of lasers ranging in size from personal lasers to BattleMech-scale weapons. When the technology became available, Firmir was one of the first firms to incorporate recovered Star League specifications into their lasers, earning the Kardhor family a Sheng title.

IVECO CORPORATION

Main Headquarters: Patrick (Jonathan)

CEO: Neil Caspar

Main Products: Burro trucks

Profile:

Though most of Iveco's production takes place on Caph in the Chaos March, Iveco built a new assembly plant on Jonathan in the Capellan Confederation to take advantage of the popularity of their Burro line of civilian vehicles. The Capellan branch started small in 3066 but recently secured contracts to produce vehicles for resale to the Confederation's Trinity allies. The deal's architect, Neil Caspar, is rumored to be on the 3067 ennoblement list as a reward, since the Capellan treasury stands to benefit greatly from distribution rights.

Iveco's vehicles are reliable and rugged, using components produced in the Confederation for ease of maintenance. This practice is hardly unique, however—Iveco's Free Worlds League branch follows it, as does its Caph facility. The Jonathan facility stands out because Caspar negotiated the right to produce the parts as well, in licensing agreements with several Capellan manufacturers. Shipments from the Jonathan factories now include a selection of the most commonly used replacement parts with the initial vehicle.

LEBEDEV NAUTICAL ENTERPRISES

Main Headquarters: Asura (Tikonov)

CEO: Teodor Lebedev

Main Products: *Kaleen Bay*- and *Anstaska Maro*-class displacement hulls, *Lucius Zhao*-class escort carrier

Profile:

LNE on Tikonov has been quietly designing, building and maintaining massive displacement hull oceangoing vessels for centuries, despite the troubles of the Succession Wars. LNE-designed vessels range from massive cargo ships to compact patrol frigates, and the firm recently acquired a team of submarine designers in hopes of offering a new line of vessels.

The LNE facilities on Tikonov are deceptively small. The coastal city of Asura is not large, and though it sports huge graving docks along the harbor, there is no sign of the tier upon tier of factories one would expect to see supporting a firm that routinely constructs 100,000-ton supertankers. In fact, the busiest place in Asura is its spaceport.

LNE offers design, consultant and management services to navies hoping to build ships, but they do not construct the ships on Tikonov. LNE hulls routinely mass as much or more than almost every DropShip in use and cannot be moved from planet to planet without profligate spending. Instead, LNE sends its advisors to client worlds, where they oversee construction and training on-site by local shipyards.

LUSTRIX COMMODITIES

Main Headquarters: Patterson (Wright)

CEO: Nannette Baker

Main Products: Medical equipment, pharmaceuticals, prostheses

Profile:

Lustrix is the pharmaceutical giant of the Confederation, responsible for nearly forty percent of all drug and medical supply production inside the realm's borders as well as a large export base. Lustrix exports drugs to the Free Worlds League and both Periphery realms of the Trinity Alliance. The company is particularly keen on deepening its ties to the Taurian Concordat and the Magistracy, hoping to send research teams into both realms to search out new medical compounds for introduction into their product lines.

Lustrix is also heavily involved with the Word of Blake, holding the sole contract to provide medical products to the Order. The company always had an excellent relationship with ComStar, and transferred that allegiance (and preferential contracts) to the Word after its formation. Working partnerships with Word medical teams have advanced the Lustrix prosthetics department to almost the equal of the New Avalon Institute of Science.

Nannette Baker is the daughter-in-law of Norman Baker IV, the last patriarch of the Baker family. When Baker and his son died in a hunting accident early in 3066, Nannette took control of the company. She was born and raised on Terra, having met young Baker while he was there on a trade mission to the Word of Blake.

MÓTUÖ CHĚ SHANG

Main Headquarters: Saofeng (Sian)

CEO: Howard Shang

Main Products: Motorcycles

Profile:

Mótuö Chě Shang motorcycles have been hand-crafted masterpieces of design and engineering since 2467, when founder Trun Shang landed a contract to create a one-of-a-kind bike for a nobleman in the Chancellor's court. Since then, each bike has been specially made to order—no two Shang bikes are the same.

Howard Shang is a direct descendant of Trun Shang, and takes, if anything, even more pride in his work than his ancestor. Since the success of *Xin Sheng*, Shang has taken to adding Chinese iconography to some of his masterpieces, as have several of his dozen understudies. Rumor has it that Shang—who guards his contract list more securely than some vaults—is working on a special bike for *Sang-jiang-jun* Talon Zahn.

Of particular note is the arrival of Lupo Salazar, a native of the Free Worlds League planet Sierra, who arrived in February and petitioned Shang for acceptance into Mótuö Chě Shang. After a seven-hour interview, Salazar was hired, and his first project is unique in the company's history—a street bike, created with the same care and devotion as the Shang cruisers.

MILITARY-INDUSTRIAL COMPLEX

Any fool can beat a sword into a plowshare—all it takes is a hammer, an anvil and a lot of sweat. But beating a sword out of the ore, that's a challenge. There's an art to making weapons, a dark mystery of care and precision placed into an instrument designed to break and destroy.

—Kurnath Liao

Military industry has always held pride of place in the Confederation, and though the Capellan economy generally managed to pull itself along even during the worst of times, the military industries have always been the tail that wags the dog. *Xin Sheng* and the miraculous technological renaissance sweeping the Inner Sphere have enabled Capellan arms manufacturers to reap enormous benefits, and the inclusion of the St. Ives worlds' massively concentrated industrial base has triggered phenomenal growth.

ALDIS INDUSTRIES

Main Headquarters: Kingston (Betelgeuse)

CEO: Peter Abrahamson

Main Products: Behemoth Heavy Tank, Demolisher Heavy Tank, Regulator Hovortank, Schrek PPC Carrier, Zhukov Heavy Tank

Profile:

Aldis Industries' Capellan division is headquartered at the sprawling weapons works on Betelgeuse. The company is formally based on Terra, but the Terran division has always held its subsidiary manufacturers on a loose leash. The Abrahamson family has managed the Capellan branch of the corporation for the past ninety years.

Aldis is a popular manufacturer with the CCAF, especially the Capellan Home Guard and the various planetary militias. The heavy tanks produced on Betelgeuse are spread across the Confederation and form a powerful bulwark against outside aggression. The firm's new Regulator Hovortank is the Confederation's preeminent cavalry vehicle, with at least a platoon of the agile hovercraft serving with every Capellan line regiment. Aldis has petitioned for permission from the Strategios to open sales to mercenary units and outside realms, but to date only the Star League and Capellan-affiliated mercenaries have been approved for purchase.

BERGAN INDUSTRIES

Main Headquarters: Ausapolis (Ares)

CEO: Nestor Bergan

Main Products: *Locust* and *Stinger* BattleMechs

Profile:

Bergan Industries is one of the oldest BattleMech manufacturers in the Inner Sphere, but the Succession Wars were not kind to the company, and after the Clan assault the Ares compound is the manufacturer's last Inner Sphere-controlled production facility. While the Bergans have managed to keep their products abreast of current technologies, they lack the flagship appeal of Ceres Metals' *Vindicator* or Shengli's *Yu Huang*. Though the 'Mechs produced on Ares are staples of light 'Mech units across the Inner Sphere, they don't stand out.

Nestor Bergan recently reclaimed control of the Ares facilities for his family and is determined to change all that. Lacking the funds for research and development, he is currently seeking a partner firm to supply research capital. He has already secured funding from the Capella Commonality Bank for an expansion of the battered Ares production lines, but needs outside help for design.

BITHINIAN BALLISTICS

Main Headquarters: Hera (Bithinia)

CEO: Mandrissa Elaine Jackson

Main Products: Autocannons

Profile:

Bithinian Ballistics is the Confederation's prime builder of 'Mech-scale ballistic weaponry, manufacturing the popular Myrdon line of autocannons. Capellan operatives stole the plans and molds from the Federated Suns during the Second Succession War, and BB has manufactured them ever since.

Elaine Jackson, current CEO, was ennobled by Romano Liao (though some suggest it was at the behest of Romano's consort, Tsen Shang) in 3051 after she secured an exchange program with the Federated Suns-based Myrdon Automatic Weaponry to upgrade the Bithinian facilities to build the new LB-X class of weapons. Jackson further cemented her control over the company by securing the plans for the Emperor Corporation's Ultra 10 autocannon. She is rumored to be working on a home-built barrel for the massive class-20 weapons.

Not everyone at BB is a fan of Jackson's, however. Persistent rumors claim that her staff brokered the deals with Myrdon and Emperor, after which she fired them and stole the credit. Certainly, any of her four ex-husbands would testify that she is a scheming woman who cares only for what she can control. The Ministry of the Military, however, turns a blind eye so long as the BB factories continue to provide quality weapons, as they have done for more than a century.

CERES METALS INDUSTRIES

Main Headquarters: Ceres City (Capella)

CEO: Lady Evadne Rivoli

Main Products (Capella): *Firestarter* OmniMech, *Marauder*, *Ostroc*, *Snake*, *Thunder*, *Ti Ts'ang* and *Vindicator* BattleMechs; *Defiance* and *Transit* aerospace fighters; Fa Shih, standard and Ying Long battle armor

Main Products (Indicass): Galleon Tank, Heavy Hover APC, Hetzer Wheeled Assault Gun, Swift Wind Scout Car, Wheeled APC

Main Products (Menke): Po Heavy Tank

Main Products (Sian): *Thunder* BattleMech

Main Products (St. Ives): *Blackjack*, *Phoenix Hawk* and *Thunder* BattleMechs; Po Heavy Tank

Main Products (Tikonov): Minion and Morningstar vehicles

Main Products (Warlock): *Blackjack*, *Cossack*, *Helios*, *Ostroc* and *Marauder* BattleMechs; Minion Advanced Tactical Vehicle and Morningstar City Command Vehicle

Profile:

Ceres Metals has always been synonymous with the Capellan Confederation even though it does business in every Successor State in one form or another. Though it is widely known for manufacturing BattleMechs, CMI made its initial fortune in the civilian sector as the largest investor in and exploiter of new colony worlds in the 25th and 26th centuries.

Today CMI is a diversified firm that remains the leader in Capellan BattleMech manufacturing, but also holds sway over several sectors of the civilian industrial market and controls shares of companies as far away as Detroit and Inarcs. CMI's market share in the Confederation's industrial-equipment sector, for example, is challenged only by fellow conglomerate Earthwerks Limited—but Earthwerks' challenge is insignificant at best, given Ceres Metals' immense manufacturing edge. Almost every world in the Confederation, even backwaters like Larsha or Ward, maintains at least one CMI-owned factory.

Though her grandfather Kingston was famous for his contributions to the Capellan state, Evadne Rivoli appears to give her loyalty to Ceres Metals first and the realm second. Her administration has seen none of the bribe-ridden excesses her grandfather (and to a lesser extent, her father) saw fit to allow almost daily. Her stewardship of Ceres Metals indicates a drive to make the corporation responsible to itself first and then to the nation in which it resides, an attitude that has earned her a certain amount of unwelcome attention from the Maskirovka.

EARTHWERKS, LIMITED

Main Headquarters: Tikograd (Tikonov)

CEO: Duchess Helen Ling

Main Products (Ares): *Kuan Ti*, *Overlord*, and *Union DropShips*

Main Products (Grand Base): *Archer*, *Cataphract*, *Shadow Hawk* and *Stinger* BattleMechs; Sherpa Armored Truck

Main Products (Tikonov): *Cataphract*, *Koschei*, *Stinger* and *Thunderbolt* BattleMechs; *Thrush* aerospace fighter

Main Products (Victoria): *Flea* BattleMech

Profile:

For years, Earthwerks' main headquarters on Tikonov was in the hands of the Federated Suns and subject to that realm's economic policies and ideologies. Though this led to considerable growth for the facilities in Tikograd, the reintegration of the Tikonov-based company with the rest of Earthwerks in the Capellan Confederation has not occurred without labor pains.

When Tikonov fell in the Fourth Succession War, the Ling family fled to the nascent factories on Grand Base to reestablish their incomes. Over the next thirty years, they succeeded in raising Grand Base to the second most important military manufacturing world in the Confederation and seeded small expansion factories on Victoria to supplement production on Ares and Grand Base. When Tikonov returned to the Confederation, the Lings returned to Tikonov.

Duchess Helen Ling has tried to reintegrate the Tikonov branch of the company without inconveniencing the larger Earthwerks parent corporation, which controls the factories still in Davion space as well as the company's several branches in the Free Worlds League. She has so far managed this thanks to her family's position—the Lings are the hereditary owners of more than forty percent of Earthwerks stock—and because she has not forced the company to breach its existing contracts, though no new contracts have been signed with Federated Suns customers.

HELLESPONT INDUSTRIALS

Main Headquarters: Sian

CEO: Mandrissa Alana Morgaine

Main Products: *Assassin*, *Men Shen*, *Pillager*, *Raven*, *Sha Yu*, *Stinger* and *Wasp* BattleMechs; Heavy Wheeled and Tracked APCs, Hover APC, Maxim Hover Transport, Pegasus Scout Hover Tank, Scorpion Light Tank and Vedette Medium Tank; Fa Shih and standard battle armor

Profile:

A long-standing company battered by the Succession Wars, Hellespont has spent its years of security on the Capellan throne-world building itself into an economic juggernaut in military production, mostly through the outstanding leadership of its aging CEO, Alana Morgaine.

Though the development of the *Raven* BattleMech secured Hellespont a place in the annals of military lore, the military renaissance of the post-Clan Invasion years brought Hellespont's experienced research and design team to the fore. After quickly

and efficiently using recovered technologies to bring the *Raven* fully to life, Hellespont has been the first to roll out several of the Confederation's most prized technologies: the first Capellan OmniMech and the first examples of stealth armor. The factories on Sian also produce the advanced Fa Shih battle armor, as well as generic battle armor and a laundry list of armored vehicles.

HILDCO INTERPLANETARY

Main Headquarters: Tian-tan (St. Ives)

CEO: Lama Arthur Kenson

Main Products (St. Ives): *Victor* and *Pillager* BattleMechs

Main Products (Texlos): *Lightning* aerospace fighter

Profile:

HildCo Interplanetary was once one of the main builders of interstellar spacecraft in the pre- and early Star League eras. The vicious fighting of the Succession Wars destroyed that capability, and the firm never recovered that aspect of its business. Instead, it focused on what had been its subsidiary 'Mech manufacturing division. Today, the firm produces only one military aerospace vehicle, and then only in a secondary facility, while its powerful BattleMechs are the backbone of the St. Ives Commonality defenses.

During the St. Ives Compact era, HildCo profited greatly from the Compact's warm relations with the Federated Commonwealth, drawing on the larger realm for newer technologies and expertise and turning themselves into the main weapons manufacturer for the entire St. Ives military, with large exports to the FedCom. Since the reclamation of the St. Ives Commonality, that production has been shifted to the CCAF, with welcome results.

Quiet inquiries have recently been made about HildCo reentering the military interstellar market. The tiny Compact could not sustain a WarShip program, but with the Capellan Navy already fielding several vessels in active service, HildCo is interested in bidding on support contracts for the massive ships in the hopes of one day reclaiming prominence in naval architecture.

HOLLIS INCORPORATED

Main Headquarters: Valasha (Corey)

CEO: Lord Jason Hollis

Main Products: *Huron Warrior* and *Catapult BattleMechs*

Profile:

Hollis Incorporated manufactures the lethal *Huron Warrior* BattleMech for the Capellan Confederation Armed Forces. A long-established firm almost doomed to death by the Succession Wars, Hollis is famous for introducing the *Catapult* and *BattleMaster* BattleMechs. Though the famed factories of Corey were destroyed during the First Succession War, subsidiary production plants remained, enabling the company to keep manufacturing replacement parts and the odd *Highlander* 'Mech until the Fourth Succession War.

Lord Jason Hollis, the current CEO, holds a *Barduc* title from his service during the Andurien invasion of the 3030s and is determined to return Hollis, Inc. to its former glory. His board is restraining him as best they can, as Hollis' schemes for expansion are not always fiscally responsible.

MENKE ARMOR AND ARMAMENT

Main Headquarters: Archibald (Menke)

CEO: Lord Thomas McCarron

Main Products: Arrow IV missile batteries, assorted weapons

Profile:

Menke Armor and Armament is a personal holding of the McCarron family, of McCarron's Armored Cavalry fame. The Armored Cavalry is its principal customer, using its replacement parts to supplement what they receive from the CCAF. Managed by Lord Thomas McCarron, current president of the House of Scions and brother of the late Archibald McCarron, the firm has begun an expansion program aimed at BattleMech manufacture now that the Armored Cavalry has been adopted into the regular CCAF.

MUJIK AEROSPACE

Main Headquarters: Tian-tan (St. Ives)

CEO: Esther Cisneros

Main Products: Crane and Guardian Conventional Fighters, TC-80 Skyliner aircraft, *Thrush* Aerospace Fighter

Profile:

The reintegration of the St. Ives Commonality has his Mujika Aerospace hard. Although they able to survive on strong sales of the Thrush and TC-80 civilian air transport, the Guardian conventional fighter had been a disappointment for most of its production life, and new CEO Esther Cisneros made the decision to halt production in 3062. Although the lines have been dismantled, the production molds and specs are in storage rather than reclamation, leading many observers to wonder if the CCAF is considering a new purchase of the lackluster craft. Ceres Metals' new Katya would seem to fill the Guardian's role quite ably, though rumors are circulating that the Strategios intends to offer the Guardian for sale to the Confederation's Trinity Allies.

QUIKSCCELL COMPANY

Main Headquarters: Ausapolis (Ares)

CEO: Dieter Brasche

Main Products (Ares): Bulldog Medium Tank, Heavy Tracked APC, LRM Carrier, Manticore Tank, SRM Carrier, Scorpion Light Tank, Tracked APC

Main Products (Indicass): Hetzer Wheeled Assault Gun

Profile:

Like most of the Quikscell divisions spread across the Inner Sphere, the Capellan Quikscell Company manufactures a sizable percentage of all armored vehicles in the Confederation. While Hellespont may hold the prestige and Aldis Industries the reputation, Quikscell has the numbers. At least ten models built by the company in one realm or another can be found on every Capellan world, and they all suffer from the same questionable standards of quality.

Dieter Brasche recently transferred from Quikscell's Lyran bureau with a mandate to begin repairing Quikscell's reputation for shoddy workmanship. The move has not come a moment too soon. During the hard years of the Succession Wars and especially after the Fourth War, the Capellans could not afford to be choosy in their purchasing. With the current manufacturing boom, however, the Strategios has begun hinting that it might not renew its purchasing agreements with Quikscell; Brasche's mandate is to make sure they do.

RASHPUR-OWENS, INCORPORATED

Main Headquarters: Herald (Capella)

CEO: Riley Doh

Main Products: *Achilles*, *Avenger*, *Excalibur*, *Lung Wang* and *Triumph* DropShips; *Invader*, *Merchant* and *Monolith* JumpShips; *Feng Huang* and *Impavido* interplanetary drives

Profile:

During the Succession Wars, the orbital shipyards of Rashpur-Owens were considered a shining symbol of *yin* and *yang* in the night skies of Capella. On the positive side, the yards were for a long time the only functioning naval construction facility in the Confederation, and a symbol of Capellan pride and determination. On the negative, the yards were so old, decrepit and prone to malfunction that the paltry few vessels they constructed per year cost much more than purchasing foreign-built hulls; citizens in the know called the yards the "Citizen's Crutch" because so much was spent to keep them functional more as a symbol than an economic asset.

When Riley Doh ascended to the chairmanship of the Rashpur-Owens board in 3051, he set about changing the yards' course. A self-made man who'd earned his citizenship working in the yards, he slowly used the small amount of free capital available to upgrade their infrastructure and began to beg, borrow or steal newer technology. By 3056, the Rashpur-Owens facilities had doubled production on every hull they constructed, and back-channel deals had secured the plans and molds to produce the deadly *Achilles*-class assault DropShip for the Capellan admiralty.

SAROYAN SPECIAL PRODUCTION

Main Headquarters: Saofeng (Sian)

CEO: Lord Oleg Raskov

Main Products: Heavy Strike Fighter, *Transgressor* aerospace fighter

Profile:

Saroyan Special Production is the sole producer of the Confederation's heavy aerospace fighter, the *Transgressor*. A relatively young fighter when most airframes measure their design ages in centuries, the *Transgressor* was—until the recent development of more advanced fighters like the *Defiance* or the *Troika*—the pinnacle of Capellan aerospace power.

The emergence of OmniFighters and even more deadly technologies than those recovered from the Helm Memory Core has SSP on the defensive. The CCAF Admiralty recently cut their standing order for new *Transgressors* by thirty percent, a move that has cost SSP significant profits. Director Raskov is reportedly shopping for an alliance with a corporation in the Trinity Alliance realms to explore developing a newer fighter to supplement or even replace the *Transgressor*, but has had little luck so far, as both realms are well satisfied with the *Troika*.

SHENGLI ARMS

Main Headquarters: Gwinnett (Victoria)

CEO: Mandrinn Dan Lao-Tzu

Main Products: *Duan Gung*, *Jinggau*, *Lao Hu* and *Yu Huang* BattleMechs

Profile:

Shengli Arms is the most recent arms manufacturer to begin operations in the Confederation. The factories are built on the site of a recovered Star League research station, and the Capellans were able to use recovered data (and a huge influx of capital and expertise from the Word of Blake) to create an ultra-modern BattleMech production facility on Victoria.

The 'Mechs produced on Victoria are among the most advanced in the Confederation arsenal. The *Duan Gung* is a robust light machine designed to counter certain Federated Suns weapons systems, while the *Jinggau* and *Lao Hu* are dedicated and deadly attack 'Mechs. The mighty *Yu Huang* is the flagship BattleMech of the CCAF, fully designed to identify with the *Xin Sheng Han* motifs of the rest of the Confederation.

In addition to its production capabilities, Shengli is also near the Victoria Institute of Engineering, which gives it access to some of the sharpest young minds in the Confederation—and those same young minds easy access to some of the most advanced production equipment and methods to be found off Sian.

STARCORPS INDUSTRIES

Main Headquarters: Archibald (Menke)

CEO: Ophelia Rawls

Main Products (Menke): *Emperor* and *Warhammer* BattleMechs; Marco IndustrialMech

Main Products: (St. Ives): *Longbow* and *Emperor* BattleMechs

Profile:

The Capellan branches of the StarCorps Industries industrial juggernaut are concentrated on two worlds, St. Ives and Menke. Both produce powerful assault 'Mechs for the Capellan government (and the St. Ives Compact government, prior to the reclamation of the St. Ives Commonality) as well as a slew of replacement parts, maintenance packages and other products.

StarCorps interests in Capellan space are overseen by Ophelia Rawls, a middle-aged woman from Demeter who rose to prominence bringing StarCorps' Crofton factories back online in the late 3050s. She maintains her headquarters on Menke rather than at the larger facilities on St. Ives, a move many see as tacit pandering to the Capellan government. It seems unlikely that the Strategios wishes to disrupt any StarCorps operations, no matter where Ms. Rawls bases herself, given the value of StarCorps 'Mechs to the CCAF.

Another reason for the move to Menke may have to do with the Menke Armor and Armament works. There are reports of Lord Thomas McCarron meeting with StarCorps and Rawls to explore licensing one or more StarCorps BattleMech designs, should Menke Armor and Armament begin BattleMech production.

TENGO AEROSPACE

Main Headquarters: Tian-tan (St. Ives)

CEO: Duke David Hunter

Main Products (Sarna): *Yangtze* Air Transport; *Cheetah*, *Lightning* and *Thrush* aerospace fighters; *Mammoth*, *Mule* and *Seeker* DropShips

Main Products (St. Ives): *Cheetah*, *Lightning* and *Thrush* aerospace fighters

Profile:

Tengo Aerospace has had a rough decade. Duke Hunter and his family managed to retain control over both major production facilities in the wake of the Fourth Succession War, when the Sarna facilities were taken by the Federated Suns and St. Ives seceded from the Confederation. Based on St. Ives, the Hunters retained control after the Demos family, who had long controlled the Sarna plants, died in the war. Both locations continued to operate and even benefited from their ties to the Federated Commonwealth, but atmospheres have changed since the return of Sarna and St. Ives to the Confederation.

Just as Sarna is more or less snubbed by the rest of the Confederation, so are the airframes and DropShips produced by Tengo-Sarna. The executives who ran Tengo on Sarna fled when the world was formally inducted back into the Confederation, leaving a power vacuum the Hunters were quick to exploit, but the expected orders from the Strategios have yet to develop.

Tengo-St. Ives is flush with orders from the St. Ives Commonality, but Tengo-Sarna is finding domestic Capellan markets much harder to crack. Excess production is currently being offered for sale to mercenaries and planetary militias throughout the Confederation, but unless a major conflict erupts, it seems likely the Sarna factories will soon have to slow or even cease production.

TEXLOS MILTRONICS

Main Headquarters: Valencia (Texlos)

CEO: Lady Alicia Rao

Main Products: Communications and targeting and tracking systems

Profile:

Texlos Miltronics is a small firm in the St. Ives Commonality that builds electronics for combat aircraft throughout the Confederation. They have a reputation for quality manufacture that is both uncommon and unparalleled in the Confederation, and many technicians rate Texlos equipment higher than any other in the Inner Sphere, hands down.

Since the return of the St. Ives Commonality to the Confederation, visitors have descended on Texlos Miltronics like a plague of locusts, trying to determine the secret of the company's successes. Lady Alicia Rao allows them to observe everything except proprietary technologies, which has led many to speculate that those proprietary technologies are the key. The Maskirovka has placed a large number of security teams at the Texlos production facility to guard against industrial espionage.

One team not subject to Maskirovka interference is a small delegation from the Victoria Institute of Engineering, whose members requested and got permission from Lady Rao to place interns in the Texlos Miltronics workforce in order to better understand how the TM team gets such quality from notoriously incapable Capellan servitors. The team's initial reports are promising, but the methods are somewhat controversial; TM grants its all-servitor labor force a much greater degree of freedom than most companies are prepared to allow.

TRELLIS ELECTRONICS

Main Headquarters: Trellis (Victoria)

CEO: Xavier Bannson

Main Products: Communications and targeting and tracking systems

Profile:

Trellis Electronics was a minor producer of combat vehicle subsystems until 3057, when Xavier Bannson assumed control of the Board of Directors. Young for the job, Bannson won the position on a platform of innovation and reform that promised to make Trellis Electronics a powerhouse of Capellan industry.

Bannson's first triumph came in 3061, when he won Trellis a contract to provide replacement equipment to the Star League Defense Force. As the SLDF used equipment from across the Inner Sphere, Trellis was given access to advanced data from many other weapon manufacturers. It used this data to streamline production and begin creating newer and more advanced electronics equipment for the Capellan military. The profits from the SLDF contract allowed Trellis to build a second production facility on Victoria, more than doubling the company's output by 3066. This influx of capital has been welcome outside the company as well. The city of Trellis (for which the company is named) is far from the tunnels of the Victoria Engineering Institute and Shengli Arms, and while the trickle of growth that reached those facilities helped, it was nothing compared to the largesse found in the capital. Trellis' growth has brought an economic boom to the city that has generated a great deal of goodwill (and tax benefits) for Trellis Electronics.

RULES ANNEX



RULES ANNEX

The following rules cover roleplaying settings as well as the *BattleTech* board game, allowing all types of players to emulate the unique qualities of Capellan Confederation inhabitants in their games.

A TIME OF WAR: THE BATTLETECH RPG RULES

This section provides new rules to supplement those found in *A Time of War: The BattleTech RPG*. These rules offer players and gamemasters additional features they can use to enhance campaigns based in the Capellan Confederation.

CREATURES

This section provides several new creatures native to worlds in the Capellan Confederation. All of them follow the rules for creatures presented in *A Time of War*.



BITHINIAN DIRT GRINDER (VERMICULA TORTURUS BITHINIALIS)

Some of the first inhabitants of Bithinia were surprised when their fields were ravaged by a local underground dweller, and all attempts to restrict its movements failed. Dubbed the dirt grinder, this creature is essentially a larger, more robust and dangerous version of a Terran earthworm. Like its Terran cousins, the dirt grinder spends much of its time burrowing through the ground, only surfacing for sustenance and water. Its secretions form natural stiffeners in Bithinian soil, and its digestive tract can dissolve to trace compounds nearly a meter of dirt an hour. In addition, its slit mouth contains a sizable number of herbivore-style grinding teeth for disposing of small rocks—a dirt grinder's teeth are nearly diamond-hard.

A small market exists for dirt grinder teeth, but their poor quality makes them useful only as novelty items. Attempts to harvest the teeth for jewelry have uniformly failed—few people want to wear a worm's tooth, after all.

Homeworld: Bithinia, Capellan Confederation
Environment: Subterranean, arid climates
Type: Native
Body Shape: Snake-like (vermicular)

Coloring: Gray
Length: 100-200 cm
Diameter: 20 cm
Weight: 3-7 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	2	1	1	1	2	1

Traits: Poor Vision -3, Good Hearing, Shy

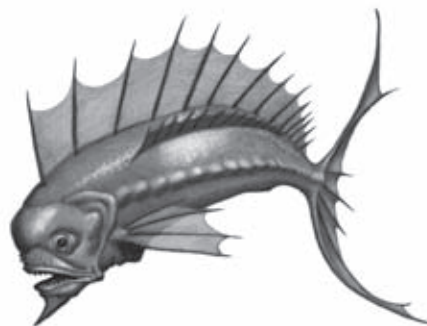
Skills: AniMelee +0, Perception +0

Size: Small (-1)

Armor: None [0/0/0/0]

Attack: [Bite: 2M/2]

Movement: Ground 0.2/—/—; Burrowing 0.5/0.1 (soil/hard earth)



DROZAN WHITEFISH (EXOCOREGONUS OCEANIS DROZANUS)

Drozan has long been recognized as the breadbasket of the Victoria Commonality (and often the Confederation as a whole) largely on the strength of its aquaculture. Shrimp farms, kelp farms and saltwater game fisheries all contribute much to the planetary output, but none of those comes close to the sheer numbers of whitefish bred and processed in the coastal fisheries. Ubiquitous in the Drozan oceans, the whitefish seems almost tailor-made for breeding in captivity.

Hatched from eggs that are laid in the thousands, a whitefish grows to maturity in six Terran weeks. At that point, they begin to reproduce, with each fish capable of hatching a brood of offspring every six months. This growth rate, when discovered, shocked early biologists—at that rate, the whitefish should have overpopulated and eaten Drozan's oceans bare centuries ago. Susceptibility to pollution in the oceans—in particular to toxins released into the water by native reefs—keeps their natural population down, but in captivity, with the toxin filtered out, their reproduction knows no bounds.

Homeworld: Drozan, Capellan Confederation
Environment: Cold-water oceans
Type: Native
Body Shape: Fish
Coloring: Mottled silver
Length: 80 cm

RULES ANNEX

Diameter: 40 cm
Weight: 2-10 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	2	2	5	2	1	1

Traits: Cold-Blooded, Hyper-Productive

Skills: Perception +0, Swimming +4

Size: Very Small (-2)

Armor: Thin Scales [1/0/0/0]

Attack: [Bite: 0M/1]

Movement: Water 10/24; Diving infinite

Notes: *Hyper-Productive:* Abnormally fast reproduction. In toxin-free (non-native) waters, each adult female may spawn 2-12 hatchlings every 6 months, as long as there are at least one-third as many males present in the population.



GEIFER PACHY (PACHYDERMATA GEIFERI)

Geifer is best known for the Capellan Institute of Linguistics and the Libraries of the Capellan Republic, which draw high numbers of scholarly people year-round. These visitors contribute much to the enlightenment of the Confederation, but they also have to eat—and it has been a truism since long before humans left Terra that those who spend their days thinking often know little about practical matters like growing food. Luckily, Geifer also boasts a large number of tenant farms on its fertile western continent, operated by local servitors—and many of them use pachys for much of the work.

Roughly the size of a Terran ox, the Geifer pachy looks more like a small elephant, with leathery brown skin that is relatively hairless. They are docile creatures, difficult to anger, and display little of their Terran cousins' famous stubbornness. Many tenant farmers keep a pair of them for use in all manner of semi-heavy agriculture: they pull plows, push mill wheels and drag carts. That such primitive farming techniques exist on world renowned as a repository of knowledge is an intentional anachronism—Lord Wellington, the planet's noble ruler, is a noted environmentalist and promotes organic farming.

Homeworld: Geifer, Capellan Confederation

Environment: Temperate grasslands

Type: Native

Body Shape: Six-legged

Coloring: Brown

Length: 325 cm

Height: 245 cm

Weight: 1,000-2,000 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
35	33	1	5	5	6	2

Traits: Good Hearing, Toughness

Skills: AniMelee (Ram) +3, Perception +2

Size: Large (+1)

Armor: Thick Hide [1/1/0/0]

Attack: [Tusks, Ram: 2M/2 (+1 per meter moved)]

Movement: Ground 7/24/48 (Max Sprint: 6 turns)

Notes: Tamed and Domesticated pachys may be used as riding mounts or beasts of burden. Attempts to train a Geifer pachy receive a +1 Skill Roll modifier.



GRAND BASE GREAT CROCODILE (CROCODYLYS TYRANNUS BASIS)

Grand Base is famous as the homeworld of the Death Commandos and a premier BattleMech construction facility, but the Commandos are not the only predators found there. In the 6,000-kilometer Parung River in the southern hemisphere, the great crocodile is the undisputed master of the ecosystem.

Growing to lengths of more than five meters and weighing half a ton, the great croc is a powerful reptile. Its preferred food is the large herbivores that inhabit the forest—it strikes from ambush in the water when they come near the river to feed. Unlike Terran crocodiles, the great crocodile cannot travel on land. Instead of clawed feet, it retains the flippers of a water creature. It is utterly fearless, however, and most river transports carry heavy weapons to deal with crocs if attacked.

Rumors tell of a secret Death Commando ritual in which a single commando sets out to hunt a great croc, but this story has never been acknowledged or proven. The skin of a great croc is tough enough to turn the point of any weapon less powerful than a vibroblade, and while the Death Commandos are fierce warriors, they do not have a reputation for stupidity.

Homeworld: Grand Base, Capellan Confederation

Environment: Tropical rivers

Type: Native

Body Shape: Reptilian

Coloring: Pale gray

Length: 520 cm

Diameter: 225 cm

Weight: 490 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
19	18	3	7	4	6	1

Traits: Aggressive, Bad Vision -1, Cold-Blooded, Good Hearing, Terror

Skills: AniMelee +3, Perception +2, Stealth +3, Swimming +2

Size: Large (+1)

Armor: Scales [1/1/0/0]

Attack: [Bite: 3M/4 (if successful, target is grappled)]; [Thrash: +oM/+2D (performed only after successful grapple)]

Movement: Water 7/35; Diving 15 meters

Notes: *Terror:* In place of an attack, the creature may make an opposed WIL Check against a target character as a Simple Action. If successful, the creature terrifies its target. A terrified target acts as if it possesses the Combat Paralysis Trait for a number of turns equal to the creature's MoS. (If the target already has Combat Paralysis, the target begins every turn of effect Stunned; if the target has Combat Sense, the Combat Sense Trait is negated while under this effect.)

The Grand Base great crocodile cannot move on land.



KAIFENG TREE SLOTH (BRADYPUS KAIFENGIS)

The Kaifeng tree sloth lives in the trees across most of the planet's equatorial belt. These mostly harmless creatures ignore humans, though some of the Kaifeng nobility prize them as pets for their stature. They are notoriously difficult to keep alive in captivity, however, and none have ever been observed breeding, leading to rumors that the creatures are long-lived.

The tree sloths are omnivores—they eat fruits and berries from the trees, but also insects and the occasional small Kaifeng peck-bird. They have six limbs, four of which they mainly use for hanging from tree branches, and two more delicate arms near their heads that they use to find and grab food. The red-white cabo berry is their preferred sustenance, but they are also known to eat leaves from the mando tree in large quantities.

Tree sloths kept as pets are held in enclosed arboretums re-created to look like the forest outside. Sheng nobles go to great expense to keep their enclosures as natural as possible, sending regular expeditions into the forest to capture food animals and retrieve fresh insects and plant specimens.

Homeworld: Kaifeng, Capellan Confederation

Environment: Jungle

Type: Native

Body Shape: Six-legged

Coloring: Pale brown

Height: 40 cm

Length: 70-150 cm

Weight: 2-4 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
1	2	6	2	4	2	2

Traits: Bad Vision -2, Good Hearing, Shy, Susceptible

Skills: AniMelee (Claws) +o, Climbing +3; Perception +1, Tracking +o

Size: Extremely Small (-3)

Armor: —

Attack: [Bite: oM/2]; [Claws: 1M/1]

Movement: Ground 3/6/12 (Max Sprint: 2 turns)

Note: *Susceptible:* Kaifeng tree sloths taken out of their natural habitat halve all their Attributes and Skill Roll modifiers (rounding up). In addition, for every month a Kaifeng tree sloth is out of its natural habitat, it must make a successful BOD Attribute Check or fall ill and die within 1 week.



LIAO BUFFALO (BISON CYNTHIANAE)

The Liao buffalo is a large food animal bred across the plains of the planet Liao. It is one of the few native animals whose meat is digestible to humans, as settlers quickly discovered when the world was still named Cynthiana. Today, the Liao buffalo is considered a delicacy on some worlds, and is exported across the Liao Commonality and even as far as Sian.

The animal itself is a reptile, despite being large and covered in brownish hair (which is why the first settlers called it a buffalo). Cold-blooded creatures, the buffalos range across Liao's broad plains in vast herds that gather to conserve warmth in the evening and soak up the day's sun. They have few natural predators—a na-

RULES ANNEX

tive cougar was hunted to extinction in the first century of Liao's colonization—and have become a staple of rural life on Liao. They are docile creatures, slow to anger and relatively easy to domesticate. Many families subsist on a small herd of their own. As long as enough buffalos are present to survive the cold nights (or have heated shelter), they need no more than grassland and abundant food, and the Liao grasses grow fast enough to quickly replenish their food supply.

Homeworld: Liao, Capellan Confederation
Environment: Arid plains
Type: Native
Body Shape: Six-legged with massive tail
Coloring: Brown
Height: 175 cm
Length: 295 cm
Weight: 1,000-2,000 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
25	22	1	3	3	3	2

Traits: Cold-Blooded, Shy
Skills: AniMelee (Ram) +1, Perception +1
Size: Large (+1)
Armor: Fur over scales [2/1/0/0]
Attack: [Bite or Tail Lash: 1M/3]; [Ram: 1M/3 (+1 BD per meter moved)]
Movement: 10/22/50 (Max Sprint: 3 turns)
Notes: Domesticated Liao buffalo can be used as beasts of burden or riding mounts.



REPULSE LYNX (LYNX REPULSAIE)

The Astrid Mountains on Repulse are home to one of the wildest and deadliest predators in the Confederation, the Repulse lynx. Roughly the same size as their Terran counterparts, the Repulse lynx has six legs rather than four, all of them ending in razor-sharp claws. It is as fast on open ground as a Terran cheetah and is as comfortable in trees as a panther. The Repulse lynx is usually found above the snowline in the Astrids; unlike many other native Repulse mammals, they do not hibernate during the six-month Repulse winter.

The lynxes' natural prey is the large, clumsy mammal Repulse natives call the neo-ox, but the lynx has also become a feared manhunter. Even though it cannot digest human flesh, a Repulse lynx will still track a mountain party, sometimes for days, and pick off straggling climbers when no one notices. A common folk story tells of a lynx named Nelson who stalked a party of mountaineers for thirteen days, each day picking off another climber without being seen.

Homeworld: Repulse, Capellan Confederation
Environment: Tundra and temperate regions
Type: Native
Body Shape: Six-legged
Coloring: White or pale cream fur
Length: 125 cm
Height: 100 cm
Weight: 30 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
8	7	3	8	7	7	4

Traits: Aggressive, Good Vision, Good Hearing, Patient
Skills: Acrobatics +2, AniMelee +4, Climbing +4, Perception +2, Running +5, Stealth +3, Tracking +3
Size: Medium (+0)
Armor: Furred hide [1/0/0/0]
Attack: [Bite: 2M/3]; [Claws: 2M/2]
Movement: Ground 16/36/150 (Max Sprint: 7 turns)
Notes: The Repulse lynx can be domesticated and trained as a guard animal. A -2 modifier applies to all Animal Handling Skill Rolls.



SARMAXAN SQUIRREL (SCIURUS MUTATUS SARMAXIS)

During one of the many bombardments of the Succession Wars, a nuclear weapon was detonated over the city St. Bartholomew on Sarmaxa. Most of the city's residents survived in shelters, but the many parks and zoos were struck full-force by the radiation and most of the animals were killed. One small animal, however, thrived: the Sarmaxan squirrel.

Over the centuries of Sarmaxa's colonization, the squirrel adapted to life in the cities the colonists built, becoming as ubiquitous on Sarmaxa as the common rat on Terra. When St. Bartholomew



was destroyed, a number of the squirrels were exposed to radiation and died, but the few survivors underwent a rapid mutation. Before long, in true comic-book fashion, they became a scourge of the streets for reclamation crews and treasure seekers.

The mutated squirrel is an aggressive rodent, often striking in packs to destroy new buildings for their insulation and wiring. The squirrels seem unable to resist the taste of particulate insulation even though it is toxic to them, and many are found wherever new construction is ongoing, having gorged themselves to death. The mutated squirrels are so aggressive that they will attack crews who stumble onto them while they are feeding, and their bites often cause symptoms similar to Terran rabies in humans.

Homeworld: Sarmaxa, Capellan Confederation

Environment: Urban

Type: Introduced (Mutated)

Body Shape: Four-legged

Coloring: Deep gray with white streaks

Length: 30 cm

Height: 16 cm

Weight: 8 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
2	3	3	8	5	5	3

Traits: Aggressive, Blood Rage, Good Hearing, Pack Hunter (1-6 packs), Poisonous

Skills: AniMelee +4, Climbing +4, Perception +4, Tracking +3

Size: Extremely Small (-3)

Armor: Furred hide (1/0/0/0)

Attack: [Bite/Claws: 1M/2]; [Bite Poison: 1S/2; Injected; 2-minute duration; Lethal, Continuous]

Movement: Ground: 8/13/30 (Max Sprint: 5 turns)

Notes: *Poisonous:* Any successful attack that delivers damage to a character will inflict the listed Bite Poison effects only if the target fails a BOD Attribute Check. *Blood Rage:* Wounded Sarmaxan squirrels fly into a Blood Rage that lasts 10 turns, during which time they ignore any Injury and Fatigue modifiers and increase their bite damage to 2M/3 (poison is unaffected). After the rage wears off, the creature immediately suffers an additional 5 points of Fatigue damage. A blood-raging Sarmaxan squirrel will not retreat.



TURIN BEEFBULL (BOS TAURUS TURIN)

The Turin bull (or beefbull) was one of the first alien creatures found that could mate with Terran animal stock, and the newly created crossbred animal quickly became a food staple across several worlds near Turin. The thick and hearty meat is normally prepared in ways similar to Terran beef, though the Turin meat is green rather than red. This often confuses tourists or other visitors who have never eaten Turin meat; the shade of beefbull meat at its most delectable mimics the color of Terran beef when spoiled.

Currently, Turin is the site of exciting new research as scientists labor to make the milk of the Turin cow—indigestible by humans—into something acceptable, if not palatable. Experiments are underway to isolate the amino acids responsible for the milk's deleterious effects on humans and replace them with less poisonous ones, but the work is proceeding slowly. Initial successes by Star League-sponsored researchers have brought new investments from nobles all around Turin, including Turin's own *Lama von Avon*. Adding a dairy component to Turin's already bustling meat industry would make the world an even greater economic powerhouse.

Homeworld: Turin, Capellan Confederation

Environment: Arid plains

Type: Native, genetically altered

Body Shape: Four-legged

Coloring: Brown

Length: 340 cm

Height: 153 cm

Weight: 1,000-2,000 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
24	25	2	4	3	2	2

Traits: Bad Smell (2), Domesticated, Shy

Skills: AniMelee (Ram) +3, Perception +3, Swimming +5

Size: Large (+1)

Armor: Thick furred hide [1/1/0/0]

Attack: [Bite: 1M/3], [Ram: 3M/2 (+1 per meter moved)]

Movement: 10/22/50 (Max Sprint: 2 turns)



WARBIRD (ACCIPITER WARLOCKUS)

The cold, dry mountains of Warlock are the playground of the huge raptor known as the Warlock warbird. With wingspans as large as two meters, these birds are fierce and very territorial, claiming vast swathes of the mountain passes as their own. They feed exclusively on a small rodent known as the Warlock mountain otter, which lives in the snows and ice. The truly remarkable thing about this ecosystem is that neither of these species is native to Warlock. Both were introduced at some point in the past six hundred years and have thrived, and no one has yet identified their planet of origin.

The mountain otter is a small, furred creature that subsists on the various lichens that grow among Warlock's glacial rock formations. It reaches just under a meter in length, with light brown fur, four small padded feet, and a long fibrous tongue for scraping the lichens from rock walls. Genetic testing shows that the otter comes from the same world as the warbird, but all attempts to identify that world have failed.

Homeworld: Warlock, Capellan Confederation

Environment: Arctic mountains

Type: Introduced

Body Shape: Winged

Coloring: White or dark gray feathers

Wingspan: 197 cm

Height: 35 cm

Weight: 12 kg

STR	BOD	DEX	RFL	INT	WIL	EDG
4	2	3	8	3	6	2

Traits: Aggressive, Compulsion (-2)/Mountain Otter diet, Good Vision, Good Hearing

Skills: AniMelee +4, Perception +4, Swimming +5, Tracking +2

Size: Very Small (-2)

Armor: Feathers [1/0/0/0]

Attack: [Bite, Claws: 1M/2]

Movement: Ground 0.5/—/—; Air: 35

Notes: While not truly Susceptible, the warbird's exclusive diet makes it particularly aggressive against competitors. Warbirds have been known to attack humans who venture within their hunting grounds.

PERSONAL EQUIPMENT

The equipment described below follows the standard rules for *A Time of War*.

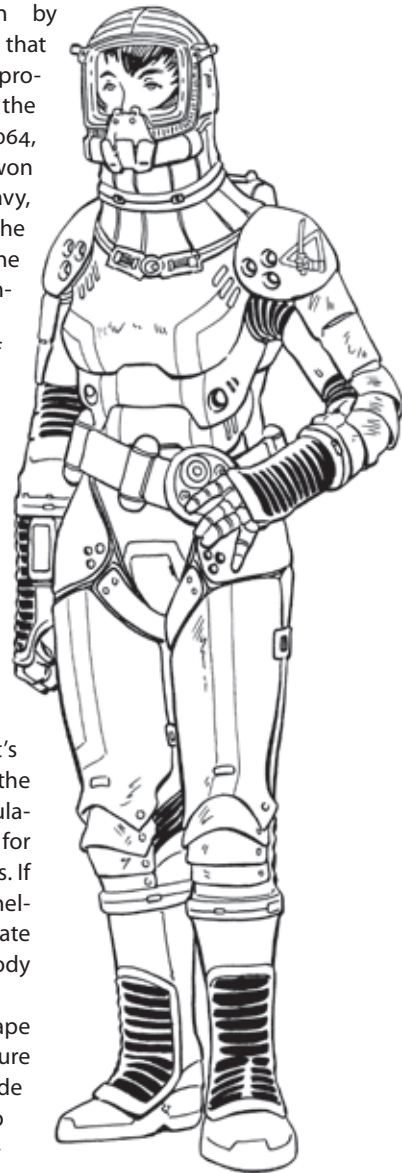
ASUNCION ESCAPE SUIT

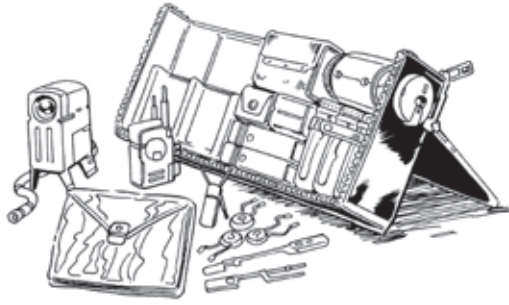
The Asuncion escape suit is an emergency vacuum garment worn by vessel and orbital habitat crews that provides short-period vacuum protection without compromising the wearer's mobility. Introduced in 3064, the escape suit (or skinsuit) has won praise throughout the Capellan Navy, and persistent rumors claim the Strategios is considering making the skinsuit the navy's regulation undress uniform.

Made from a vacuum-proof weave of ballistic fabric and insulators, the skinsuit is no more cumbersome than a cold-weather suit, allowing full mobility to the wearer with no loss of function. It offers little to no combat protection, making it unsuitable for boarding actions, but it will keep the wearer alive for at least twenty minutes in full vacuum. A pullover hood with removable faceplate provides head protection, but the skinsuit's one weakness (and the reason for the twenty-minute time limit) is insulation—the weave leaves little room for any temperature-control apparatus. If the wearer cannot quickly reach shelter or find some other way to regulate his or her temperature, his own body heat will kill him.

Game Rules: Asuncion escape suits function like standard pressure suits, except that they do not impede the wearer's movement and so do not apply the normal -2 roll modifiers to Action Checks for wearing space suits and the like. However, the suit lacks any BAR values, and its temperature control is almost non-existent; if the wearer is exposed to vacuum and extreme temperatures for more than twenty minutes, the suit's life support will fail and normal damage from extreme temperatures will apply.

Fastening the suit's hood and faceplate are two separate Simple Actions.





APPLE-CHURCHILL PERSONAL SURVEILLANCE KIT

The Maskirovka is perhaps the most feared secret police in the Inner Sphere. While the Draconis Combine's Internal Security Force may have a better record of success and ruthlessness, not even the dreaded Draconis Elite Strike Teams compare with the raw fear the Mask engenders in the Capellan people. To most Capellan citizens the Maskirovka is everywhere—their agents hear all, see all and know all. Inept criminals and would-be traitors often find themselves apprehended with treasonous words barely out of their mouths, or illegal acts scarcely begun. In the decades since the recovery of Star League-era technology, the Maskirovka has only gotten more efficient. A large part of that success comes from their surveillance technology, such as the Apple-Churchill personal surveillance kit.

A personal surveillance kit is designed to provide all the tools an operative might need to enter a suspect's home or office, monitor for sound, vision and electronic surveillance, and exit without leaving a trace. Compact enough to be carried in a backpack, the Apple-Churchill PSK is the preferred tool of domestic (and foreign) Maskirovka operatives.

The kit's basic units are suites of nearly undetectable visual and audio monitors, designed to be hidden in light fixtures or air ducts. A pre-loaded software package can be added to suspects' personal computers, and a small base station can be hidden to accept the draw from all these sensors and transmit it either continuously or by burst. As most Capellan citizens lack the skills or equipment to locate such devices, the continuous-transmit option is most often used.

A small assortment of forensic devices is offered as well, used for collecting hair, skin and fingerprint samples. Most of these devices are undetectable to the naked eye, and designed to be quickly retrieved by the operative who placed them. To protect the Maskirovka's anonymity, a full-body catchesuit is provided—it protects the operative from leaving his own forensic evidence behind by covering his hands, feet and mouth, as well as his head to keep in loose hairs.

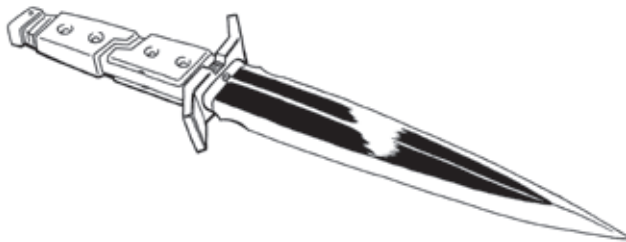
Game Rules: The Apple-Churchill personal surveillance kit includes a fully functional basic forensic kit, 6 microphone bugs, a micro-camcorder and a bug scanner.



APPLE-CHURCHILL PERSONAL MINE DETECTOR

Designed for use by Special Forces, the personal mine detector is a sophisticated helmet-mounted sensing system intended to give slow-moving troops advance warning of the presence of most types of land mines. Using a combination of chemical sniffers, electromagnetic sensors and a miniaturized ground-penetrating radar system, the mine detector can warn users of mines before they reach them. Though it cannot physically locate the mines, the simple knowledge of a mine's presence is usually enough to warn an operator to proceed with caution.

Game Rules: The personal mine detector (PMD) is worn like a standard combat helmet and functions as such, but incorporates additional sensors specifically tuned to detect common land mines and sound an audible (and vibrating) alarm in the operator's ear whenever he approaches one. Its detection capability is identical to that of a bug scanner (see *A Time of War*, p. XX), except that the detectors only detect mines. For contact explosives (conventional mines), the PMD's chemical sensors have an effective range of 3 meters; for command-detonated mines (which are picked up by the PMD's electromagnetic sensors), the detection range is 6 meters. For other specialized minefield types, the PMD relies on ground-penetrating radar that senses objects within 2 meters. The detector itself does not provide location or direction; it simply alerts the wearer that mines are present. However, a successful Sensor Operations Check will enable the operator to identify the mine's location using the detector's limited capabilities.

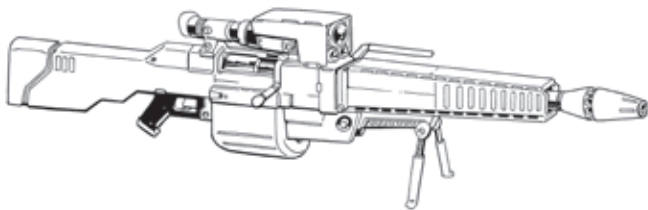


CERES ARMS SLASHER COMBAT KNIFE

Modeled on the Fairbairn-Sykes combat knife of ancient Terra, this stiletto-style weapon is made from high-quality nickel steel. It is double-edged and balanced for throwing, and the tip and cutting edge are custom-tempered to hold their sharpness. The grip is rough steel (though some users wrap thin leather around it) and is hollow with a removable cap.

Interestingly, the Slasher was designed and marketed for export. The largest customers have been the Magistracy of Canopus and the Taurian Concordat, which have purchased hundreds of thousands of the knives for their militaries.

Game Rules: The Ceres Arms slasher may be used as a regular dagger or as a thrown weapon with the same AP/BD values.



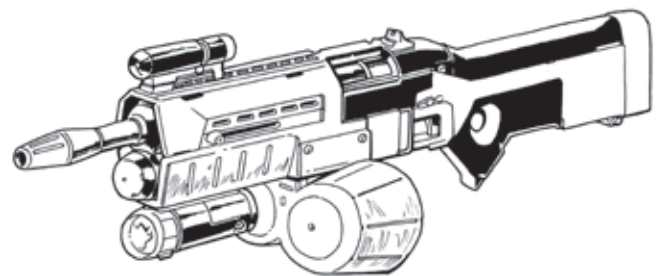
CERES ARMS STALKER SNIPER RIFLE

Ceres Arms' small arms division has always been profitable, but the plethora of new weapons systems glutting the market requires them to continually introduce new and updated weapons to remain competitive. With the Stalker sniper system, they fixed their sights on the market niche currently held by the Zeus heavy rifle. Firing a 12mm round from a bolt-action chamber, the Stalker is rated accurate as far as 1.5 kilometers. Apocryphal rumors claim a Death Commando sniper made a kill with this weapon at almost 3 kilometers, but the story remains unconfirmed.

As with most Ceres Arms weapons, the Stalker breaks down easily for cleaning and service. The weapon is fed from a massive nine-round magazine and has a built-in telescopic scope with low-

light and infrared modes. It has sold modestly since its debut, but the biggest customer thus far is the Capellan Home Guard; Ceres offered them discounted rates in order to get the new weapon in the field.

Game Rules: The Stalker sniper rifle uses a bolt-action design, and so a Simple Action is required to chamber the next round between shots.



CERES ARMS STRIKER CARBINE

Ceres Arms' latest entry in the small arms market is the Striker carbine, a reliable weapon intended for use in urban conflicts and other areas of close-quarters combat. Built from a mix of composite parts and high-stress metals, and fed from a sixty-round drum magazine, this 3-kilogram, 7mm weapon can fire 400 rounds per minute in single-shot, three-round burst or full-auto. It has an adaptable rail-module for accessories such as telescopic or infrared sights. Designed for heavy use, it has rugged parts and simple jam-clearing mechanisms.

Introduced in 3066, the Striker is currently being field-tested for the CCAF by the infantry contingent of the Dynasty Guards, and early reports are favorable. According to one user, "...you can sink this gun in the swamp, leave it in the sun and bury it in sand, and it'll still fire." Ceres has shipped all units produced with a complete set of replacement parts and a cleaning kit custom-designed for the Striker, hoping to prove its worth.

Game Rules: The Striker uses standard rules for a burst-capable small arms weapon.

RULES ANNEX



CAPELLAN CONFEDERATION EQUIPMENT TABLE (BT: RPG STATISTICS)

Weapon	Skill	Eqpt. Ratings	Damage Ratings	Range (meters) S/M/L/E	Shots	Cost/ Reload	Wt.	Notes
Slasher Knife	Melee Weapons	B/X-X-C/C	1M/1	(STR + DEX) x 1/2/3/4	NA	12	150 g	Range applies only when thrown
Stalker Sniper Rifle	Small Arms	C/X-X-D/D	4B/4	60/180/420/1,500	9	5,000/6	9 kg	Simple Action to chamber next round; Includes IR/ Rangefinder scope (negates darkness modifiers, +2 to attack rolls at M/L/E, -1 to attack rolls at S)
Striker Carbine	Small Arms	D/X-X-D/F	3B/2B	18/45/115/275	60	875/8	3 kg	Burst: 30; Recoil: -2
Non-Weapon		Eqpt. Ratings	BAR (M/B/E/X)	Cost/ Reload	Wt.	Notes		
Asuncion Escape Suit		D/X-X-E/C	0/0/0/0	350	3 kg	Ignore -2 roll modifier when in vacuum; maximum duration in space/extreme temperatures: 20 minutes.		
AC Surveillance Kit		D/X-E-F/D	—	7,000/75	7 kg	Includes Basic Forensic Analysis Kit, 6 Microphone Bugs, 1 Bug Scanner, 1 Micro-Camcorder, plus hacking software (+1 to Computers rolls)		
AC Mine Detector		D/X-X-E/D	3/3/4/2	6,800	3.5 kg	Sensor Operations required to locate mines; detects standard mines at 3m, command-detonated mines at 6m and other mines at 2m		

CBT INFANTRY PLATOON CONSTRUCTION DATA

Item	Tech (Rating)	Class/Type (Damage Type)	Base Range	Damage (each)	Weight of Weapon/ Ammo (Shots)	Crew	BV
Slasher Combat Knife	IS (B)	Small/Melee (P)	0	0.02	0.15 kg/NA (NA)	1	0.02
Stalker Sniper Rifle	IS (C)	Small/Standard (B)	2	0.25	9 kg/0.11 kg (9)	1	0.25
Striker Carbine	IS (D)	Small/Standard (B)	1	0.29	3 kg/0.34 kg (60/2)	1	0.29

SUPPORT VEHICLES



CERES-85 DELIVERY VEHICLE

In cities across human space, competition always exists between local delivery companies, and the vehicles they choose always depend on the local environment and the anticipated needs of their customers. Ceres Motors offers a wide variety of delivery vehicles, but the newest model to debut on the busy thoroughfares of Capella is the Ceres-85—nicknamed the Sprinter. Designed to service the House of Scions and several of the corporations that make their headquarters on Capella, including the Capella Commonality Bank, the Sprinter is a high-speed courier and delivery vehicle. For the niche market it fills, the returns on the relatively small investment have more than offset the costs of production.

Ceres Motors interviewed several top-rated courier firms on Capella before beginning design work, and each of them asked for the same things: unassuming vehicles with few maintenance needs that move quickly and can carry a light-to-medium load at

RULES ANNEX

least two hundred and fifty kilometers, if necessary. Ceres took all these aspects into consideration, and the resulting vehicle, which debuted at the start of the 3067 session of the House of Scions, has gotten terrific reviews. Orders have been placed for more than two hundred Ceres-85s in the first six months alone, and Ceres Metals is already ramping up a marketing proposal to take to other highly urbanized worlds.

The two-and-a-half ton vehicle can carry more than eight hundred kilograms of documents or small packages in a pre-shelved cargo bay at speeds of more than one hundred kilometers per hour. Because it is intended to operate inside the city limits, where quiet contemplation is often sought, the Sprinter uses an ultra-quiet electric drive with long-endurance batteries that give it a straight-line travel distance of more than five hundred kilometers. The vehicle is built from locally processed materials, a "Made on Capella" stamp that has become a considerable stock in trade after *Xin Sheng*.

The basic C-85A is a document transport vehicle, but the C-85B is intended for sale to the CCB and corporate clients. Its cargo bay features locked cubicles instead of open cargo space, making it slightly more secure for document transportation.

Type: **Ceres Motors C-85 Sprinter Delivery Vehicle**

Chassis Type: Wheeled, Small

Tonnage: 2,500 kg

Equipment Rating: D/X-X-B/B

Equipment

		Mass
Chassis/Controls:		300 kg
Engine/Trans:	Electric (Battery)	938 kg
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	0	0
Fuel (520 km):		244 kg
Armor Factor (BAR 4):	8	208 kg
	<i>Internal Structure</i>	<i>Armor Value</i>
Fore	1	2
Left/Right	1	2/2
Rear	1	2

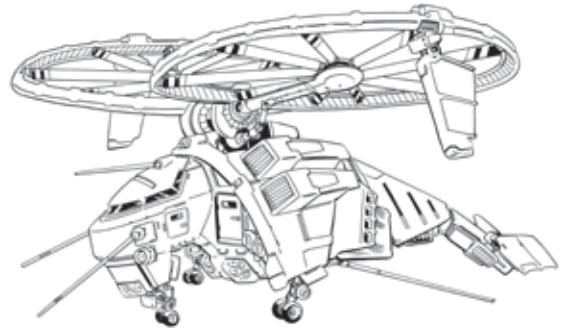
Weapons and Ammo

None

Crew: 1

Cargo

810 kg standard	Body	1 Door (Rear)
-----------------	------	---------------



APPLE-CHURCHILL SURVEILLANCE VTOL

The Apple-Churchill Surveillance VTOL is a purpose-built airframe sold only to the Maskirovka and select constabulary and militia units across the Confederation. It is manufactured only on Sian and distributed as needed, and barely sixteen are built per year (unless larger orders are received). It is the only vehicle that Apple-Churchill builds entirely in-house, using no outside contractors or labor. Even the parts machining is done in-house, and Apple-Churchill trains their own mechanics and operators. In the ninety-six years this surveillance VTOL has been on the market, not one outside worker has ever been hired to work in that wing of the factory.

At twenty tons, the Apple-Churchill VTOL compares favorably with common news helicopters throughout the Inner Sphere, but differs in performance and durability. In ninety-six years, only three Apple-Churchill airframes have crashed, and all three of those were deemed pilot error. The craft is delivered with a supply of spare parts and precise directions on when to replace them, and any parts damaged by weapons fire or accident are repaired on the spot by specially dispatched Apple-Churchill technicians. This level of secrecy in construction and operation is rare even for BattleMechs, let alone a VTOL; if the main user were anyone other than the Maskirovka, it likely would not be offered.

In use, the Apple-Churchill airframe is nearly silent at anything under two hundred meters. It uses a dual-ring, counter-rotating, multi-blade rotor to "whisper" in the air. Rumors persist that the Maskirovka has perfected some sort of sonic cloaking device for the rotors—there are confirmed reports of observers looking at an Apple-Churchill hovering in daylight from not more than three hundred meters away and not being able to hear it. Though it uses an internal-combustion engine rather than a quieter electric motor, the Apple-Churchill is still perhaps the quietest VTOL in anyone's inventory.

As an observation craft, it mounts a suite of sensors and cameras. A trio of operators in the rear compartment controls remote sensor dispensers in sonic and visual ranges, and the airframe carries integral visual and infrared cameras in the nose. Trained Maskirovka operators have claimed to be able to tail a single man, through traffic, using nothing but the remote sensors dispensed from the air.



Though all official reports claim the craft is strictly an observational vehicle, stories abound of a similar vehicle deploying Maskirovka special operations teams from zip lines. Whether this is a personnel variant of the airframe or just a similar-looking helicopter used for deployments remains to be seen. Whatever the answer, Apple-Churchill continues to jealously guard its secrets.

Type: **Apple-Churchill Surveillance VTOL**

Chassis Type: VTOL, Medium

Tonnage: 20 tons

Equipment Rating: D/X-X-D/C

Equipment		Mass
Chassis/Controls:		4
Engine/Trans:	ICE	5.5
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	0	0
Fuel (1250 km):	Petrochemical	.5
Armor Factor (BAR 5):	15	.5
	Internal Structure	Armor Value
Fore	2	4
Left/Right	2	3/3
Rear	2	3
Rotor	2	2

Weapons and Ammo	Location	Tonnage
None		

Crew: 3

Cargo: .5 tons standard

Notes: Hi-res imaging camera (2.5 tons, Front), infrared imager camera (5 tons, Front), communications gear (1 ton), remote sensor dispenser (60 sensors, Body, 1 ton)

COST OF LIVING IN THE CAPELLAN CONFEDERATION

The commonalities of the Capellan Confederation are a study in contrasts—some nearly as prosperous as any other region of the Inner Sphere, others hardscrabble places where barter is the order of the day. Cost of living therefore can vary widely from region to region and even from world to world within a commonality. On planetary capitals and major business centers—worlds like Sian, Capella, Grand Base, Ares, Liao and so on—wages and prices are comparable to those on other Inner Sphere capitals. Less economically developed regions like the Victoria Commonality and the Periphery border can boast modest prosperity on their capital worlds, but living standards remain somewhat rougher elsewhere. The Liao Commonality and the St. Ives Commonality are in a class by themselves; both are newly reintegrated into the Confederation and are still adapting to survival as part of the Capellan economy.

In general, living standards are comparable to the rest Inner Sphere in the wake of *Xin Sheng*—the resurgent Capellan economy has made great strides in bringing the Confederation's economic power more in line with that of the other Successor States. The Trinity Alliance has given new life to many Capellan manufacturers and exporters—low-cost access to new markets in the Magistracy and Concordat have done much to keep going the staggeringly rapid production begun during *Xin Sheng*'s early months.

The Capella Commonality is finally reaching economic stability following the madcap days of the Liao Commonality's incorporation. As the various trade factors and other economic variables adjust to the high volume of traffic through the Capella Commonality, the market has begun to stabilize, though many worry that it may crash again if the Liao Commonality attempts to wean itself from the high volume of imports it currently receives from the Sian Commonality. This means costs for housing, food and fuel are relatively stable but subject to rampant speculation as news crosses the Capella Commonality. The Typical Salary and Price Guide Table below gives rough guidelines for living expenses, but the gamemaster can deviate from these at his discretion.

The Liao Commonality is just entering its own renaissance of sorts. As these formerly Capellan worlds adapt to once again being part of the Confederation, they are finally adapting to the Capellan economy and bringing renewed wealth to planetary coffers. Though living standards remain generally lower than when these worlds were part of the FedCom's defunct Sarna March, they are climbing quickly, and residents of the Liao Commonality already out-earn much of the Victoria Commonality because of the robust infrastructure left over from the Federated Commonwealth years. The commonality capital of Liao, for example, has nearly finished repairing the damage done during the world's liberation in 3057. Many Liao Commonality planets have easier access to some of the essentials that longtime Capellans lack, especially weapons and excess consumer goods, both left over from the region's years as part of the Sarna March and the more lax laws of the Federated Suns. The Maskirovka has steadily worked to bring the level of weaponry available to common citizens more in line with the rest of the Confederation, but many Liao Commonality citizens are unwilling to part with their weapons. The situation has raised tensions and led to a glut of weapons on the black market, but for the most part the threat of rebellion seems minimal. Most of these worlds were formerly at the mercy of petty warlords in the Chaos March, and they do not wish to upset the Confederation to which they have just returned.

The St. Ives Commonality, by contrast, is slowly sliding down the economic ladder. This commonality's worlds enjoyed tremendous economic power during their independent years as the St. Ives Compact, and the necessary adjustments to bring St. Ives' industrial base into the mainstream Capellan economy are adding considerable strain. St. Ives manufacturers have had a generation to embrace the freer economic model of the Federated Suns as that nation's ally and largest trading partner. Many of them are working at reduced wages or well below capacity, either because of sanctions by the Confederation government or as a form of

RULES ANNEX

TYPICAL SALARY AND PRICE GUIDE TABLE

(Prices and Salary Rates as of Fiscal Year 3067)

Biweekly Salary (in yuan)	Sian Commonality	Capella Commonality	Liao Commonality	St. Ives Commonality	Victoria Commonality	Major World	Backwater
Servitor*	NA	NA	NA	NA	NA	NA	NA
Minimum Wage	280.00	252.00	241.00	224.00	232.00	+5%	-10%
Lower Class	907.00	816.00	780.00	726.00	752.00	+3%	-5%
Middle Class	1318.00	1,186.00	1,133.00	1,054.00	1,094.00	+3%	-5%
Upper Class	5,339.00	4,805.00	4,592.00	4,271.00	4,431.00	+5%	-10%
Lord/Lady	7,507.00	6,756.00	6,456.00	6,006.00	6,231.00	+6%	-12%
Mandrinn/Mandriisa	30,030.00	27,027.00	25,826.00	24,024.00	24,925.00	+8%	-15%
Shonso/Shanna	120,118.00	108,106.00	103,301.00	96,094.00	99,698.00	+10%	-20%
Lama/Lamia	1,251,225.00	1,126,103.00	1,076,054.00	1,000,980.00	1,038,517.00	+12%	-25%
Duke/Duchess	10,426,875.00	9,384,188.00	8,967,113.00	8,341,500.00	8,654,306.00	+15%	-40%

Cost Modifier (%)/Availability Modifier/Legality Modifier (by Region/World Type)

Item/Expense	Sian Commonality	Capella Commonality	Liao Commonality	St. Ives Commonality	Victoria Commonality	Major World	Backwater
<i>Weapons</i>							
Blades, unpowered	90/-1/+0	93/+0/+0	96/+0/+0	100/+0/+0	90/-1/+0	-5/+0/+0	+3/-1/+0
Blades, powered	100/-0/-1	102/+0/+0	102/+0/+1	102/+1/+0	110/+1/-1	-3/-1/+1	+3/+1/+0
Staves	95/-1/-1	95/-1/-1	95/+0/+0	95/+0/+0	90/-1/-1	-5/-1/-1	-10/-1/-1
Archery	95/-0/-1	96/+0/+0	99/-1/+0	98/+1/+0	90/+0/-1	-5/-1/+0	-8/-1/-1
Pistols, ballistic†	110/+1/-1	112/+1/+0	108/-0/+1	112/+1/+0	108/+1/-1	-10/-1/+0	-8/-1/-1
Pistols, energy	125/+2/+0	127/+2/+1	116/+1/+2	130/+2/+0	130/+2/-1	-3/-1/+1	+5/+2/+0
Rifles, ballistic†	112/+1/+0	115/+1/+0	110/-0/+1	119/+1/+0	110/-1/-1	-8/-1/+0	-8/-1/-1
Rifles, energy	130/+2/+0	135/+2/+1	125/+1/+2	140/+2/+0	145/+2/-1	-3/-1/+1	+3/+2/+0
SMGs	115/+2/+1	118/+2/+1	115/+0/+2	119/+1/+0	112/+1/-1	-5/-1/+0	+5/+1/+0
Shotguns	95/-0/+0	99/+0/+0	100/-1/+2	100/+1/+0	96/-1/-1	-5/-1/+0	-8/-1/-1
Throwing weapons	100/-1/-1	100/-1/+0	100/+0/+1	100/+0/+0	98/+0/-1	+0/-1/+0	+5/+0/+0
Support weapons	125/+1/+1	129/+1/+2	118/+1/+3	130/+2/+1	125/+1/+0	+5/-1/+1	+10/+1/+0
Demolitions	145/+2/+2	148/+2/+2	135/+1/+3	160/+3/+2	130/+1/+0	+5/-1/+1	+8/-1/+0
<i>Weapon Accessories</i>	100/-1/+1	100/+0/+0	99/+0/-1	105/+1/+1	110/+1/+1	-5/-1/+0	+5/+1/+1
<i>Power Pack/Rechargers</i>							
Standard	102/-0/-1	104/-0/-1	102/+1/+0	102/+0/+0	110/+1/+0	+0/+0/+0	+8/+1/+0
High-Capacity	110/-0/-1	112/+0/-1	110/+1/+0	105/+0/+0	115/+1/+0	+2/+0/+0	+10/+1/+0
Quick-Charge	112/+0/-1	115/+0/-1	112/+1/+0	108/+0/+0	120/+1/+0	+5/+1/+0	+12/+1/+1
Rechargers	95/-1/+0	98/-1/+0	99/+0/+0	105/+0/+1	110/+1/+0	-5/-1/-1	+5/+1/+0
<i>Armor/Combat Garb</i>							
Flak	98/-1/+0	100/+0/+0	95/+0/+0	100/-1/+0	100/+0/+0	-2/-1/+0	+5/+0/-1
Ablative	102/-1/+0	105/+0/+0	100/+0/+0	100/-1/+0	105/+0/+0	+0/-1/+0	+3/+0/-1
Ablative/Flak	104/+0/+0	106/+0/+0	104/+1/+0	102/+0/+0	108/+1/+0	+0/-1/+0	+5/+1/-1
Ballistic Plate	98/-1/+0	100/+1/+0	94/+0/+0	98/-1/+1	100/+0/+0	+0/-1/-1	+5/+1/-1
Leather	90/+0/+0	91/-1/+0	94/+0/+0	98/+0/+0	85/-1/+0	-5/-1/-1	+0/-1/+0
Miscellaneous	105/+1/+1	106/+1/+1	105/+1/+1	120/+1/+1	125/+1/+1	+0/+0/+0	+10/+1/+0
Camo/Sneak Suits	120/+1/+2	125/+1/+1	120/+2/+2	135/+3/+1	140/+1/+2	-5/+0/+0	+15/+1/+0
Battle Armor	130/+2/+2	135/+2/+2	140/+3/+2	160/+3/+3	200/+2/+4	-3/+0/-1	+20/+1/+1

RULES ANNEX

Misc. Equipment

Communicators	98/-1/+0	100/-1/-1	100/+0/+0	102/+0/+0	110/+1/+0	-5/-1/+0	+5/+1/+0
Kits	90/+0/+0	94/-1/+0	100/+0/+0	100/+0/+0	105/+1/+0	-5/-1/+0	+3/+1/+0
Computers	102/+0/+0	103/+0/+0	100/+1/+0	102/+0/+0	115/+1/+0	-3/-1/+0	+10/+1/+0
Music Sets/Musi-chips	101/+0/+0	101/-2/+0	100/+0/+0	101/+0/+1	110/+1/+0	-3/-1/+0	+5/+1/+0
Tri-vid Sets/Cameras	103/+0/+0	103/-1/+0	101/+1/+0	102/+0/+1	120/+2/+0	-5/-1/+0	+10/+1/+0
Holovids	103/+0/+0	103/-2/+0	102/+0/+0	100/+0/+1	115/+2/+0	-5/-1/+0	+8/+1/+0
Print Media	80/-1/+0	80/+0/+0	100/+0/+0	102/+0/+0	110/+0/+0	-5/-1/+0	-5/+1/+0

Personal Gear/Expenses

Clothing	100/+0/+0	100/-1/+0	100/+0/+0	100/+0/+0	100/+0/+0	+3/-1/+0	+5/+0/+0
Food	100/+0/+0	100/-1/+0	100/+0/+0	100/+0/+0	102/+1/+0	+3/-1/+0	+0/+1/+0
Housing, Rental	110/+0/+0	110/+0/+0	100/+0/+0	104/+0/+0	100/+1/+0	+5/-1/+0	+5/+0/+0
Utilities	105/+0/+0	105/+0/+0	100/+0/+0	105/+0/+0	115/+2/+0	+5/-1/+0	+5/+1/+0
Housing, Owned	105/+0/+0	105/+0/+0	100/+0/+0	106/+0/+0	102/+1/+0	+13/+0/+0	+10/+1/+0
Utilities	105/+0/+0	106/+0/+0	100/+0/+0	107/+0/+0	115/+1/+0	+5/+0/+0	+5/+1/+0
Hotel Rental/Expenses	100/+0/+0	102/-1/+0	100/+0/+0	98/+1/+0	103/+1/+0	+10/+0/+0	+8/+0/+0
Fuel	103/+0/+0	105/+0/+0	101/+0/+0	102/+0/+0	108/+1/+0	-5/-1/+0	+8/+1/+0

Personal Vehicles

Civilian, Ground	105/+0/+0	104/+0/+0	98/+0/+0	100/+0/+0	98/+0/+0	-5/-1/-1	+0/+1/-1
Civilian, Air	113/+0/+0	113/+0/+0	100/-1/+0	110/+0/+1	110/+1/+0	-3/-1/-1	+3/+1/-1
Civilian, Seagoing	100/+0/+0	100/+0/+0	100/+0/+0	103/+0/+0	124/+0/+0	-5/-1/-1	+5/+2/+0
Civilian, Spacecraft	104/-1/+0	105/+1/+0	100/-1/+0	110/+1/+1	115/+2/+0	-2/-1/+0	+10/+2/+0
Military, Unarmed	115/+0/+1	117/+1/+1	110/+1/+0	120/+1/+1	120/+0/+1	+0/-1/-1	+0/+0/+0
Military, IS-Armed	135/+1/+1	140/+2/+1	125/+3/+1	120/+3/+2	125/+2/+1	+0/+0/+0	+5/+1/+0
Military, Clan-Armed	195/+3/+1	205/+3/+1	200/+3/+1	185/+3/+2	220/+2/+1	+0/+0/+0	+15/+1/+0
Fusion-Powered	+10/+0/+1	+11/+1/+0	+10/+1/+1	+10/+1/+1	+12/+1/+0	-3/-1/-1	+5/+1/+0
ICE-Powered	-1/+0/+0	+0/-1/+0	-2/-1/+0	-5/-1/+0	-3/-1/+0	-5/-1/-1	+0/-2/-1

Medical/Survival Gear

Medical Kits	100/+0/+0	100/-1/-1	95/+0/+0	105/+1/+0	103/+1/+0	-5/-1/-1	+5/+1/+0
Cybernetic Limbs	112/+1/+1	112/+1/+0	114/+2/+1	130/+2/+2	150/+2/+0	-5/-1/-1	+15/+2/+0
Bionic Eyes/Ears	120/+2/+1	120/+1/+0	123/+2/+1	140/+3/+2	170/+3/+0	-5/-1/+0	+15/+2/+0
Other Medical Gear	100/+0/+0	100/-1/-1	100/+0/+0	100/+0/+0	105/+1/+0	-5/+0/-1	+8/+0/+0
Medical Services	100/+0/+0	100/-1/+0	100/+0/+0	108/+0/+0	115/+1/+0	-3/-1/+0	+15/+1/+0
Survival Kits	95/-1/+0	95/-1/+0	95/-1/+0	100/+0/+0	102/+0/+0	-5/+0/-1	+10/+1/+0
Other Survival Gear	95/-1/+0	95/-1/+0	94/-1/+0	103/-1/+0	100/-1/+0	-5/+0/-1	+8/+1/+0

Travel/Entertainment

Surface Travel	100/+0/+0	100/+0/+0	100/+0/+0	100/+0/+0	103/+0/+0	-5/-1/+0	+3/+0/+0
Atmospheric Travel	98/+0/+0	100/+0/+0	90/-1/+0	105/+0/+0	105/+1/+0	-5/-1/+0	+8/+0/+0
Oceanic Travel	102/+1/+0	103/-1/+0	100/+1/+0	108/+1/+0	103/+1/+0	-3/-1/+0	+5/+1/+0
Space Travel, In-System	100/+0/+0	101/-1/+0	100/-1/+0	105/+0/+1	110/+1/+0	+0/-1/+0	+10/+1/+0
Space Travel, Interstellar	110/+1/+1	111/+0/+0	102/+1/+0	115/+2/+1	120/+1/+0	+0/-1/+0	+10/+1/+0
Concerts/Theaters	100/+0/+0	100/-1/+0	100/+0/+0	115/+1/+0	105/+0/+0	+5/-1/+0	-3/-1/+0
Sporting Events	100/-1/+0	100/+0/+0	100/+0/+0	115/+1/+0	90/-1/+0	+10/-1/+0	-5/-1/+0

*Wages paid to servitors in the Capellan Confederation prior to 3052 go to the servitor's employer. After 3052, servitors are paid a minimum of 7 percent of the value of the service they provide (so if they perform 1,000 yuan worth of cleaning in a two-week period, they earn 70 yuan).

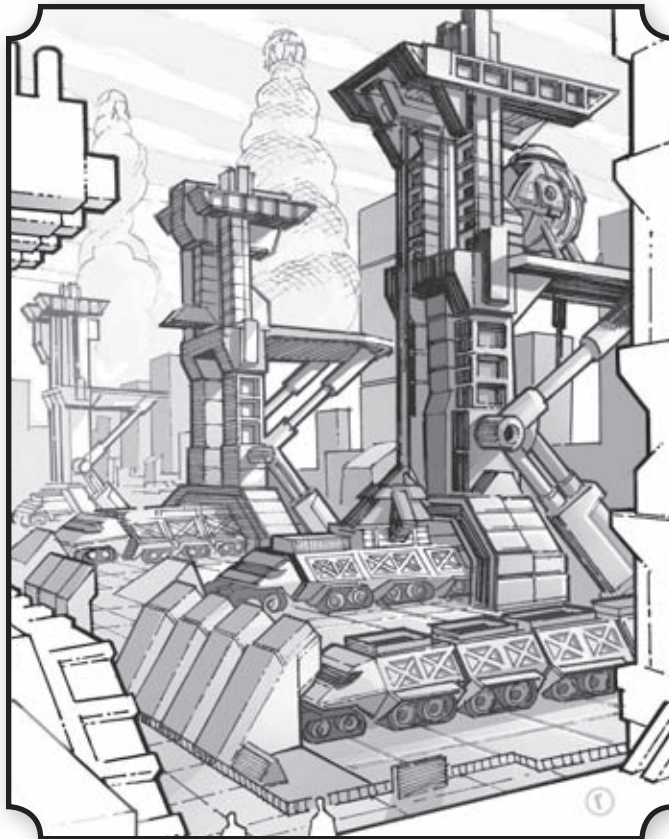
‡ Ballistic weaponry includes all Gauss, gyrojet and needler weapons not classified as support weapons.

protest. The Maskirovka is observing, but not yet quelling, such protests out of respect for Duchess Candace Liao. As with the Liao Commonality, there is an abundance of weapons and consumer frivolities, though the Maskirovka has taken much more draconian action in dealing with the weapons issue. Because many St. Ives Commonality citizens actively resisted the Confederation's reclamation of their worlds, weapons are strictly forbidden, and offenses against these regulations are harshly punished.

The Sian Commonality is doing reasonably well, slowly rebuilding its modest but solid economic base through trade and ongoing planetary development. The sacrifice of half its worlds to form the Victoria Commonality caused a severe disruption of the Sian Commonality's distribution system, and many of the smaller industries are still feeling out the best alternate methods. Even so, the status of the Sian Commonality as the Confederation's capital region ensures preeminence for its products, and exports have been high, especially to Liao Commonality worlds. Many of the latter, desperate to prove themselves "loyal" Capellan planets, are buying almost exclusively from Sian Commonality manufacturers. Shipping firms and transportation interests in both commonalities are doing gangbuster business, much of that helping to build new interests to support industry. The presence of the bulk of the directorship caste and not a few noble scions in this commonality means that the standard living is the best in the Confederation, at least for those with the means to support themselves.

The Victoria Commonality is experiencing unprecedented growth. The prestige of the new commonality capital has drawn investors from across the Confederation, making the expected Chancellory decrees unnecessary. As the gateway to the Confederation's Trinity allies, the worlds along trade routes to the Concordat and the Magistracy are reporting double-digit growth figures, and the nobles of that region are wallowing in tax revenues to rival those of the St. Ives and Capella commonalities. Of course, such growth does not come without cost. The Victoria Commonality is currently experiencing sharp price inflation of consumer goods as the various local nobles and potentates try to one-up each other in prestige. This infighting in high-end equipment has driven the value of low-end staples down somewhat, but not enough to threaten the market.

The table below shows average salaries for various economic and social classes in the Capellan Confederation by 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.

In many cases, the gamemaster determines into which categories a world may fall. Border worlds lie close enough to another state to have either significant cross-border trade, or (in the case of Capellan planets that border Davion space) beefier than usual military defenses. Major worlds consist of national capitals or major industry or trade centers. Backwaters, by contrast, are sparsely populated worlds largely lacking in major industries or even a native military defense force.

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, these factors also affect the local black market (if any). As always, the efforts of local law enforcement and the predominant needs of the planet's inhabitants can make the results vary 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 then 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 Capellan space. A character may negotiate these prices using the Negotiation/Commercial Skill, but gamemasters should 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 a character is in the Confederation, with all applicable modifiers multiplied together.

BLACK MARKET BASE COST TABLE

	Availability					
	A	B	C	D	E	F
Legality						
A	0.5	1	1.25	1.5	2.5	5
B	1	2	2.5	3	5	7
C	2	2.5	4	6	9	12
D	3	4	5	7	11	18
E	6	7	9	12	19	25
F	9	11	15	20	25	35

Additional Modifiers

Capellan Commonality	X0.99
Liao Commonality	X0.95
Sian Commonality	X1.02
St. Ives Commonality	X1.03
Victoria Commonality	X0.95
Major World*	X0.98
Hot Zone*	X1.20
Hostile Border*	X1.10
Periphery Border World*	X1.00
Green Zone World*	X0.90
Backwater	X1.05

*Hot Zone, Hostile Border, Periphery Border Worlds and Green Zone Worlds are described in the Confederation Border Crossing Results rules on p. XX. Major worlds serve as commonality capitals, or as centers of major industry (such as worlds that host the companies described in this book, or that can locally manufacture items of Tech Level D or better).

EXCHANGE RATE TABLE

Exchange Rates (as of 1 September 3067):

L-bill (yuan)	1
C-bill	2.01
D-bill (pound)	1.66
S-bill (kroner)	1.70
K-bill (ryu)	1.53
M-bill (eagle)	1.79
TC-bill (bull)	.50
MC-bill (dollar)	.50

ROLEPLAYING IN THE CAPELLAN CONFEDERATION

The following information for gamemasters and players of *A Time of War: The BattleTech RPG* campaigns covers other aspects of Confederation characters and life in the Capellan Confederation, and should be used to add local flavor to such campaigns and characters.

CONFEDERATION VALUES: WE'RE ALL IN THIS TOGETHER

At the core of every Capellan's life is the state: it is the be-all and end-all of their existence, or so the Capellan propaganda machine would have people believe. Since the eruption of nationalistic fervor through the *Xin Sheng* efforts of the early 3060s, however, this statement has become more true for a larger segment of the Capellan people. For the first time in decades, if not centuries, many Capellans feel a fierce pride in their nation, and that pride feeds into the notions of self-sacrifice and greater good that the Confederation has always stood for.

Life in the Confederation is surprisingly peaceful, given the centuries of warfare and want. Most citizens go about their daily lives as best they can, attempting to provide for their families and serve the state in whatever capacity it requires. The masses of Capellans who live without citizenship attempt to do the same, all the while seeking the one redeeming act that will grant them citizenship and a chance to advance. Since the reforms of *Xin Sheng* and the resultant period of growth and stability, most Capellans actually have that chance.

Centuries of being the underdog in the Succession Wars have made the Capellans a hardy people, accustomed to hard work with little reward. A laborer in a Capellan industrial facility goes to his job each day with the knowledge that his task is vital to the state's welfare and success; otherwise, his labor would not be wasted on it. From the most knowledgeable BattleMech designers to the lowliest refuse collectors, each member of Capellan society is a cog in the machine that is the Confederation. Though the Capellan system may not offer the material rewards of other societies, Capellan citizens receive less tangible but more important rewards: free

health care and education for their families; protection by the Capellan Confederation Armed Forces; and the benevolent leadership of the Celestial Wisdom, the Capellan Chancellor.

Corruption exists, of course. Many Capellan nobles are greedy, shallow specimens of humanity who use the power and authority the state grants them to aggrandize themselves or abuse the citizens placed under their care. Even in a realm as restrictive by Inner Sphere standards as the Confederation, those in authority (civil or military) have a large amount of autonomy, and that autonomy is easily exploited. When exposed, corruption is brutally purged, but this process is marred by the fact that almost all Confederation bureaucrats—the directorship caste—have grown to accept graft as a necessary part of the fabric of the state. Therefore, they punish one instance of corruption to enhance two others. Even in cases when a guilty party is made an example of, a legion of replacements is waiting in the wings, already waging economic or political battles to fill the newly created power vacuum.

Given the recent acquisitions of new territories, the Chancellor has decreed *Xin Sheng* as an ongoing process, designed to help welcome (or coerce) the newly liberated worlds back into the Confederation fold. The worlds of the Liao and St. Ives commonalities are the Confederation's future, capable of adding their impressive economic and military potential to the already powerful core worlds of the Sian and Capella commonalities. The former Sarna March remains a hotbed of pro- and anti-Liao sentiment, and while popular opinion appears to be solidly pro-Liao for the moment, one mistake by the Chancellor or his government could turn many of those former March worlds against them.

Most Capellans view the citizens of the nearby realms with a mixture of irritation and outright hatred. Generations of enmity between the Confederation and both the Federated Suns and the Free Worlds League mean that people on the worlds that border those realms have little respect for their fellow humans across the border. The détente with the Free Worlds League for much of the 3050s cooled this ire somewhat on League border planets, but the break between the Chancellor and his former fiancée, Isis Marik, has brought some of those tensions rumbling back. Reaction to the Trinity Alliance has been mostly favorable, though many Capellans quietly laugh at the absurdity of upstart Periphery nations assuming any sort of equality with a realm as proud as the Capellan Confederation.

REGIONAL VIEWS

Though most denizens of the Capellan Confederation share a sense of Capellan identity, each of the five commonalities have slightly different values, goals and outlooks on their place in the greater Confederation.

Sian Commonality

Most citizens of the Sian Commonality are so certain of their place in Confederation society that other Capellans often see them as haughty. Centuries of immigration by absentee nobles and the most ambitious members of the directorship have brought a higher percentage of Sheng to the Sian Commonality, and landholds



on commonality worlds are highly prized. The abuse of servitors is highest in this commonality as well. Despite Chancellor Sun-Tzu's reforms, the elitism of most Sian Commonality citizens makes it hard for them to be as "nice to the help" as other Capellans might.

Most Sian Commonality residents enthusiastically embraced *Xin Sheng*—especially its Han trappings—in order to curry favor with the government. Of all the commonalities, the people of Sian are least likely to sacrifice for the state; their ancestors did all the sacrificing necessary centuries ago. Now it's their turn to reap the benefits of that loyalty.

Capella Commonality

The Capella Commonality in 3067 is seething with resentment. For most of the Succession Wars, this commonality was an internal one, far away from the violent borders of Tikonov or Andurien. All that changed in 3029, when Hanse Davion drove to their doorstep and turned them into an armed border commonality. Capella Commonality citizens are proud of the strong defenses they so swiftly built, and of the thirty years' vigilant watch they kept until the Liberation of 3057 and the subsequent creation of the Liao Commonality pushed the Confederation's borders back.

Suddenly, in the view of many Capella Commonality citizens, their region went from a valuable border province to a stepping stone, with barely a thank-you for their decades of service and sacrifice. Traffic through the Capellan Commonality is nearly non-stop as people and supplies travel back and forth from Liao



Commonality worlds to core Sian Commonality planets. Even famed Capella, the birthworld of the Confederation, sometimes feels like a forgotten waypoint on the journey from Liao to Sian, and many Capella Commonality citizens are getting vocal in their dislike of this situation.

Liao Commonality

The Liao Commonality is the Confederation's emerging frontier—not in unexplored territory, but in unexplored opportunities. The worlds of this commonality spent the previous thirty years as vassals of the Federated Commonwealth and only recently returned to Confederation rule. What makes this region the new frontier is closely tied to that period of time.

The survivors of the Davion invasion had to adapt to being Davion subjects, but their children were raised that way—they have no concept of what it means to be citizens of the Confederation, and many are not adjusting well to the more ordered Capellan society. This presents opportunities for savvy Capellans, who have flocked to the new worlds anxious to help their new brethren adapt. Immigrants from the Sian Commonality especially are renowned for their knowledge of true Capellan custom—not the debased version Davion propaganda presented the locals with during their childhood.

Though resistance elements exist, for the most part the worlds of the Liao Commonality are diligently trying to reacclimatize themselves to Capellan rule—though they find some of the more esoteric aspects of Capellan society, such as the caste system, confusing and often distasteful.

St. Ives Commonality

In 3063, the St. Ives Commonality (then known as the *Xin Sheng* Commonality) was mostly occupied territory, though the steadfast acceptance of the Allard-Liao family and massive educational programs by the Capellan Ministerial have turned this hotbed of anti-Confederation sentiment into a slightly paranoid but mostly loyal region. In an effort to promote reintegration, the Chancellor approved massive resettlement initiatives that transplanted thousands of Capellan citizens to the former Compact worlds, which has leavened the number of radical elements.

Though the Maskirovka maintains a large and active presence in the St. Ives Commonality, Duchess Candace Liao's policies have somewhat minimized the impact. Most St. Ives natives have accepted reintegration into the Confederation and are attempting to become loyal Capellan citizens again, but outbreaks of terrorist-style resistance acts still occur despite being vilified and prosecuted by Duchess Candace's government.

Immigrants from other commonalities to St. Ives tend to receive guarded acceptance. Many transplants report relatively easy integration coupled with lingering hostility, but most analysts cite memories of the bloody fighting of 3060-3062 rather than secessionist fever as the cause of that response.

Victoria Commonality

The Victoria Commonality is the odd duck among the Confederation's five major regions. Split off from the Sian

Commonality in 3062, Victoria citizens are proud of their new status but aware that the rest of the Confederation regards them as a backwater. For the most part they accept this evaluation, happy not to identify with the elitist snobs of the Sian Commonality or the dangerous radicals of St. Ives or Liao. They prefer to forget the Capella Commonality—another sign of marginalizing that enrages citizens of the Capella Commonality when they hear of it.

The Trinity Alliance, as well as the prominence of the Shengli Arms factory on Victoria, is doing much to improve the Victoria Commonality's reputation, at least in the Sian Commonality (and to a lesser extent in St. Ives). With major trade routes connecting both Trinity allies passing through the Victoria Commonality, revenues are increasing every day. As imports from the Concordat and the Magistracy reach the worlds of the other commonalities, some Capellans are taking note of how those goods got to them, increasing the Victoria Commonality's exposure among core worlds. Most Victoria Commonality citizens, however, remain placid about their place in the Confederation. They know the value of the work they do, and if the rest of the Confederation doesn't, that's their problem.

The Disputed Territories and the Chaos March

Though the worlds of the Disputed Territories and the Chaos March are arguably not part of the Confederation, many Confederation citizens look on them as rightful Capellan possessions, and fully support the CCAF's mission of reclaiming them all for the Capellan realm. This sentiment is strongest in the Liao Commonality, as its worlds border both territories, but the same fervor runs strongly in the Capella and Sian commonalities as well. Depending on the prevailing attitude of the disputed world in question, its people may be vilified or supported in the Confederation. Worlds whose inhabitants are actively trying to return to the Confederation are welcomed, but those whose populations claim independence or allegiance to the Davions are derided as deluded at best, traitors at worst.

Many Capellans are activists in the region—civilian and paramilitary groups travel from world to world, attempting to convince them to return to the Confederation. The Capellan government and the Maskirovka are known to support both sorts of groups, though funding the remaining Zhanzheng de Guang cells on worlds in the Disputed Territories remains the Maskirovka's primary focus. The targeted planets occasionally lodge protests with the Capellan government, but most are ignored or replied to with platitudes about allowing worlds to choose their own governments.

CROSSING BORDERS

Travel by citizens within the Confederation is monitored, but not restricted. All citizens may travel for recreation, and relocation to another world is acceptable if ordered by the Ministry of Development—or at will, if one is a member of the entitled caste. Other Capellans must receive permission from their diem, though permission is often denied to past offenders or those deemed vital to the war effort. Mercenaries under contract to the Confederation (whether chartered or not) are afforded the same movement privi-



RULES ANNEX

leges as the entitled, and members of the CCAF in active service are not restricted except by their assigned duty. Diem-designated administrations handle travel visas; they exist as physical and digital documents, and are checked at every landfall (except for the few worlds in the Victoria Commonality that don't bother).

Worlds lying within one jump of uncharted space or Inner Sphere borders traditionally maintain close aerospace patrols, system sensor satellites and similar measures to watch for pirate or military incursions, or to check suspect freight vessels for contraband. These security measures protect Confederation worlds with a variety of responses, ranging from a casual inquiry on cargoes and flight plans, to brief detention pending inspection, to interception and possible seizure of the transport. Interdiction duties are formally a Home Guard function, but in high-profile systems like commonality capitals or important industrial worlds, front-line CCAF regiments perform these duties. On the few remaining worlds without a Home Guard presence, these duties are performed by planetary militias.

Any vessel that refuses to submit to a security search is regarded as hostile and may even be fired upon by local aerospace forces (or, lacking a suitable security force, flagged as a suspicious craft within the Confederation). Those who submit and have nothing to hide generally find a Customs search little more than a nuisance. Boarding parties in Capellan Confederation border systems are more rigorous than in the core worlds, and often include overt and covert Maskirovka operatives who search not just for contraband, but for evidence of espionage.

Vessels deemed uncooperative or hostile in Confederation systems can expect to be pursued by any available forces. Though Home Guard units often have scant aerospace resources, they can call on front-line CCAF forces that may be nearby, and most regiments that share garrison duties with Home Guard troops assign an alert-ready squadron for fast deployment. Most interdictions are carried out in space, with space-borne fighters or marine assault forces at the system's recharge stations. Where space assets are not available, uncooperative vessels will often find ground forces waiting for them when they land on a Confederation world. These troops will be ready for a fight, whether or not the offending vessel is looking for one.

Magistracy and Taurian-flagged vessels are granted expanded travel rights in the Confederation as part of the Trinity Alliance, and both realms' trading fleets are reaching deeper and deeper into the Confederation's interior as demand for their wares—mostly consumer goods—increases. Some traders—those from consortiums powerful enough to negotiate such contracts—even travel with Capellan Navy liaison officers or, in a few cases, a squadron of Capellan aerospace fighters.

The Victoria Commonality's Periphery border is currently undergoing a ragtag reinforcement as security and interdiction forces are reassigned to handle the increased ship traffic from both Trinity allies. The increase in shipping has made it much simpler for pirates and bandits to slip through Capellan border defenses, disguised as Magistracy or Taurian shipping. JumpShips entering Capellan space



can expect slowed Customs checks as the border security forces scramble to keep up with the higher volume of traffic.

In game terms, a border crosser (the JumpShip captain or the most prominent of the player characters aboard the border-crossing vessel) may determine the likelihood of an encounter during an attempt to cross any of the Capellan Confederation's many regional boundaries by making a modified Reaction Check. Additional modifiers may apply to this roll 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 numbers given in the Capellan Confederation Reaction Table during a border crossing appear in the Additional Reaction Modifiers section of the table.

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 2D6 and 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.

Capellan Confederation Border Crossing Roll Results Table

The Border Crossing Roll Results Table in this book works a little differently than the standard version. Encounter types are determined by regional border and the type of region into which player characters are moving: hot zones, hostile borders, no-man's land or green zones. Gamemasters should note that not all zones exist during all eras. Green zone worlds, for example, do not exist during the Succession Wars.

A hot zone is an active war zone, like the Federated Suns/Confederation border during the Fourth Succession War or the Liberation of 3057. It may also be an extremely tense DMZ-type area such as the de facto "border" between the Confederation and the Disputed Territories (where recent hostilities have made a trigger-happy response to unauthorized ship traffic highly likely).

A hostile border is a notch down on the danger scale from a hot zone, but still tense enough to get interesting. There's no active warfare going on, nor is it on the brink, but the region has enough history of mutual hostilities between powers that player characters are likely to get hassled when they try to cross over. Good examples include the Confederation/Free Worlds border near Andurien, or the border along the Federated Suns' Capellan March (especially for ships crossing into Liao space, which might easily be taken for Davion invaders).

Periphery border worlds lie on the edge of the Victoria Commonality that borders "uncivilized" space, and therefore are most heavily frequented by pirates as well as incoming traffic from the Trinity ally states. Any world along this border qualifies as such.

Finally, a green zone is any border region where relations between powers are fairly calm, such as the long border between the Confederation and the Free Worlds League during the period when Chancellor Sun-Tzu Liao was engaged to Duchess Isis Marik (3052-3060).

CAPELLAN CONFEDERATION BORDER CROSSING ROLL RESULTS TABLE

Modified 2D6 Result	Encounters (per Region Type Entered by Border Crosser)			
	Hot Zone	Hostile Border	Periphery Border	Green Zone
0 or less	Attacked!	Attacked!	Pirates!	Pirates!
1	Attacked!	Raiders!	Pirates!	Pirates!
2	Raiders!	Raiders!	Pirates!	Attacked!
3	Raiders!	Pirates!	Pirates!	Bandits!
4	Pirates!	Pirates!	Bandits!	Interception
5	Pirates!	Bandits!	Inspection	Interception
6	Bandits!	Interception	Attacked!	Conscription!
7	Interception	Interception	Attacked!	Inspection
8	Interception	Conscription!	Raiders!	Inspection
9	Conscription!	Inspection	Interception	Registered
10	Conscription!	Inspection	Interception	Ignored
11	Scrutiny	Scrutiny	Scout	Ignored
12	Scout	Registered	Ignored	Ignored
13 or more	Registered	Registered	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 national capitals, treat this as an <i>Attacked!</i> 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 national capitals, treat this as a <i>Raiders!</i> 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 <i>Interception</i>).
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 will result in the scrambling of interceptors to take the vessel(s) by force (see <i>Interception</i>). If there is no military or local crisis, treat this result as an <i>Inspection</i> .
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 (see <i>Inspection</i>).
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.

RULES ANNEX

CAPELLAN CONFEDERATION REACTION TABLE

2D6 Roll	Reaction Type	Reaction Result Modifier
0 or less	Extremely Negative	-3
1-4	Negative	-1
5-8	Neutral	0
9-12	Positive	+1
13 or more	Extremely Positive	+2

Reaction Roll Modifiers

Receiving Character Origin

Reacting Character

Origin	SC	CA	LC	ST	VC	DP	LA	DC	FW	CM	FS	FRR	CL	CS	WB
Sian Commonality	+1	+0	+1	-1	-1	-2	-0	-0	-1	-1	-3	+0	-2	-2	+1
Capella Commonality	+0	+1	+0	-1	+0	-2	-0	-0	-1	-1	-3	+0	-2	-1	+0
Liao Commonality	+2	+1	+1	-0	-0	-2	-1	-0	-0	+2	-1	+0	-2	-1	+1
St. Ives Commonality	-1	-1	-0	+2	-0	-2	+1	-0	-0	-1	+1	+0	-2	+1	-1
Victoria Commonality	-1	-1	-1	-1	+2	-1	-0	-0	-1	-0	-2	+0	-2	-1	+2
Periphery Border	-1	-1	-1	-1	+1	-1	+0	-0	-1	-0	-2	+0	-2	-2	-1
Davion Border	-1	-1	+0	-1	-1	-2	-0	-0	-0	-1	-2	+0	-2	+0	+1
Marik Border	-1	+0	+0	-0	-1	-2	+0	-0	-1	-2	-1	+0	-2	+0	-1
Disputed Territory Border	-1	-2	-1	-1	-1	-2	+1	-0	-1	+1	-2	+0	-2	-1	-1

Receiving Character Origin Key:

SC = Sian Commonality	CL = Clan	CS = ComStar	CA = Capella Commonality	DP = Deep Periphery	WB = Word of Blake
LC = Liao Commonality	DC = Draconis Combine	ST = St. Ives Commonality	FW = Free Worlds League	VC = Victoria Commonality	CM = Chaos March
FS = Federated Suns	LA = Lyran Alliance	FRR = Free Rasalhague Republic			

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 Trinity Ally	+2
Border crosser is Mercenary/Friendly Military	+2
Border crosser vessel is Military Class	-1
Border crosser Connection Trait used*	+1/level
Border crosser has Enemy/Negative 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 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 crossings	-3 (+1/month since failure, max 0)

*To be relevant, the Connection Trait must be applicable to the Confederation and must be extensive enough to influence the locals. The border crosser must make a successful Protocol Action Check, adding the value of the Trait to the roll result.

†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 Performance Action Check with a -2 roll modifier (plus any reaction modifiers from the Capellan Confederation Reaction Table). This Action Check roll 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 Capellan Confederation 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 applies the margin of failure (MoF) to the border-crossing check roll.

§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.

CAPELLAN CONFEDERATION ADVENTURE HOOKS

The worlds of the Capellan Confederation run the gamut from prosperous planets to tiny settlements to near-wilderness worlds. Depending on local conditions, varying amounts of turmoil may be brewing beneath even the most placid surface, offering plenty of potential trouble in which player characters can become enmeshed. Below are some plot hooks for gamemasters and players to consider when campaigning in the Capellan Confederation (or with Capellan characters).

All Politics Is Local

Politics in the Confederation is full-time job, and a way of life for the directorship caste. From petty office politics to industrial espionage to grand interstellar maneuvering, almost every Capellan is in some way aware of the political environment around them, and their culture reflects that. A state that sees the individual as subordinate to it—but is still composed of human beings who are by nature greedy, individualistic creatures—is almost custom-made for political intrigue. The ruthless reaction to military dissent makes almost any dissent political as an act of pure survival (not that political dissent always turns out that way).



In any era, the obvious political move is to find some way to profit from the current Chancellor's policies, a practice that such policies may either aid or impede. During the reign of Dainmar Liao, for example, nearly every member of the Sheng and not a few common citizens managed to manipulate the weak-willed Chancellor and his equally inept government into letting them make fortunes for themselves. During the reigns of the more competent Chancellors, such as Aleisha or Sun-Tzu Liao, political maneuvering takes a more devious route, but a canny character can still manipulate the system to enrich himself—or destroy his enemies, as the case may be.

The Confederation is run mainly by the massive Ministerial, which gives player characters access to nearly every level of the Capellan government. Campaigns run on economic bases or caste disputes, or involving nearly any facet of government, can be set on almost any world. In addition, the reintegration of the St. Ives and Liao worlds is causing any number of disputes that player characters can take advantage of, and the influx of Taurian and Magistracy goods and peoples makes for even more hooks.

Big Brother Is Watching

The Maskirovka is a constant companion in the Confederation, and will most likely influence almost any player campaign. Despite its fearsome reputation, it is for the most part a competent organization devoted to the Confederation's defense—at least according to official policy. The danger is that the Maskirovka offers its agents wide operational latitude, and some agents are more zealous than others.

If the players are Capellan or Capellan-oriented, the Maskirovka may be watching them for signs of disloyalty. The secession of the St. Ives Commonality in the Fourth Succession War and the infiltration of Justin Xiang-Allard are still fresh in the Mask's operational memory, and they take betrayal seriously. Conversely, if the players can convince the Mask that they are working in the Confederation's best interests, they may gain allies, contacts or help if they need it. If they are working against the Confederation, they may find the Maskirovka a maniacal enemy that will go to almost any lengths to stop them. Maskirovka executives are far more forgiving of mistakes that result in success—and the Confederation comes before any one citizen. Or ten.

Cutthroat Advancement

For a realm that claims to put the needs of the state ahead of the individual, Capellans are just as individualistic and greedy as any other people. The hereditary Sheng nobility, for example, are always on the lookout for ways to enrich themselves, either with more valuable titles or greater lands. Sun-Tzu Liao's revocation of his mother's seizure of all personal property only made things worse, as the nobles (and no few rich commoners) scrambled to acquire as much of the "seized and abandoned" property now available.

Player characters may easily get involved in schemes to undermine a fellow nobleman or caste member even while fulfilling an entirely different mission. Capellans are nothing if not opportunis-

tic, and if they can sense a way to profit from a situation, they will. Missions of this type offer rich gaming environments, as they can easily involve any number of hooks: Maskirovka agents curious about the goings-on in which the characters are involved, competing interests, official notice from a diem or refractor looking to reinforce his or her own power, or even enemy action.

Jolly Rogers

Pirates are a nasty fact of life in the Inner Sphere, offering plenty of opportunity for pirate-themed adventures. Player characters may be hired to protect just about any Capellan Confederation planet from bandit raids, particularly outlying worlds like Repulse (Victoria Commonality), Brighton (St. Ives Commonality), Aldebaran (Liao Commonality) or any of the planets that border other Successor States.

The worlds of the Disputed Territories and the Chaos March are rife with pirate activity. The lack of centralized authority in those regions has drawn a massive influx of buccaneers and bandits anxious to profit from the subpar defenses and hiding in the confusion of the ever-changing matrices of loyalty. Most of these bands strike any target within range, be they other independent worlds or worlds reclaimed by the Capellan Confederation or the Federated Suns. The massive migrations of populations seeking to escape the carnage make for easy sources of information and ready-made cover for scouting missions, and player characters might be hired to escort or infiltrate such migratory convoys to deal with the pirates. Alternatively, many sponsored mercenary campaigns hide in these population movements or use them as cover to move from world to world. The Maskirovka is always present as well, supporting the remnants of the Zhanzheng de Guang that still operate on many worlds.

The Victoria Commonality has always been a target for pirate raids, and the establishment of trade routes has done little to discourage these attacks. If anything, they have increased as the added traffic through commonality worlds has overworked the understaffed Customs departments in those systems, making it easier for pirates to slip through. Player characters may be tasked to assist such Customs units, or perhaps to test Capellan defenses by infiltrating the realm through the Periphery borders. Also, each of the Trinity Alliance signatory states must be kept under constant low-level observation to make certain they are upholding their sides of the treaty agreements. During peak trading seasons, this can be a labor-intensive job that attracts its fair share of pirates.

Attacked!

The Capellan Confederation has always been the smallest—and consequently, viewed as the weakest—of the five Successor States. Because of that, any realm within reach has consistently attacked it, including Periphery realms like the Magistracy of Canopus and breakaway states like the Duchy of Andurien. Perennial enemies like House Davion's Federated Suns subject the worlds of the Confederation to near-constant raids and assaults, and player characters operating on worlds within reach of Davion space can easily be caught in such an attack and have to choose sides—sometimes

RULES ANNEX

even when working for Capellan interests. After all, if the estate of your employer's rival is under attack, do you rush to his defense or allow the Davions to do your work for you?

BATTLETECH RULES

The following rules supplement those in *Total Warfare (TW)*, *TechManual (TM)* and *Tactical Operations (TO)*, 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 UNIT TYPES

The following are new battlefield unit types available in the Confederation. Unless otherwise stated, they follow the rules laid out in *Total Warfare (TW)*, *TechManual (TM)* and *Tactical Operations (TO)*.

MINELAYER INFANTRY

Though the Confederation's battle armor corps has become synonymous with minefields thanks to the integral mine-laying equipment built into Fa Shih powered armor, the idea did not come from nowhere. Specialist infantrymen have been trained to lay minefields for centuries, but not until the tribulations of elastic defense was the doctrine solidified in modern times. The minelayer units of the Capellan Confederation are the most well known of these troop types. Though many squads of these troops appear in front-line formations, the bulk of these specialists serve in Home Guard garrisons.

Game Rules

Minelayer squads and platoons follow the rules for Combat Engineers (pp. 340-341, *TO*) for maximum size and construction. They may be armed only with small/standard weapons such as rifles because of their bulky mine-laying equipment. Mine-laying platoons may be of any motive type except Mechanized: VTOL, but suffer a -1 MP modifier (to a minimum of 1 MP) before they have placed their mines. (After deploying mines, the unit may move normally.)

Minelayer infantry operates in a fashion similar to Demolitions Engineers. When deploying a minefield, the mine-laying squad or platoon may not engage in any other movement or combat actions for two turns. If the unit is forced to move or is successfully attacked while laying mines, the unit's controlling player must roll 2D6. On a result of 2 or 12, the undeployed mines will explode, causing 1D6 casualties to the mine-laying unit. On any other result, the minefield is considered deployed and is activated during the End Phase of the turn. Mine-laying platoons can lay any type of minefield except EMP mines or space mines, but each platoon's minefield has a maximum damage potential of 6 points (half as much, rounded up, if the unit is forced to move or is otherwise interrupted before finishing its task). The full amount of minefield damage possible (based on platoon size) is shown in the Mine-laying Infantry Damage Table.

Mine-laying platoons may combine their minefields (see *Combining Minefields*, p. 210, *TO*).

Minelayer infantry units successfully attacked before they have deployed any mines must also roll 2D6 to see if their mines explode prematurely. Once again, if the roll results are 2 or 12, the mines detonate and cause 1D6 casualties. If this occurs before laying any mines, the minelayer infantry may not deploy its minefields and functions as if it has already deployed its mines. Each soldier in these troops typically carries an Imperator AX-22 assault rifle and a special man-portable mine dispenser, in addition to Capellan standard armor and gear. These troops are most commonly fielded as

CAPELLAN MINE-LAYING INFANTRY RANGE MODIFIERS

Range	0	1	2	3	4	5	6
To-Hit Modifier (Imperator AX-22)	-2	0	+2	+4	—	—	—

Capellan Mine-laying Infantry Damage Table

Number of Troopers	Maximum Weapon Damage*	
	AX-22	Mines
1	1	0
2	1	1
3	2	1
4	2	1
5	3	2
6	3	2
7	4	2
8	4	2
9	5	3
10	5	3
11	6	3
12	6	4
13	7	4
14	7	4
15	8	5
16	8	5
17	9	5
18	9	5
19	10	6
20	10	6

*Infantry damage is always applied in 2-point damage value groupings.

Mine-laying Infantry Weight, Cost and BV Table

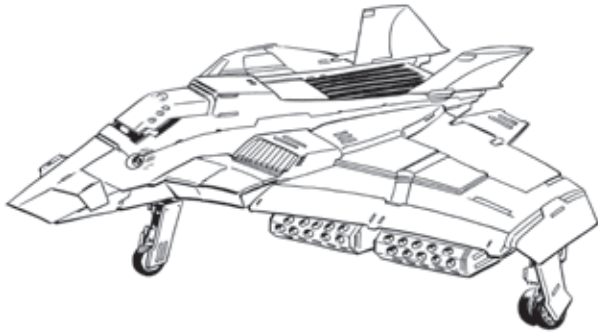
Equipment Construction Data	Tech Base (Availability)	Weight*	Cost*	BV*
Infantry Mine-laying Equipment (Offensive)	C/E-D-B/D	+0.1	+200	+0.375

*per trooper

Platoon Type	Tons per Platoon	Cost per Platoon (C-bills)*	BV*
Capellan Mine-laying Platoon (Motorized)	6.5	1,865,904/9,329,523	47/65

*Number to the left of the slash indicates Cost and BV without Anti-Mech Training. The number to the right of the slash indicates Anti-Mech Training.

motorized infantry.



C-904 KATYA GROUND ASSAULT CRAFT

Mass: 30 tons

Chassis: Mujika Aerospace Type 4.1

Power Plant: Rawlings 210 Air Turbine

Cruising Speed: 76 kph

Flanking Speed: 119 kph

Armor: Mujika AeroShell Light

Armament:

2 GM MiniStorm Light Machine Guns

4 Ceres Cr-15 Rocket Pods

Manufacturer: Ceres Metals Industries

Primary Factory: Tikonov, Capella

Communications System: Duoteck 20

Targeting and Tracking System: Radcom T5

Overview

The reintegration of the St. Ives Commonality returned aerospace manufacturer Mujika Aerospace to the Confederation. Mujika, which had long produced the Guardian fighter-bomber, was on the brink of selling the molds and manufactories for the airframe in 3063 as unprofitable. The St. Ives Military Command had never accepted the Guardian's worthiness as a combat unit on the modern battlefield, but sales to planetary militias, Home Guard formations and mercenary units kept the production line operating at half-schedule for a number of years. In the wake of St. Ives' return, representatives from Ceres Metals' Confederation division approached Mujika with a request to license much of the Guardian's airframe. Eager to appease the Confederation's Ministry of the Military, Mujika sold Ceres an inexpensive license agreement and began dismantling the Guardian production lines. With Ceres producing the airframe, there was little chance Mujika could remain competitive.

Ceres had little interest in the Guardian, however—only in its components. In 3064, the first airframe took flight in an air show on Capella, showcasing the new Katya ground assault craft, a strike fighter designed for defensive missions against invading armies.

Capabilities

The Katya shares many components with the Guardian, which was Ceres' intent from the start. Despite its weaknesses, a large logistical network already existed to support the Mujika airframe.

By using many of the same components, Ceres could guarantee logistical support to all buyers simply by adding volume to the existing network. The Strategios immediately saw the value of this and ordered several hundred airframes to spread around the Confederation in test packets.

At thirty tons, the Katya is a medium-weight conventional fighter, but it matches the Guardian in speed and exceeds it in first-strike firepower. A Rawlings air turbine—the same brand as the Guardian's—powers the Katya. The aircraft's limited armor, frame and electronics also match the Guardian, though the Katya's electronics make training pilots much easier. Software upgrades bring Guardian simulators in line with the Katya's performance characteristics.

Ceres engineers designed the Katya as a ground-strike fighter, intended to make a single bombardment pass and return to rearm and refuel. Centuries of data from the Succession Wars prove that lightly armored aircraft that loiter around the battlefield tend to be destroyed, so Ceres removed the temptation to loiter. With only two tons of fuel, the Katya has short legs—but she also packs a powerful punch.

Four bundles of Cr-15 rockets are mounted beneath the wings. This tremendous rocket volley is normally directed at a single target during a strafing run, though several pilots have been known to launch only half their volleys and then turn and attacking again from the opposite direction before returning to base. For defensive firepower, the Katya sports a dual-mount light machine gun bundle in the nose, useful for distracting enemies or scaring off sappers trying to infiltrate Capellan airfields.

Deployment

Ceres has enough confidence in the Katya to have begun standard production at Tikonov and Capella. The Tikonov production lines are dedicated to fulfilling the Strategios' test program, but Capella's airframes are being marketed to the Confederation's Trinity allies and Confederation-affiliated mercenary commands. The Concordat and the Magistracy have expressed guarded interest in the Katya, though both realms currently deploy home-grown aircraft to compete.

In the Confederation, an entire wing has been sent to the planet Liao for evaluation flights with the Hell's Black Aces, the acknowledged experts in all things aeronautical. The remaining evaluation squadrons have been distributed to every Home Guard unit in Confederation space. The Ministry of the Military's standing orders regarding the Katya have been to "...break in the aircraft, including breaking the aircraft..." to test its hardiness. So far, the Katya is standing up to the tests.

Variants

The Capella Home Guard is currently testing a pair of alternate configurations for the Katya—one mounting two Cr-20 pods in place of the four Cr-15s, and a second with 8 Cr-10s. Though the design team felt the Cr-15 offered the best compromise of firepower and flexibility, the Home Guard on Capella is shaking out both variants. Ceres Metals' third-quarter report mentioned preliminary design work on a long-range strike fighter, which is rumored to re-

RULES ANNEX

move the paired MiniStorms in favor of greater fuel space, but that variant has not progressed past initial design and feasibility stages.

C-904 Katya Ground Assault Craft

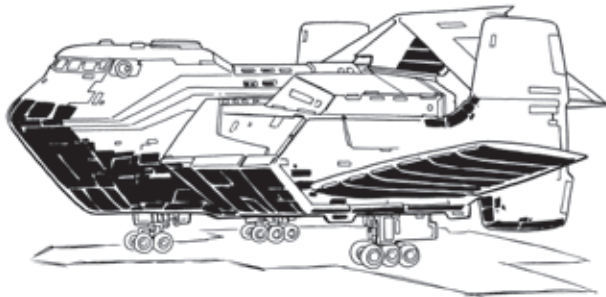
Type: Military Aerodyne

Technology Base: Inner Sphere (Conventional)

Tonnage: 30

Equipment		Mass
Engine:	210 Turbine	18
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	0	0
Fuel:	320	2
Controls:		3
Power Amplifiers:		0
Armor Factor:	24	1.5
Armor		
Value		
Nose	10	
Wings	5/5	
Aft	4	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Light Machine Guns	N	1	0	1	—	—	—
Ammo (MG) 100	—	0.5					
2 RL/15	RW	2	0	9	9	—	—
2 RL/15	LW	2	0	9	9	—	—



MÓWÁNG-CLASS COURIER

One mark of prestige among Inner Sphere nobility is the ownership of personal space vessels. Powerful lords and dukes often vie for the most prestigious vessels—lavish *Monarch*-class DropShips, custom-appointed *Scout*-class JumpShips, even military craft. Duke Hassid Ricol of the Draconis Combine was famous for being the only man to own a *Behemoth*-class DropShip. The nobility of the Confederation are no less petty in their games of one-upmanship, but the Confederation often lacked the resources to provide them with access to the largest spacefaring vessels. Instead, many turned to personally commissioned intra-system craft that could

move them from planet surface to jump point (or between planets). As the power of the diems increased during the Succession Wars, many of these non-noble but still high-ranking individuals appropriated the same practices.

The *Mówáng* is a personal courier vessel most commonly used by diems with multi-planetary systems to travel between worlds in comfort and privacy. A small craft of a hundred tons, it carries the diem and two favored assistants in extreme comfort, each with private accommodations and enough cargo capacity to move nearly any personal goods (or contraband) the diem wishes. The vessel's three-man crew is always selected for their discretion and loyalty to the diem.

Mówángs are found in almost every duchy and warren in the Confederation. The vessel has no specific manufacturer—the House of Scions deemed the design an open license in 2835 and encouraged worlds to begin constructing their own. The craft itself is relatively simple and well within the wherewithal of any sufficiently technological world to produce, though poorer worlds often choose to import them. With a price tag barely exceeding 3.5 million C-bills (just over 7 million yuan), this type of ship is not particularly expensive.

Mówáng-class Courier

Type: Civilian Aerodyne Small Craft

Technology Base: Inner Sphere

Introduced: 2835

Mass: 100 tons

Dimensions

Length: 22 meters

Width: 18 meters

Armor

Nose: 16

Wings: 16

Aft: 16

Cargo

Bay 1: Cargo (5.5 tons) 1 Door

Fuel: 21 tons (1,680 points/11.41 burn days)

Heat Sinks: 0

Safe Thrust: 4

Max Thrust: 6

Structural Integrity: 6

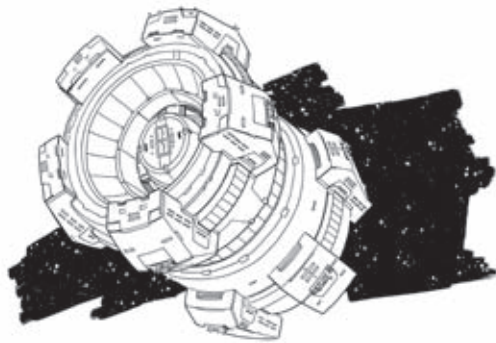
Crew and Passengers:

3 crew

1 first-class passenger, 2 steerage passengers

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
None	—	—	—	—	—	—	—

Notes: Equipped with 2.5 tons of standard armor.



CRUCIBLE STATION

The Maskirovka has perhaps the most ruthless reputation of all the Inner Sphere intelligence agencies, and none of their divisions are more feared than their interrogators. Because of this reputation, enemy intelligence agencies have spent considerable effort over the years locating and scouting the Maskirovka's interrogation centers with an eye toward rescuing captured agents or simply destroying the facility. Often, this task is aided by nearby civilians or by escaped prisoners. In 3060, the Maskirovka decided it needed a more secure facility, and chose the deadly vacuum of space as its best defense.

Dubbed Crucible Station at its activation in 3065, this 6,000-ton station near Sian is the Maskirovka's most modern interrogation facility. It hangs in an isolated orbit around Nuwa, one of Sian's moons, and is defended by a dedicated (and well hidden) squadron of moon-based interceptors. The Maskirovka counts on distance as its main defense—Sian is rarely attacked, and any infiltrator vessels are unlikely to penetrate the jump point's defenses. The station's integral defenses are minimal but effective against light craft.

Almost a half-kilometer long, Crucible maintains six grave decks, each 185 meters in diameter, that house all the interrogation rooms and administrative areas. Berthing is included for six small craft—normally intra-system craft like the *Mówáng* courier or ST-46-style shuttles. To reduce the risk of escape, no craft are permanently assigned. In addition, Crucible carries a massive 500-ton fuel bunker, making re-supply rare and helping to keep the station's location hidden.

The station's normal Maskirovka complement is a dozen senior analysts and forty interrogators. Security is maintained by a full battalion of CCAF marines, who are responsible for the rare movement of all 300 prisoners. Each prisoner is held in a solitary cell with interrogation facilities built in, making it unnecessary to move the prisoners from cell to interrogation room. Instead, interrogators move from cell to cell as needed.

Though only in operation for a little more than eighteen months, Crucible has already become home to some of the highest-profile prisoners in the Confederation, individuals deemed too dangerous to be put in the general population of Brazen Heart or one of the other penal colonies. A number of dissidents from the St. Ives and Liao commonalities are also rumored to be aboard, though that

cannot be confirmed. No prisoner has ever returned from Crucible Station—once assigned there, they simply disappear.

Crucible Station

Type: Space Station

Technology Base: Inner Sphere

Introduced: 3065

Mass: 6,000 tons

Dimensions

Length: 400 meters

Width: 450 meters

Fuel: 100 tons (1,000)

Tons/Burn-day: 0.282

Heat Sinks: 150 Double

Structural Integrity: 1

Armor

Nose: 20

Fore-sides: 20

Aft-sides: 20

Aft: 20

Cargo

Bay 1: Small Craft (6) 2 Doors

Bay 2: Infantry (foot) Platoons (9)

Bay 3: Cargo (550 tons) 2 Doors

Grav Decks: 2 (450-meter)

DropShip Capacity: 0

Life Boats: 6

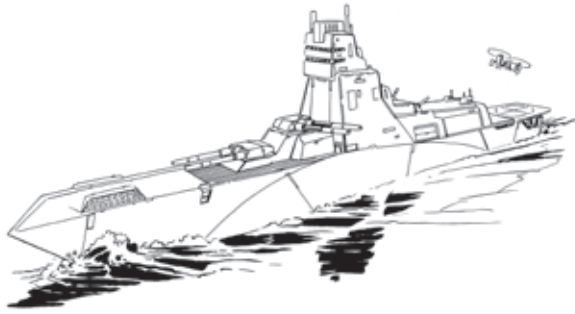
Escape Pods: 40

Crew: 9 officers, 39 enlisted/non-rated, 8 gunners, 12 first-class passengers, 40 second-class passengers, 300 steerage passengers, 282 bay personnel

Ammunition: 8 tons SRM-6 (120 rounds)

Notes: Carries 75 tons of standard armor.

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (94 Heat)					
3 ER Large Lasers	2 (24)	2 (24)	2 (24)	—	Laser
3 Small Pulse Lasers	1 (9)	—	—	—	Point Defense
2 SRM-6	2 (16)	—	—	—	Missile
FL/FR (94 Heat)					
3 ER Large Lasers	2 (24)	2 (24)	2 (24)	—	Laser
3 Small Pulse Lasers	1 (9)	—	—	—	Point Defense
2 SRM-6	2 (16)	—	—	—	Missile
AL/AR (94 Heat)					
3 ER Large Lasers	2 (24)	2 (24)	2 (24)	—	Laser
3 Small Pulse Lasers	1 (9)	—	—	—	Point Defense
2 SRM-6	2 (16)	—	—	—	Missile
Aft (94 Heat)					
3 ER Large Lasers	2 (24)	2 (24)	2 (24)	—	Laser
3 Small Pulse Lasers	1 (9)	—	—	—	Point Defense
2 SRM-6	2 (16)	—	—	—	Missile



ANDRYUSHA-CLASS BOMBARDMENT FRIGATE

During the Liberation of 3057, a number of worlds in the Liao Commonality were freed from the Federated Suns. Though held under the thumb of Hanse Davion and his heirs for a generation, a number of loyal Capellans had joined the various militias and planetary militaries of the former Tikonov Commonality worlds, and when the rightful rulers of those worlds returned, they gladly turned over their equipment.

On Liao, this included three *Rapier*-class patrol destroyers recently arrived in the Cyntheryen Sea. All three captains decided to dock their destroyers and surrender to the Warrior House troops liberating the world rather than see the ships sunk, and the Ministry of the Military appropriated the hulls. In 3065, Liao's Home Guard acquired them and began an ambitious refit program, designed to provide coastal areas (including several homes of prominent members of the House of Scions) with extra support in the event of a Davion counterattack. Designated *Andryusha* bombardment frigates, the three hulls were dry-docked near the Kurnath Liao Memorial Naval Base for eighteen months.

Shipfitters at Kurnath removed the *Rapiers'* turrets and gutted much of the interior, removing the infantry bays and doubling the berthing to accommodate a full squadron of VTOLs. Each of the *Rapiers'* three turrets was replaced with a paired Long Tom barrette, which gives the *Andryusha* a fearsome six-barrel broadside. The rear-facing laser positions were upgraded to extended-range PPC emplacements. The missile and torpedo armament was left intact, and the first vessel—LNS *Nikita*—left dry dock in mid-3067 for her shakedown cruise.

In exercises, the *Andryusha* has proven a fearsome opponent. Her extensive communications facilities allow her to accept targeting data from units on land or from any of her six integral spotter VTOLs. Exercises with the Dynasty Guard have shown her to be susceptible to air attack, and though *Nikita* is barely two months from leaving dock, the Liao navy design bureau is contemplating attempting a carrier conversion on the third *Rapier* hull—the former FSS *Duladier*—or simply purchasing a dedicated carrier hull to support the three-ship *Andryusha* division.

Andryusha-class Bombardment Frigate

Chassis Type: Naval Vessel (Large, Template C)

Mass: 8,500 tons

Equipment Rating: E/X-X-F/E

Equipment		Mass
Chassis/Controls:	Standard	1,843
Engine/Trans:	Electric (Fuel Cell)	1,997
Cruising MP:	5	
Flanking MP:	8	
Heat Sinks:	52	52
Fuel:	8,347 km	2,500
Turrets (3):		6
Armor Factor (BAR 10):	514	29
	Internal Structure	Armor Value
Front	35	60
Front R/L Side	35	55/55
Rear R/L Side	35	53/53
Rear	35	53
Turret (x3)	35	55

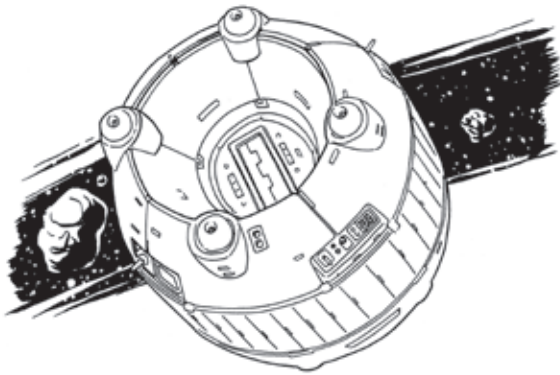
Weapons and Ammo	Location	Tonnage
1 Long Tom	Turret (1)	30
1 Long Tom	Turret (2)	30
2 LRM-20	Front	20
1 LRM-20 (Torpedo)	Front Left (2)	10
1 LRM-20 (Torpedo)	Front Right (2)	10
1 ER PPC	Rear Left (4)	7
1 ER PPC	Rear Right (4)	7
Ammo (Long Tom) 150	Body	30
Ammo (LRM) 36	Body	6
Ammo (LRT) 24	Body	4
Advanced Fire Control	Body	15

Crew: 22 officers, 48 enlisted/non-rated, 58 gunners, 15 bay personnel

Cargo

1,052 tons Standard (Body) 2 Doors (Rear Left, Rear Right)
6 Light Vehicle Bays (300 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)



HONG LUNG INTERDICTION STATION

The penal moon of Brazen Heart was one of Maximilian Liao's favorite destinations for the criminals (some guilty, some not) who displeased him. He ordered the moon's defenses strengthened after almost every visit, fearing a prisoner might overpower one of the few supply ships that touched down on the surface and escape. His paranoia came to a head in 3022, when he ordered the construction of eight interdiction stations around the moon. The Capellan Science Foundation responded with the *Hong Lung* interdiction station.

Based on outdated capital system defense stations from the Star League era, CSF designers based the *Hong Lung's* armament on disablement and capture. A full company of marines is stationed on each *Hong Lung*, with a pair of assault shuttles to move them toward an escaping ship, while each facing of the cramped, sixty-meter spherical station carries an identical anti-shipping battery: a quad-mount PPC battery for smashing hulls, supported by a bank of long-range missiles for interdiction, and a battery of medium lasers for close-in defense. The CSF engineers planned for a *Hong Lung* to hold its own against any DropShip up to a *Union*-class military transport.

The prototype *Hong Lung* was declared operational above Brazen Heart's northern polar cap in 3024, with follow-on construction to commence immediately. By the time of the Davion invasion that launched the Fourth Succession War, three additional *Hong Lungs* had been built, but the war effort and the secession of the St. Ives Commonality ended further construction. The St. Ives military mothballed the stations when they closed the Brazen Heart penal facility in the 3030s. Three of the stations survived until the reclamation, and the Maskirovka has reactivated all of them.

Though further construction has not yet been funded, a feasibility team of inspectors recently arrived from Sian to determine the usefulness of the *Hong Lungs* as close-orbit planetary defense platforms. Research requests have been circulating, slated for increasing the defenses at the Aris Yards above Necromo; the Strategios appears likely to consider building upgraded *Hong Lungs* as a *Xin Sheng* effort before long.

Hong Lung-class Interdiction Station

Type: Space Station

Technology Base: Inner Sphere

Introduced: 3024

Mass: 2,000 tons

Dimensions

Length: 60 meters

Width: 60 meters

Fuel: 54 tons (540)

Tons/Burn-day: 0.282

Heat Sinks: 79

Structural Integrity: 1

Armor

Nose: 16

Fore-Sides: 16

Aft-Sides: 16

Aft: 16

Cargo

Bay 1: Small Craft (2) 1 Door

Bay 2: Cargo (152 tons) 1 Door

Bay 3: Infantry (foot) Platoons (3)

Grav Decks: 1 (60-meter)

DropShip Capacity: 0

Life Boats: 2

Escape Pods: 8

Crew: 9 officers, 36 enlisted/non-rated, 12 gunners, 10 bay personnel

Ammunition: 16 tons LRM-20 (96 rounds)

Notes: Carries 60 tons of standard armor.

Weapons:	Capital Attack Values (Standard)				Class
Arc (Heat) Type	Short	Medium	Long	Extreme	
Nose (94 Heat)					
4 PPCs	4 (40)	4 (40)	—	—	PPC
2 LRM-20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	Missile
6 Medium Lasers	3 (30)	—	—	—	Laser
FL/FR (94 Heat)					
4 PPCs	4 (40)	4 (40)	—	—	PPC
2 LRM-20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	Missile
6 Medium Lasers	3 (30)	—	—	—	Laser
AL/AR (94 Heat)					
4 PPCs	4 (40)	4 (40)	—	—	PPC
2 LRM-20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	Missile
6 Medium Lasers	3 (30)	—	—	—	Laser
Aft (94 Heat)					
4 PPCs	4 (40)	4 (40)	—	—	PPC
2 LRM-20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	Missile
6 Medium Lasers	3 (30)	—	—	—	Laser

• A •

Acquisitions and Training, 102
Administration and Finance, 102
adventure hooks, 158-60
Age of War, 18
 timeline, 24
agricultural dependence, 70
Aldis Industries, 132
Allard, Justin Xiang, 42-46, 48, 50-52,
 77, 81, 95, 159
Allard, Quintus, 43
Allard-Liao, Kai, 65, 81, 95
Amaris, Stefan, 23, 26
Andryusha, 164
Andurien, 47-48
Anton's Revolt, 37
Apple-Churchill brand
 personal mine detector, 145
 personal surveillance kit, 145
 VTOL, 148-49
Ares, 72
Ares Conference, 19
Ares Conventions, 18, 66
Ariana Fusiliers, 29
Aris, Jurdan, 13, 14
Aris, Normann, 21
Aris, Warren, 14-15, 16
Armed Forces, 22
artists, 115
arts, 119
Asuncion escape suit, 144
Asuncion Industries, 130
attacks, 159-60
Avalon Hussars, 29, 30

• B •

Bannson, Xavier, 137
Barduc, 94
Baton of Illustrious Service, 110
BattleMech, 19, 21, 22, 133
BattleTech, 139
 rules, 160-65
Baxter, Marcus, 96
Bergan Industries, 133
biological weapons, 18
Bithinian Ballistics, 133
Bithinian dirt grinder, 139
black market, 153
Blackwind Lancers, 64, 79
bombardment frigate, 164
border crossing roll results, 157
border crossings, 155-57
Borlenko, Edgar, 22
Brazen Heart, 125-26, 165
Brighton, 82

• C •

Cameron, Richard, 22-23
Capella, 71
Capella Commonality Bank, 131
Capella Commonality, 71-73, 154-55
Capella Commonality Bank, 131
Capella Prime, 16-17
Capella War College, 104-5
Capellan Brigade, 104
Capellan Broadcast Service, 118-19
Capellan Commonality, 13, 14
Capellan Concordat, 115
Capellan Confederation
 formation of, 15-20
 founding map, 17

 genesis of, 13-16, 18-20
 history of, 9, 11-12
 map of 2571, 25
 maturity, 20-24
Capellan Confederation Armed Forces
(CCAF), 103, 135
 high command of, 101-2
 regional commands of, 102-4
 structure of, 101
 training centers, 104-6
 uniforms and insignia, 107-10
 unit types, 106-7
Capellan Hegemony, 13
Capellan Holdfast, 13, 14
Capellan Hussars, 102
Capellan March, 37, 42, 44, 45, 86
Capellan Republic, 13
Capellan Science Foundation, 118
Capellan Zone, 11, 13, 14
 timeline, 12, 13
captain, 109
carbine, 146
Carinus, Anton, 14
caste system, 115-16
Centrella, Emma, 63
Centrella, Kyalia, 47
Ceres Arms
 Slasher combat knife, 146
 Stalker sniper rifle, 146
 Striker carbine, 146
Ceres Metals Industries, 135
Ceres-85 delivery vehicle, 147-48
Chancellor, 90-91
 people who served as, 91-92
Chancellor's Colors, 110
Chancellor's Cunning, 99
Chancellor's Ear, 99
Chancellor's Eyes, 99
Chancellor's Hand, 98-99
Chancellor's Shield, 99
Chancellor's Sword, 99
Chancellor's Voice, 99
Chancellor's Will, 99
chancellory decree, 129
Chang-Cheng, 103
Chaos March, 58, 63, 66, 103, 131,
 155, 159
chemical weapons, 18
Chesterton debacle, 28-29
Chesterton Decree, 90
Chesterton Liberation Battalion, 22
Chinn, Diana, 14
Citation for Meritorious House
 Service, 111
Citizen's Honored, 104
citizenship, 114-15
Civil Seal of Valor and Sacrifice, 110
Clan invasion, 15, 23, 50-51,
 54, 133, 134
 timeline, 53
Cluster of Conspicuous Heroism, 110
colonel, 109
combat knife, 146
combat officer uniforms, 107-8
commonalities, 97, 116
commonality loans, 129
ComStar, 9, 11, 34, 44, 54, 55, 82, 86
 Com Guards, 51, 54, 55
Concord of Kapteyn, 38, 43

Confederation Master
 at Arms, 110-12
Confederation on New Avalon, 16
consumer research, 120-21
corporal, 110
corruption, 154
cost of living, 149-50
courts, 125
creatures, 139-44
crime/punishment, 125-26
Crucible Station, 163
Crucis Lancers, 28-29
Crucis March, 37, 42, 43
currency, 129, 129
Cynthiana, 11, 12

• D •

Dan, Lao-Tzu, 97, 136
Davion Assault Guards, 32
Davion fleet, 16, 18
Davion, Hanse
 Capellan realm impact of, 75
 game rules and, 153
 historical impact of, 36-37, 41-46,
 50, 57, 63
Davion, Melissa, 32
Davion, Paul, 28
Davion, Reynard, 15, 18
Death Commandos, 36, 45, 77-78, 99,
 101, 103, 140
death penalty, 125
delivery vehicle, 146-47
demesnes, 98
Denbar, 82-83
Deneb Light Cavalry, 30
Devlin, Colonel, 27-28
Diana's War, 13-14
directorship, 115
Disputed Territories, 57, 63, 66,
 155, 159
Draconis Combine
 game rules and, 145
 historical impact of, 26, 38, 42-
 43, 48, 50, 54, 59, 61
Drozan, 86
 whitefish, 139-40
duchies, 97-98
Duchy Citation, 112
Duchy of Andurien, 46, 47
Dux, Julian, 14
Dynasty Guard, 102, 146

• E •

Earthwerks, Limited, 134
economy, 55
 growth in, 62-63
 national, 128-29
Edicts of St. Ives, 125
education, 116-18
elastic defense, 33, 34, 36
elementary education, 116-17
emergency funding, 129
encounter types, 157
entitled, 115-16
equipment table, RPG statistics, 147
escape suit, 144

• F •

Federated Commonwealth, 48,
 50-51, 54, 59, 75-77, 134
Federated Suns
 Capellan realm impact on, 75, 86

economics and, 129, 134, 136
games rules and, 154
historical impact of, 14-16, 18,
 23, 28-30, 32-34, 37-38,
 41-45, 51, 57, 64
Firmir Commercial, 131
Focht, Anastasius, 59
Free Rasalhague Republic, 50, 54
Free Worlds League
 game rules and, 154
 historical impact of, 14-15, 18,
 21, 29-30, 33, 35-36, 38,
 45-46, 48, 54-56, 64-66
Freebooter's War, 21
Freebooters, 20
freedom fighters, 56
Fronc Reaches, 86

• G •

Gan Singh, 75
Geifer Pachy, 72, 134
general, 109
government sale of
 landed property, 129
Grand Base, 78-79
 great crocodile, 140-41
Grand Cordon of Merit, 112
green zone, 157
ground assault craft, 161-62

• H •

Harloc Warriors, 59
Hasek-Davion, Michael, 37-38,
 42-44, 45
Hasek-Davion, Morgan, 45
Hellsport Industrials, 134
Highspire, 75-76
Hildco Interplanetary, 134
Holdfast Guard, 102
Hollis Incorporated, 135
Home Guard, 106
Hong Lung, 165
honors, 110-12
hostile border, 157
hot zone, 157
House Cameron, 23
House Davion, 13-14, 18, 22, 28-30,
 33-37, 42-43, 56, 74, 101, 119
House Hirsutsu, 79
House Imarra, 32
House Kurita, 28, 50
House Liao, 9, 34, 38, 44, 48, 77,
 95-96, 129
House Marik, 26-28, 30, 33-35, 38, 52
House of Scions, 18-20, 33,
 65, 93, 125
Hustaing, 79

• I •

Imarra, Kamachi, 32
immigration, 114
industry, 129-32
 development of, 70
 output of, 70
infantry platoon
 construction data, 147
Ingersoll, 73
Inner Sphere, 9, 16, 20, 23, 32, 41-42
insignia, 108
intelligentsia, 115
interstellar trade, 128-29
Iveco Corporation, 130

• J •

Jade Falcon Clan, 57, 59
janshi, 116

• K •

Kaifend tree sloth, 141
Kathil, 44-45
Kerensky, 27
Kerensky, Aleksandr, 22, 23, 27, 50
Korvin DeVall, Alana, 120-21, 124
Korvin Doctrine, 121-22, 124
Kurita, Hohiro, 50
Kurita, Minoru, 26

• L •

Lebedev Nautical Enterprises, 131
Lee, Nancy Bao, 97, 98
Liao (planet), 11, 12-13, 74
 buffalo, 141-42
 as Commonality, 74-77, 149, 155
 Conservatory of Military Arts, 105
 Sunburst of Gallantry, 112
Liao, Aleisha, 18-19, 66, 72
Liao, Androsar, 21-22
Liao, Barbara, 23, 26-28
Liao, Candace
 economics impact of, 128
 game rules and, 155
 historical impact of, 45-46,
 48, 50-52, 64-66
 realm impact of, 81, 83, 91, 95
Liao, Caroline Tucas, 14, 15-16, 18
Liao, Dainmar, 32
Liao, David Paul, 11
Liao, Duke Gregory, 95-96
Liao, Duncan, 19
Liao, Elias Jung, 11-12, 13
Liao, Franco
 governmental impact of, 90, 95
 historical impact of, 11-12, 14-16,
 18, 20, 57
 societal/cultural impact of, 123
Liao, Gregory, 131
Liao, Hendrik, 19, 20
Liao, Ilsa, 28-29
Liao, Ingrid, 34
Liao, Jasmine, 19, 102
Liao, Kali, 65, 66, 75, 95
Liao, Kalvin the Mad, 19-20, 22,
 90-91, 95
Liao, Kurnath, 18
Liao, Laurelli, 29, 30, 32
Liao, Maximilian
 Capellan realm impact of, 80, 90,
 91, 98
 economics impact of, 128, 129
 game rules and, 165
 historical impact of, 9, 35-37,
 42-45, 48, 54, 65
 societal/cultural impact of, 122,
 123, 125
Liao, Merlin, 33-34
Liao, Otto, 32-33
Liao, Romano, 131
 historical impact of, 45-48,
 50-52, 54
 realm impact of, 75, 78, 90,
 93-95, 98
 societal/cultural impact of,
 119, 120, 125
Liao, Stephen, 19

Liao, Sun-Tzu
 economics impact of, 130
 governmental impact of, 85, 90,
 93-96, 98
 historical impact of, 9, 20, 33, 46,
 50-52, 54-59, 61-66
 military impact of, 103
 realm impact of, 72, 77, 80, 85,
 90, 93-96, 98, 103
 societal/cultural impact of,
 119-21, 124
 Liao, Sundermann, 21
 Liao, Tormano, 48, 65
 Liao, Tormax, 34-36, 121, 125
 Liao, Ursula, 20-21
 Liao, Victor, 11, 13
 Liao, Warex, 22
 Liaoist Doctrine, 127
 lieutenant, 109
 lieutenant colonel, 109
 Ling, Helen, 97, 134
 literature, 119
 Lorix Creed, 19
 Lorix Order, 123
 Lustrix Commodities, 132
 Lyran Alliance, 57, 64
 Lyran Commonwealth,
 33, 38, 41-43, 57, 66
• M •
 Magistracy of Canopus, 78
 Capellan economics and, 124
 Capellan government and, 95
 game rules and, 145, 154, 156
 historical interactions with
 Capellan, 21, 46, 47-48, 58-59, 63,
 64, 66
 major, 109
 Malenkov, Alexi, 48
 Marik, Anton, 36
 Marik, Charles, 30
 Marik, Isis, 54, 55, 64, 79, 155
 Marik, Janos, 43
 Marik, Thomas, 48, 50, 54, 57-58
 Marlette Association, 13-14
 martial academies, 117
 Maskirovka
 in Capellan government, 97-99
 in Capellan realm, 76, 77, 78, 88
 in Capellan society/culture, 126
 Directorate of, 98
 economic impact of, 133, 137
 game rules impact of, 145,
 148-50, 155, 159, 163
 historically, 18-19, 22, 27-29,
 36-37, 41-44, 46, 48,
 51-52, 56, 58, 66
 master sergeant, 109
 McCarron, Archibald, 36-37, 96, 135
 McCarron, Thomas, 97, 135, 136
 McCarron's Armored Cavalry, 36-37,
 64, 75, 79-80, 82, 104, 135
 medals, 110-13
 media, 118-19
 Medical Corps, 102
 Menke, 79-80
 Menke Armor and Armament, 135
 mercenaries, 33, 37, 47, 64,
 106-7, 130
 merchant marine ships, 15

merchants, 130
 Merik's Grenadiers, 19
 military-industry, 132-37
 minelater infantry, 160
 Ministry
 of Allied Relations, 94
 of Development, 94
 of Information Standards, 93-94
 of the Military, 94, 102
 of Resources, 93
 of Social Education, 94
 of Trade and Exchange, 94
 Morgaine, Alana, 97
 Mótuo Chè Shang, 132
 Mówáng, 162
 Mujika Aerospace, 135
• N •
 Native Capellan Art Fair, 120
 naval vessel, 164
 Navy, 102
 Necromo, 73
 New Delos, 26-28
 nobility, 94-97
 schools for, 117-18
 titles of, 94
 Noton, Gray, 42
 nuclear arms, 18
• O •
 Operation
 Doppelganger, 38
 Galahad, 41, 42
 Gemini, 57
 Guerrero, 57-58, 60
 Intruder's Communion, 44
 Rat, 42-43, 74
 Riposte, 43
 Scorpion, 54
 Thor, 41, 42
 orbital bombardment, 18
 Order of the Legion of Liao, 112
 Outreach Conference, 50, 57, 59
• P •
 parade dress, 107
 penal colonies, 124
 Periphery, 9, 58-59, 86, 88
 personal courier vessels, 162
 personal equipment, 144-47
 personal mine detector, 145
 personal sacrifice, 123-24
 personal surveillance kit, 145
 philosophy, 121-23
 philotechnique institutes, 118
 pirates, 55, 159
 player advancement, 159
 politics, 122-24, 158-59
 Prefectorate, 91, 93
 current prefects in, 91
 Guard, 29, 102
 Special Commission, 120
 price guide, 151-52
 Procurement Division, 102
 propaganda, 119
 punishment, 126
• Q •
 Quikscell Company, 135
 Quinn, Sandol, 28
• R •
 ranks, 108
 Rao, Alicia, 137

Rashpur-Owens, Incorporated, 135
 raw material dependence, 70
 Reaction Check, 156
 Reaction table, 158
 recruit, 110
 Red Lancers, 19-20, 29, 35, 61, 102
 reflector position, 22
 regional commands, 102-4
 regional training centers, 104
 rehabilitation, 126
 religion, 122-24
 Repulse lynx, 143
 Research and Development, 102
 Reserve Cavalry, 103
 Reunification War, 21
 Rim Worlds League/Republic, 23, 26
 Rivoli, Evadne, 96, 134
 roleplaying, 154-60
 Rollis, 86-87
 Rush, Ion, 96
• S •
 safe passage, 18
 salary guide, 151-52
 Sarmaxan squirrel, 142-43
 Sarna, 15-16, 76
 as Commonality, 21, 32, 44-45
 Mandate, 121
 March, 50, 56-58, 75-76
 March Militia, 74
 Martial Academy, 105
 as Supremacy, 13, 14, 20, 58
 Saroyan Special Production, 136
 science, 119-21
 Second Andurien War, 20
 secondary education, 116-17
 senior general, 108-9
 sergeant, 109-10
 servitors, 116
 Shang, Tsen, 42-43, 46-48,
 51-52, 78, 95, 98
 Sheng, 19, 37, 47, 94, 97, 101
 Shengli Arms, 136
 Shrappan, Grover, 65
 Sian, 15-16, 18, 36, 44-45, 77-78
 Center for Martial Disciplines, 105
 as Commonality, 77-80, 149, 154
 University, 105, 118
 Smoke Jaguar Clan, 59, 61, 63, 95
 sniper rifle, 146
 socio-industrial level reference, 70
 Solaris VII, 41, 42
 space station, 163, 165
 special schools, 117
 St. Ives, 15, 16, 32, 36, 81
 Academy of Martial
 Sciences, 105-6
 Armored Cavalry, 104
 Association, 14
 Book Expo, 120
 as Commonality, 45, 66, 81-84,
 95, 125, 135-37, 149-50, 155
 as Compact, 45-46, 51, 59,
 64-65, 83, 134
 conflict, 78-79
 Janissaries, 104
 Legion of Honor, 112
 Sentinels, 104
 Star League, 9, 15, 20,
 22-23, 26, 33, 61-62

Defense Force, 26, 63
 rebirth of, 59
 timeline, 24
 StarCorps Industries, 136
 Statement of Pan-Capellan
 Unification, 11, 15
 Steel Vipers, 57
 Steiner, Melissa, 75
 Steiner-Davion,
 Katherine (Katrina), 57, 58, 59
 Steiner-Davion, Melissa, 41, 42, 50
 Steiner-Davion, Victor, 50, 57
 Strategic Military Director, 101
 Succession Wars, 23
 dawn of, 26-30
 First, 27, 32, 135
 map, 31
 timeline, 30
 Fourth, 41-48, 56-57, 63, 66,
 75-76, 78, 87, 93, 130, 134
 map, 49
 timeline, 38, 41, 53
 Second, 29, 30, 32
 map, 39
 timeline, 38, 41
 Third, 32-38, 42
 map, 40
 timeline, 38, 41
 Successors States, 9, 26
 support vehicles, 147-49
 supporters, 115
 surrender, 18
 surveillance VTOL, 148-49
• T •
 Tau Ceti, 33
 Taurian Concordat
 game rules and, 146, 155, 156
 Capellan government and, 95
 Capellan history with, 21, 65, 66
 in Capellan realm, 78, 86
 in Capellan society/culture, 124
 taxation, 129
 technological sophistication, 70
 technology, 119-21
 Teng, General, 14
 Tengo Aerospace, 136
 Terran Hegemony, 19, 21, 26, 27
 Texlos, 83
 Texlos Miltronics, 137
 Tikonov, 15, 16
 Commonality, 22, 28
 Free Republic, 44
 Grand Union, 13-14, 20
 Universal Exhibition, 120
 Time of Tribulation, 19
 trade, 56
 travel, 155-57
 Trellis Electronics, 137
 Trinity Alliance, 59, 65-66,
 124, 128-29, 155, 159
 Truce of Tukayyid, 54
 Tucas, Seluk, 14, 18
 Tukayyid battle, 51
 Turin, 87
 beefbull (bull), 143
• U •
 uniforms, 107-10
 Universal Socio-Industrial Index
 Rating, 70

urban warfare restrictions, 18
• V •
 value system, 153-54
 Victoria Academy of Arms and
 Technology, 106
 Victoria Commonality, 85-88, 150,
 155, 156, 157, 159
 Rangers, 103
 Victoria, 85
 VTOL, 148-49
• W •
 Ward, 88
 Warlock, 83-84
 warbird, 144
 warrens, 98
 warrior caste, 116
 Warrior House(s)
 Dai Da Chi, 47, 123
 Fujita, 78
 in government, 96
 Hiritsui, 58, 64, 123
 in history, 32, 36, 42-43, 51, 64
 imarra, 45, 46, 123
 in military, 101, 108
 Orders, 103, 106, 123
 in realm, 74, 82
 WarShips, 15
 watchdogs, 126
 Waterly, Myndo, 54
 Wei, 76-77
 Westerhand, 80
 Whitting Conference, 59, 66
 Wolf, Jaime, 50
 Wolf's Dragoons, 36, 50, 59
 Word of Blake,
 54-56, 58, 85, 120, 132, 136
• X •
 Xin Sheng
 economics and, 128, 132, 136
 in government, 93, 95, 98
 historical perspective
 of, 33, 61-67
 in military, 102, 108
 in realm, 72, 85
 rules and, 154, 165
 in society/culture, 119, 121, 124
 timeline for, 67
• Z •
 Zahn, Talon, 96, 103, 132
 Zhansheng de Guang,
 56, 57, 99, 155, 159

BATTLETECH

WHEELED SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: C-85 Sprinter Delivery Vehicle

Movement Points: Tonnage: 2,500 kg
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 Civil War
 Movement Type: Wheeled
 Engine Type: Electric (Battery)

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Cargo (810 kg)	BD	[E]	—	—	—	—

CREW DATA

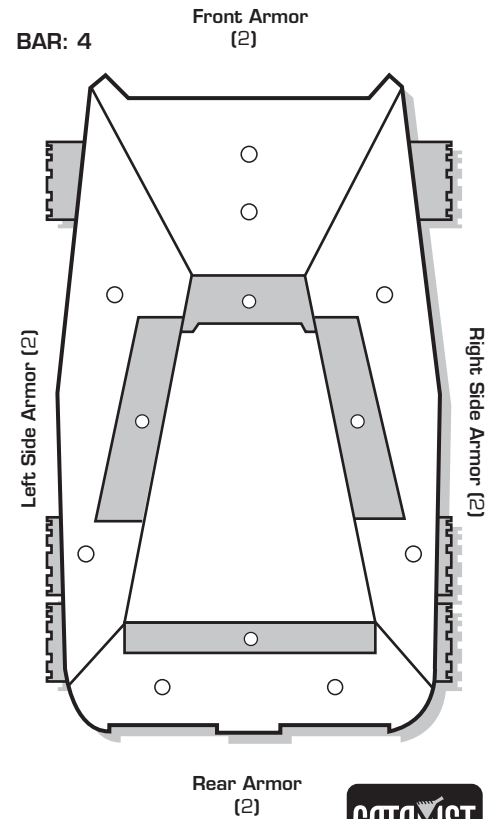
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Motive System Hits ☐ +1 ☐ +2 ☐ +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM



© 2011 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

BATTLETECH

V.T.O.L. SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Apple-Churchill Surveillance VTOL

Movement Points: Tonnage: 20
 Cruising: 7 Tech Base: Inner Sphere
 Flank: 11 Civil War
 Movement Type: VTOL
 Engine Type: ICE

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Hi-res Imaging Camera	FR	[E]	—	—	—	—
1	IR Imager Camera	FR	[E]	—	—	—	—
1	Communications Gear	BD	[E]	—	—	—	—
1	Remote Sensor Dispenser	BD	[E]	—	—	—	—
1	Cargo (.5 tons)	BD	[E]	—	—	—	—

Ammo: (Sensors) 60

CREW DATA

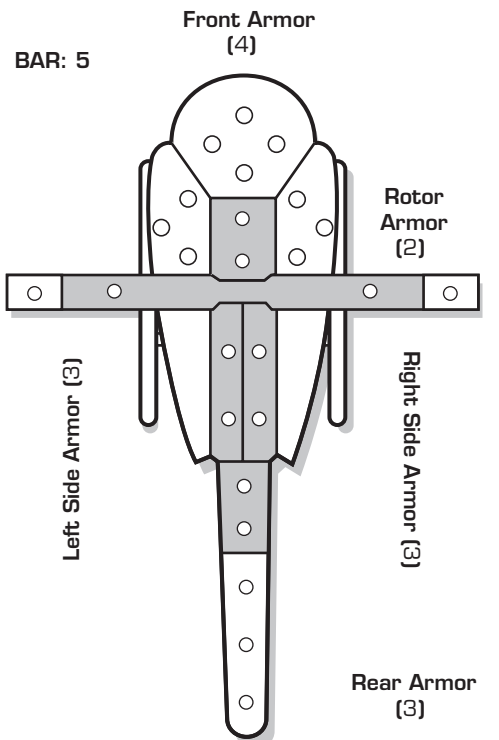
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit +1 Pilot Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



ARMOR DIAGRAM



© 2011 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

BATTLETECH™

CAPELLAN MINE-LAYING INFANTRY RECORD SHEET

CAPELLAN MINE-LAYING INFANTRY: PLATOON 1

Armor Type: Flak Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Mine-laying equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	—	—	—	—	—	—	—	—	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings										RANGE IN HEXES (TO-HIT MODIFIER)																			
Range										0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21																			
Range Modifier										-2 0 +2 +4 — — — — — — — — — — — — — — — — — —																			
Field Gun Type: N/A										Ammo:N/A				Disposable Weapon:N/A				Ammo:N/A											
Disposable Weapon:N/A										Ammo:N/A				Disposable Weapon:N/A				Ammo:N/A											

BV: 47

Transport Wt: 6.5 tons

Movement MP: 2

Type: Motorized

Movement MP: 3

Type: Motorized (Mines deployed)

CAPELLAN MINE-LAYING INFANTRY: PLATOON 2

Armor Type: Flak Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Mine-laying equipment.

																																													
—	—	—	—	—	—	—	—	—	—	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1																
*Damage is always applied in 2-point Damage Value groupings										RANGE IN HEXES (TO-HIT MODIFIER)																																			
Range		0		1		2		3		4		5		6		7		8		9		10		11		12		13		14		15		16		17		18		19		20		21	
Range Modifier		-2		0		+2		+4		—		—		—		—		—		—		—		—		—		—		—		—		—		—		—		—		—			
Field Gun Type: N/A										Ammo:N/A										Disposable Weapon:N/A										Ammo:N/A															
Disposable Weapon:N/A										Ammo:N/A										Disposable Weapon:N/A										Ammo:N/A															

BV: 47

Transport Wt: 6.5 tons

Movement MP: 2

Type: Motorized

Movement MP: 3

Type: Motorized (Mines deployed)

CAPELLAN MINE-LAYING INFANTRY: PLATOON 3

Armor Type: Flak Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Mine-laying equipment.

—	—	—	—	—	—	—	—	—	—	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1																
*Damage is always applied in 2-point Damage Value groupings										RANGE IN HEXES (TO-HIT MODIFIER)																																			
Range		0		1		2		3		4		5		6		7		8		9		10		11		12		13		14		15		16		17		18		19		20		21	
Range Modifier		-2		0		+2		+4		—		—		—		—		—		—		—		—		—		—		—		—		—		—		—		—		—			
Field Gun Type: N/A										Ammo:N/A				Disposable Weapon:N/A				Ammo:N/A																											
Disposable Weapon:N/A										Ammo:N/A				Disposable Weapon:N/A				Ammo:N/A																											

BV: 47

Transport Wt: 6.5 tons

Movement MP: 2

Type: Motorized

Movement MP: 3

Type: Motorized (Mines deployed)

CAPELLAN MINE-LAYING INFANTRY: PLATOON 4

Armor Type: Flak Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Mine-laying equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	—	—	—	—	—	—	—	—	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
*Damage is always applied in 2-point Damage Value groupings										RANGE IN HEXES (TO-HIT MODIFIER)																			
Range										0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21																			
Range Modifier										-2 0 +2 +4 — — — — — — — — — — — — — — — — — —																			
Field Gun Type: N/A										Ammo:N/A				Disposable Weapon:N/A				Ammo:N/A											
Disposable Weapon:N/A										Ammo:N/A				Disposable Weapon:N/A				Ammo:N/A											

BV: 47

Transport Wt: 6.5 tons

Movement MP: 2

Type: Motorized

Movement MP: 3

Type: Motorized (Mines deployed)



BATTLETECH

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: C-904 Katya Ground Assault Craft

Thrust: Tonnage: 30
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Civil War

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Light Machine Gun	N	0	1	—	—	—
2	Rocket Launcher 15	RW	0	9	9	—	—
2	Rocket Launcher 15	LW	0	9	9	—	—

Ammo: (LMG) 100
 Fuel: 320 Points

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 1 (10)

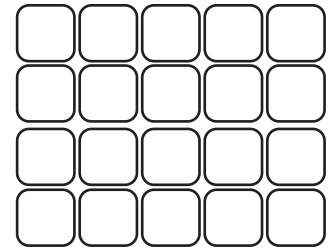
Left Wing
 Damage Threshold
 (Total Armor)
 1 (5)

Right Wing
 Damage Threshold
 (Total Armor)
 1 (5)

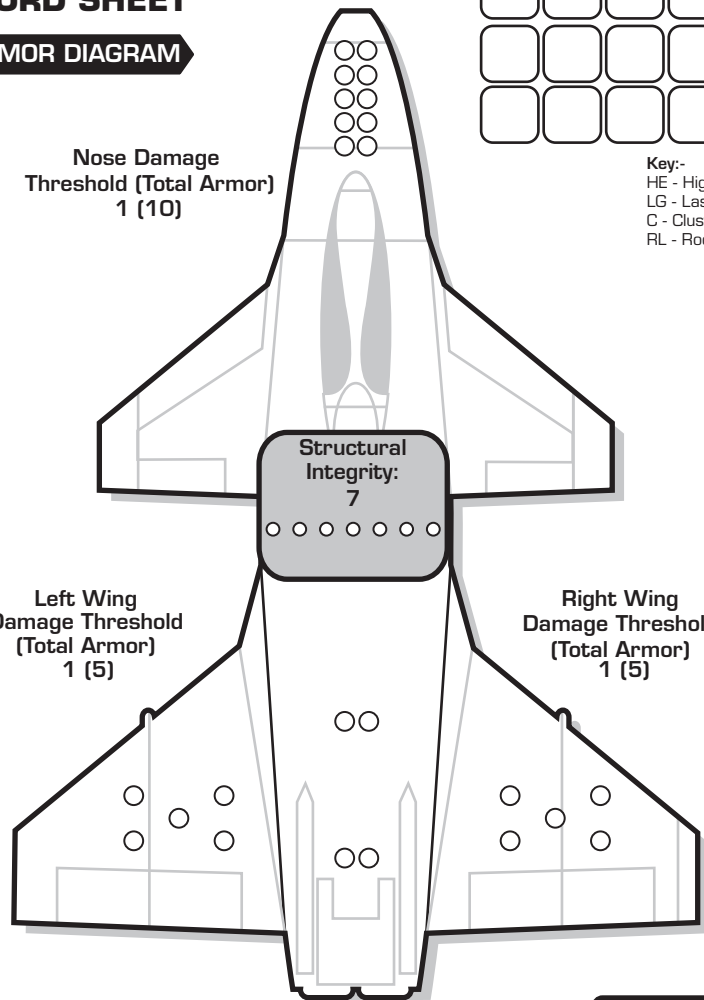
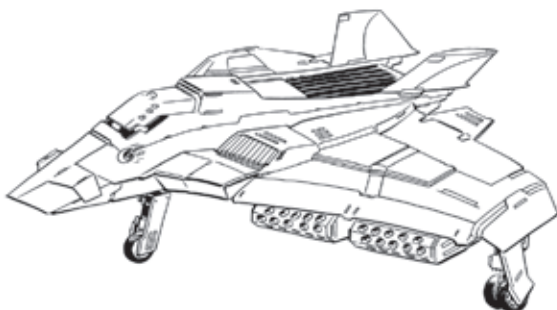
Structural
 Integrity:
 7

Aft Damage
 Threshold
 (Total Armor)
 1 (4)

EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name:						
Gunnery Skill:				Piloting Skill:		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)		
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: **C-905 Katya Ground Assault Craft**

Thrust: Tonnage: 30
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Civil War

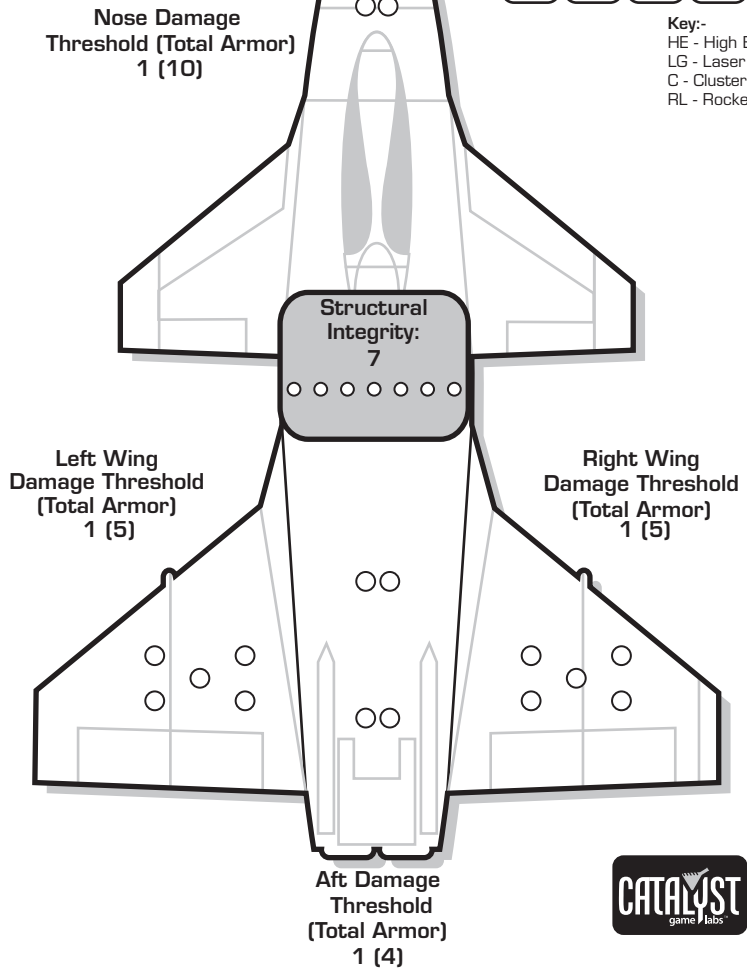
Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

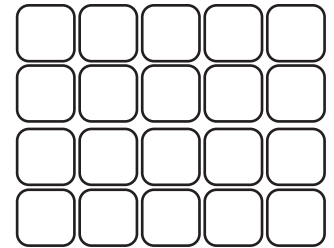
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Light Machine Gun	N	0	1	—	—	—
2	Rocket Launcher 10	N	0	6	6	—	—
2	Rocket Launcher 20	RW	0	12	12	—	—
2	Rocket Launcher 20	LW	0	12	12	—	—

Ammo: (LMG) 100
 Fuel: 320 Points

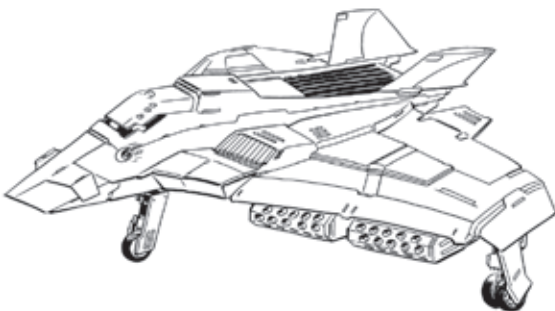
ARMOR DIAGRAM



EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name:						
Gunnery Skill:				Piloting Skill:		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)		
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: C-906 Katya Ground Assault Craft

Thrust: Tonnage: 30
 Safe Thrust: 7 Tech Base: Inner Sphere
 Maximum Thrust: 11 Civil War

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	Light Machine Gun	N	0	1	—	—	—
4	Rocket Launcher 10	RW	0	6	6	—	—
4	Rocket Launcher 10	LW	0	6	6	—	—

Ammo: (LMG) 100
 Fuel: 320 Points

ARMOR DIAGRAM

Nose Damage
 Threshold (Total Armor)
 1 (10)

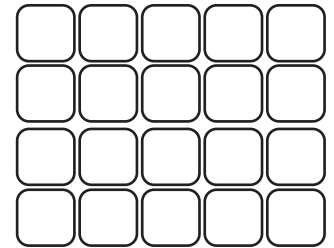
Left Wing
 Damage Threshold
 (Total Armor)
 1 (5)

Right Wing
 Damage Threshold
 (Total Armor)
 1 (5)

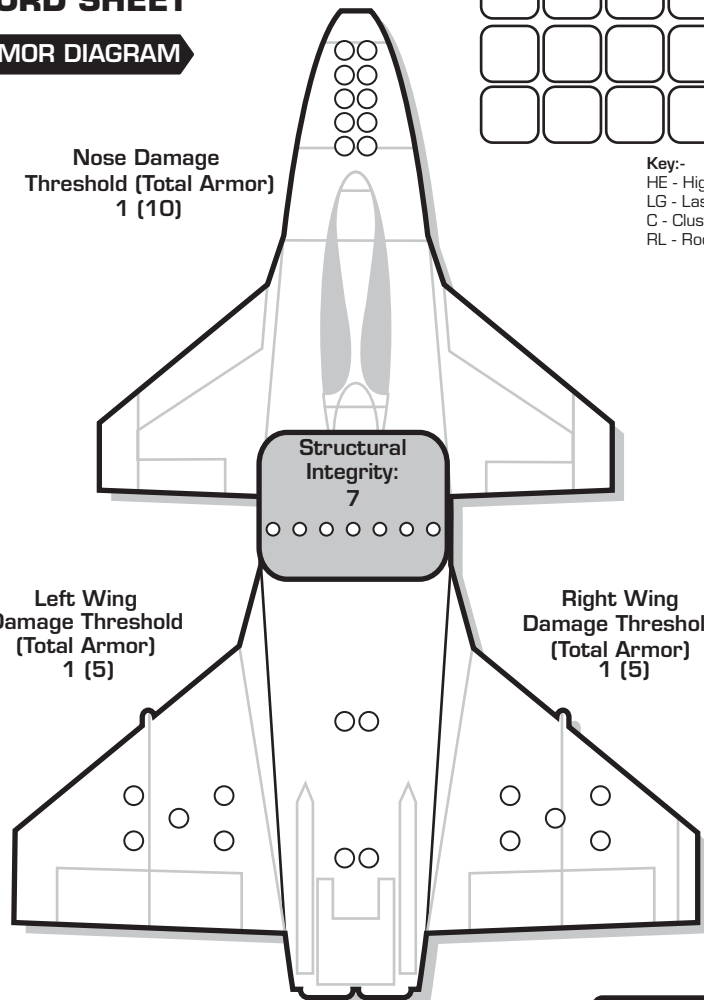
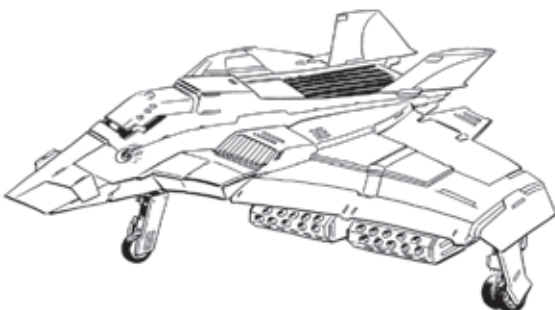
Structural
 Integrity:
 7

Aft Damage
 Threshold
 (Total Armor)
 1 (4)

EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name:						
Gunnery Skill:				Piloting Skill:		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)		
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH™

ARMOR DIAGRAM

Standard Scale



AERODYNE SMALL CRAFT RECORD SHEET

CRAFT DATA

Type: Mówáng-class Courier

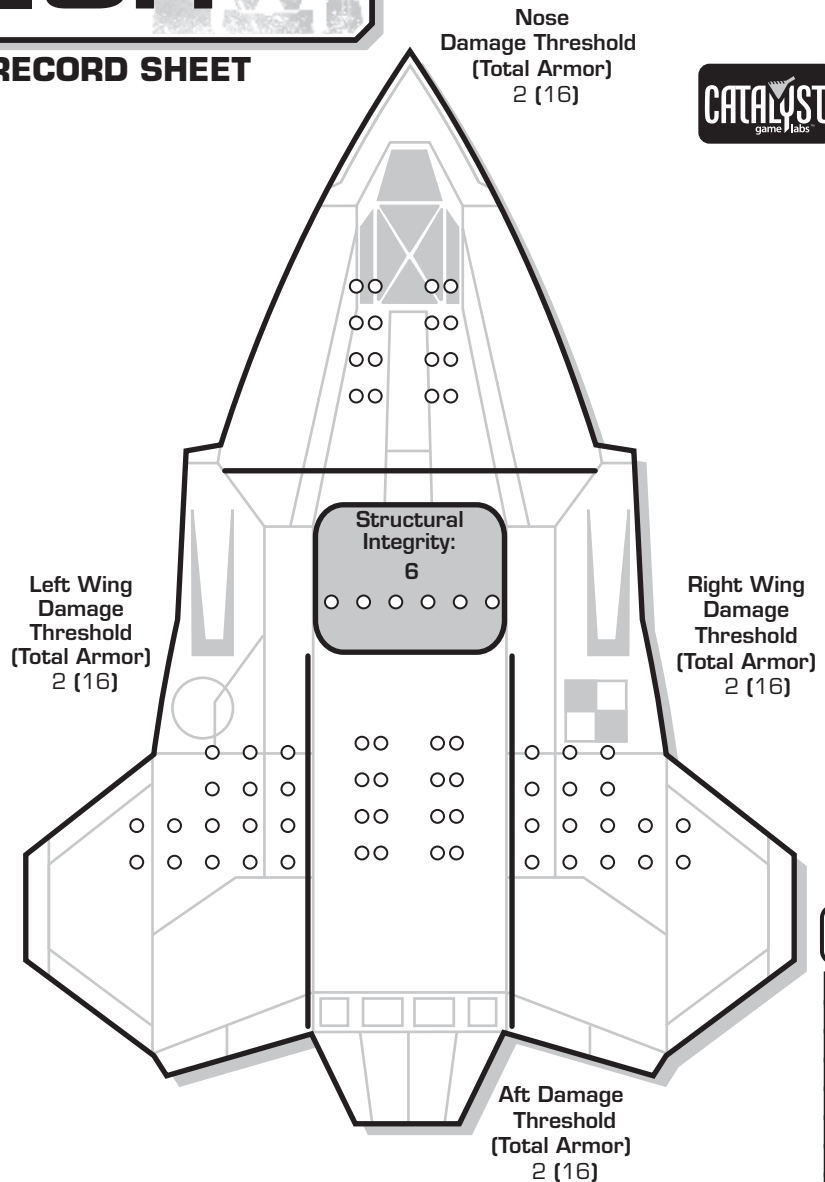
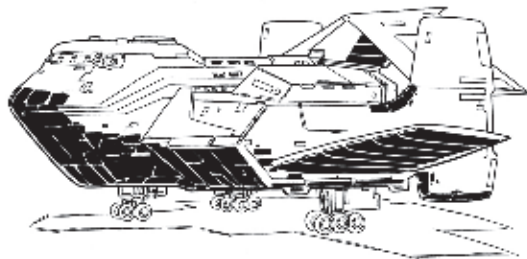
Thrust: Tonnage: 100
 Safe Thrust: 4 Tech Base: Inner Sphere
 Maximum Thrust: 6 Succession Wars

Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Cargo (5.5 tons)	BD	—	—	—	—	—

Fuel: 1,680 Points



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH™

ARMOR DIAGRAM

Capital Scale



SPACE STATION RECORD SHEET

SPACE STATION DATA

Type: **CRUCIBLE STATION**

Name: _____ Tonnage: 6,000
 Thrust: _____ Tech Base: Inner Sphere
 Station Keeping Only Civil War

DropShip Capacity: 0

Fighters/Small Craft: 0 / 6 Launch Rate: 4/turn

Weapons & Equipment Inventory

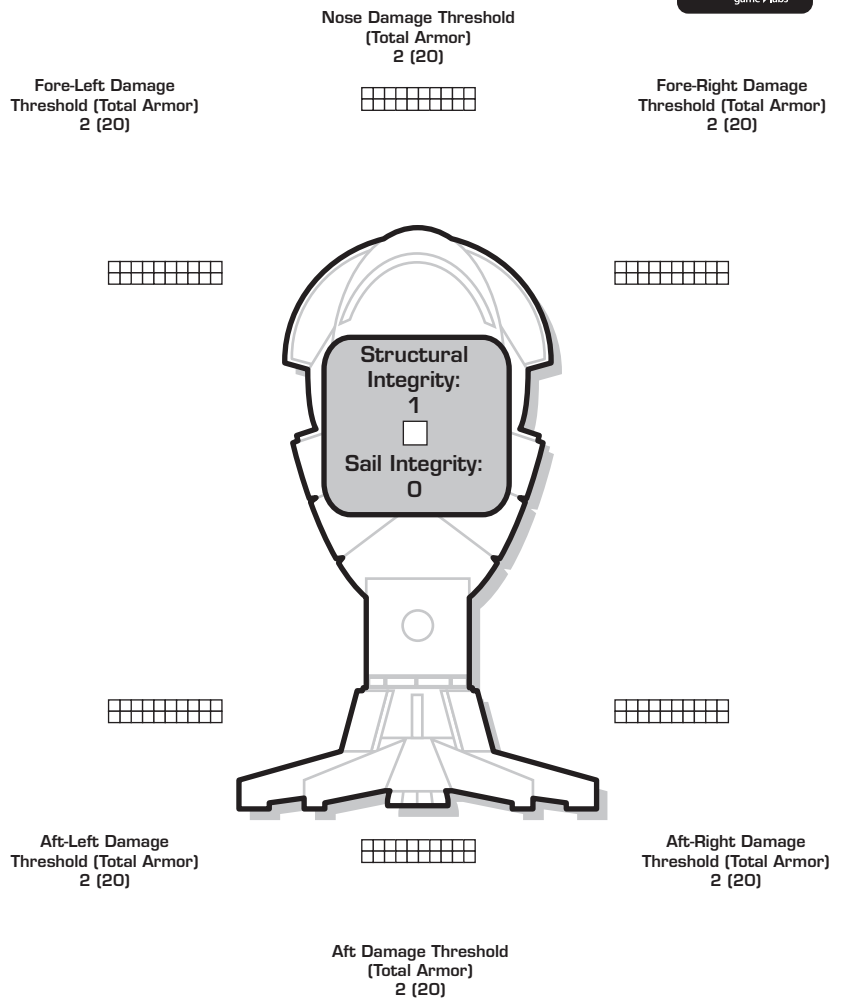
Standard Scale (1-6) (7-12) (13-20) (21-25)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
3 ER Large Laser	N	36	2 (24)	2 (24)	2 (24)	—
3 Small Pulse Laser	N	6	1 (9)	—	Point Defense	—
2 SRM 6 (30 rounds)	N	8	2 (16)	—	—	—
3 ER Large Laser	FL/FR	36	2 (24)	2 (24)	2 (24)	—
3 Small Pulse Laser	FL/FR	6	1 (9)	—	Point Defense	—
2 SRM 6 (30 rounds)	FL/FR	8	2 (16)	—	—	—
3 ER Large Laser	AL/AR	36	2 (24)	2 (24)	2 (24)	—
3 Small Pulse Laser	AL/AR	6	1 (9)	—	Point Defense	—
2 SRM 6 (30 rounds)	AL/AR	8	2 (16)	—	—	—
3 ER Large Laser	A	36	2 (24)	2 (24)	2 (24)	—
3 Small Pulse Laser	A	6	1 (9)	—	Point Defense	—
2 SRM 6 (30 rounds)	A	8	2 (16)	—	—	—

Grav Decks: Grav Deck #1: 450-meter
 Grav Deck #2: 450-meter

Cargo: Bay 1: Small Craft (6) (2 doors)
 Bay 2: Infantry (foot) Platoons (9)
 Bay 3: Cargo (550 tons) (2 doors)

Ammo: (SRM 6) 120



CREW DATA

Gunnery Skill: _____	Piloting Skill: _____
Hits Taken	1 2 3 4 5 6
Modifier	+1 +2 +3 +4 +5 Incp.
Crew: 56	Marines: 0
Passengers: 352	Elementals: 0
Other: 282	Battle Armor: 0
Life Boats/Escapes Pods: 6/40	

CRITICAL DAMAGE

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

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
150	Nose: 50
Double	Left/Right Fore: 50 / 50
	Left/Right Aft: 50 / 50
	Aft: 50



BATTLETECH

LARGE NAVAL VESSEL RECORD SHEET

VEHICLE DATA

Type: Andryusha-class Bombardment Frigate

Movement Points: Tonnage: 8,500
Cruising: 5 Template: C
Flank: 8 Tech Base: Inner Sphere
Movement Type: Naval Civil War
Engine Type: Electric (Fuel Cell)

CREW DATA

Crew: _____ Life Boats: _____

Gunnery Skill: _____ Driving Skill: _____

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

CRITICAL DAMAGE

Engine Hit ☐
Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
Turret 1 Locked ☐ Turret 2 Locked ☐
Turret 3 Locked ☐ Turret 4 Locked ☐
Turret 5 Locked ☐ Turret 6 Locked ☐
Turret 7 Locked ☐ Turret 8 Locked ☐
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐ Turret 1 ☐ Turret 2 ☐
Turret 3 ☐ Turret 4 ☐ Turret 5 ☐
Turret 6 ☐ Turret 7 ☐ Turret 8 ☐



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	ER PPC	T 10 (1) [DE]	—	7	14	23	
1	Long Tom Artillery	T (2) 20 [DB,AE,S]	—	1	2	30	
1	Long Tom Artillery	T (4) 20 [DB,AE,S]	—	1	2	30	
2	LRM 20	F 1/Msl (1) [M,C,S]	6	7	14	21	
1	LRM 20 (Torpedo)	FL 1/Msl (2) [M,C,S]	6	7	14	21	
1	LRM 20 (Torpedo)	FR 1/Msl (2) [M,C,S]	6	7	14	21	
1	ER PPC	RL 10 (4) [DE]	—	7	14	23	
1	ER PPC	RR 10 (4) [DE]	—	7	14	23	
1	Advanced Fire Control	BD [E]	—	—	—	—	

Ammo: (Long Tom Artillery) 150, (LRM 20) 36, (LRT 20) 24

ARMOR DIAGRAM

BAR: 10

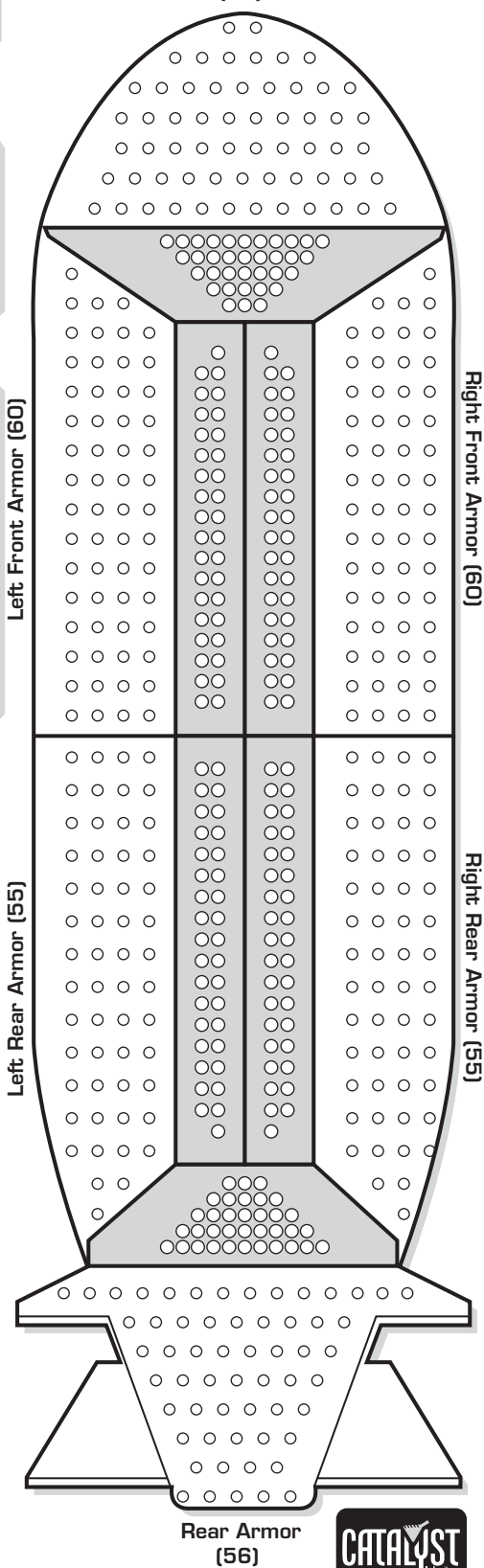
Front Armor
(60)

Left Front Armor (60)

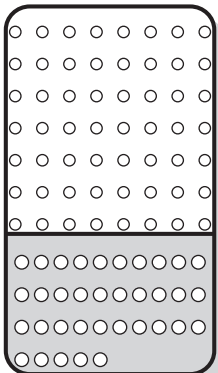
Right Front Armor (60)

Left Rear Armor (55)

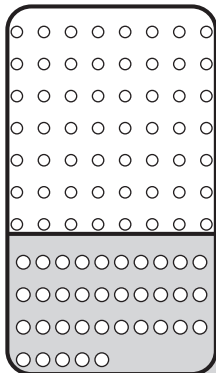
Right Rear Armor (55)



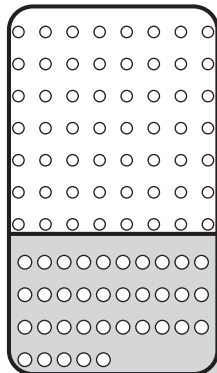
Turret 1 Armor
(56)



Turret 2 Armor
(56)



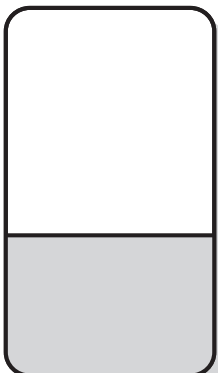
Turret 3 Armor
(56)



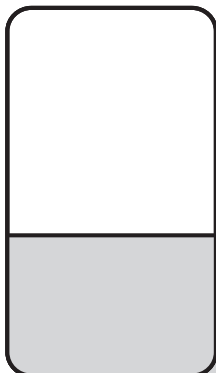
Turret 4 Armor
(0)



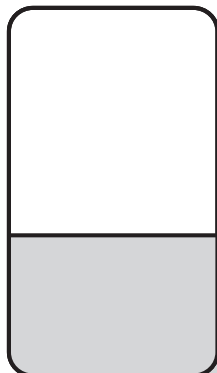
Turret 5 Armor
(0)



Turret 6 Armor
(0)



Turret 7 Armor
(0)



Turret 8 Armor
(0)



Rear Armor
(56)



DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10
Depth										
Turn	11	12	13	14	15	16	17	18	19	20
Depth										

BATTLETECH™

SPACE STATION RECORD SHEET

ARMOR DIAGRAM

Capital Scale



SPACE STATION DATA

Type: HONG LUNG INTERDICTION STATION

Name: _____ Tonnage: 2,000
 Thrust: _____ Tech Base: Inner Sphere
 Station Keeping Only Succession Wars

DropShip Capacity: 0

Fighters/Small Craft: 0 / 2 Launch Rate: 2/turn

Weapons & Equipment Inventory

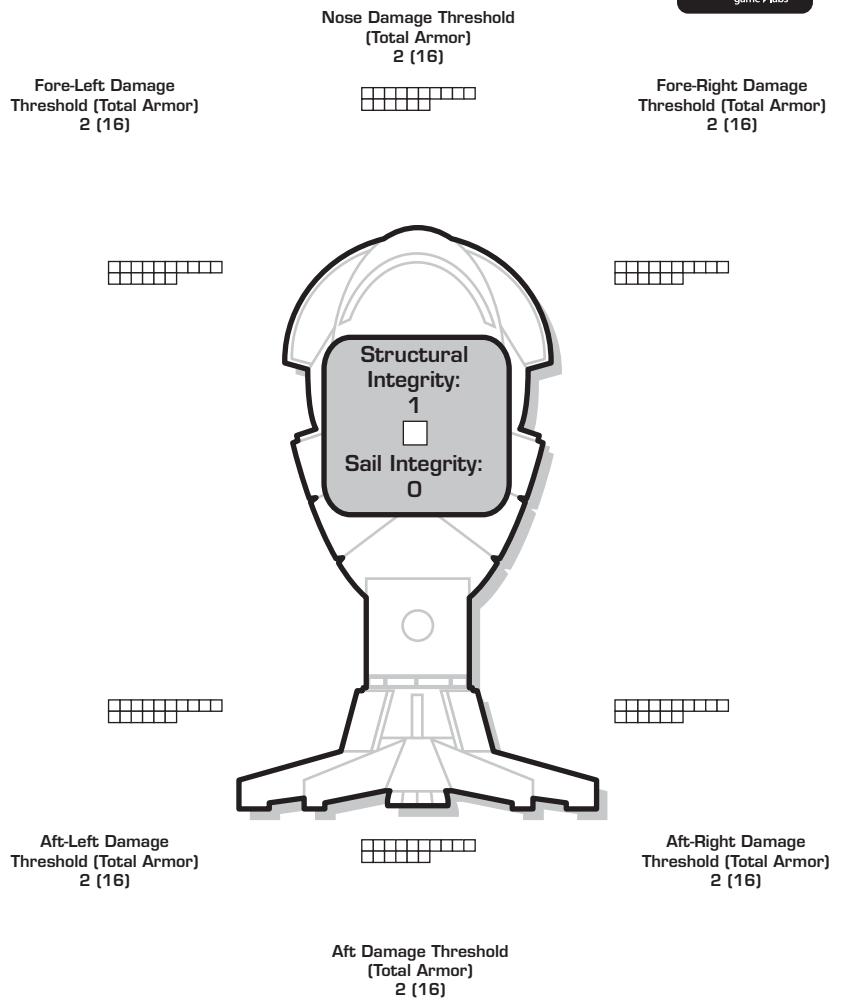
Standard Scale (1-6) (7-12) (13-20) (21-25)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 PPC	N	40	4 (40)	4 (40)	—	—
2 LRM 20 (24 rounds)	N	12	2 (24)	2 (24)	2 (24)	—
6 Medium Laser	N	18	3 (30)	—	—	—
4 PPC	FL/FR	40	4 (40)	4 (40)	—	—
2 LRM 20 (24 rounds)	FL/FR	12	2 (24)	2 (24)	2 (24)	—
6 Medium Laser	FL/FR	18	3 (30)	—	—	—
4 PPC	AL/AR	40	4 (40)	4 (40)	—	—
2 LRM 20 (24 rounds)	AL/AR	12	2 (24)	2 (24)	2 (24)	—
6 Medium Laser	AL/AR	18	3 (30)	—	—	—
4 PPC	A	40	4 (40)	4 (40)	—	—
2 LRM 20 (24 rounds)	A	12	2 (24)	2 (24)	2 (24)	—
6 Medium Laser	A	18	3 (30)	—	—	—

Grav Decks: Grav Deck #1: 160-meter

Cargo: Bay 1: Small Craft (2) (1 door)
 Bay 2: Cargo (152 tons) (1 door)
 Bay 3: Infantry (foot) Platoons (3)

Ammo: (LRM 20) 96



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

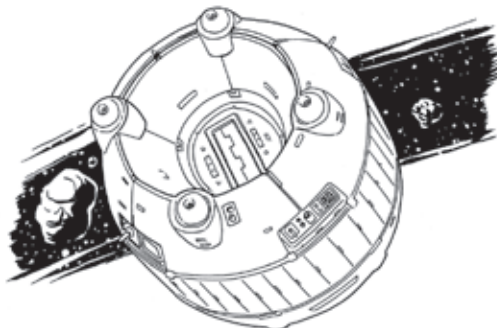
Crew: 57 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 10 Battle Armor: 0
 Life Boats/Escapes Pods: 2/8

CRITICAL DAMAGE

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

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
79	Nose: 70
Single	Left/Right Fore: 70 / 70
	Left/Right Aft: 70 / 70
	Aft: 70



HOUSE LIAO



HOUSE LIAO

Chancellor
Sun-Tzu Liao



Naomi Centrella-
Liao, Magestrix of the
Magistracy of Canopus



HOUSE LIAO



More so than any other organization, the Capellan Confederation Maskirovka intelligence agency is well known and feared throughout human-occupied space. That effectiveness, however, is bought at the price of brutality often directed at its own people.

Ma Si Jia
Ruo Na Dong Shi Bu
(Maskirovka Directorate)



Huang Di Shi Zhe
(Chancellor's Hand)

Huang Di Yi Zhi
(Chancellor's Will)



Si Wang Te Gong Dui
(The Death Commandos)

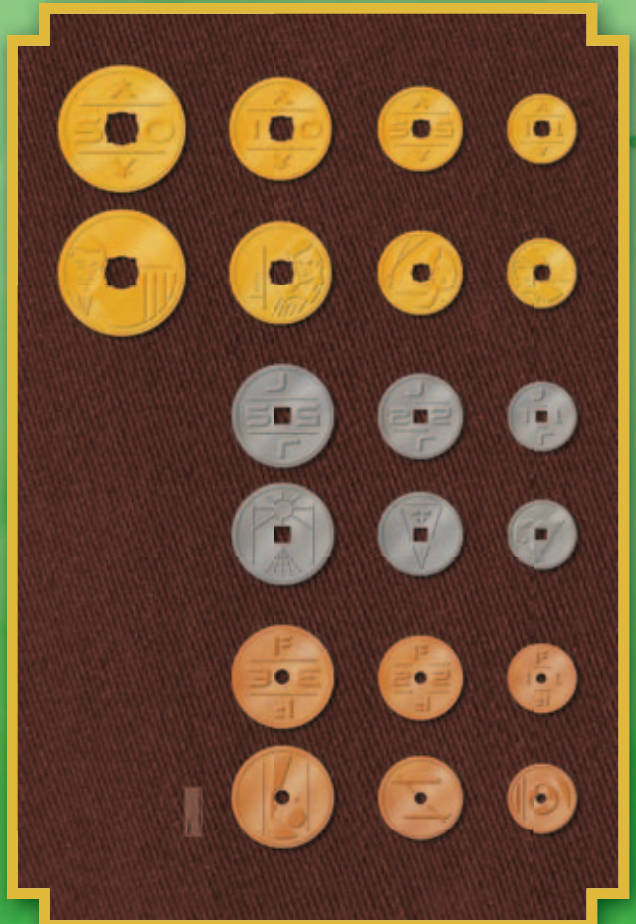
HOUSE LIAO



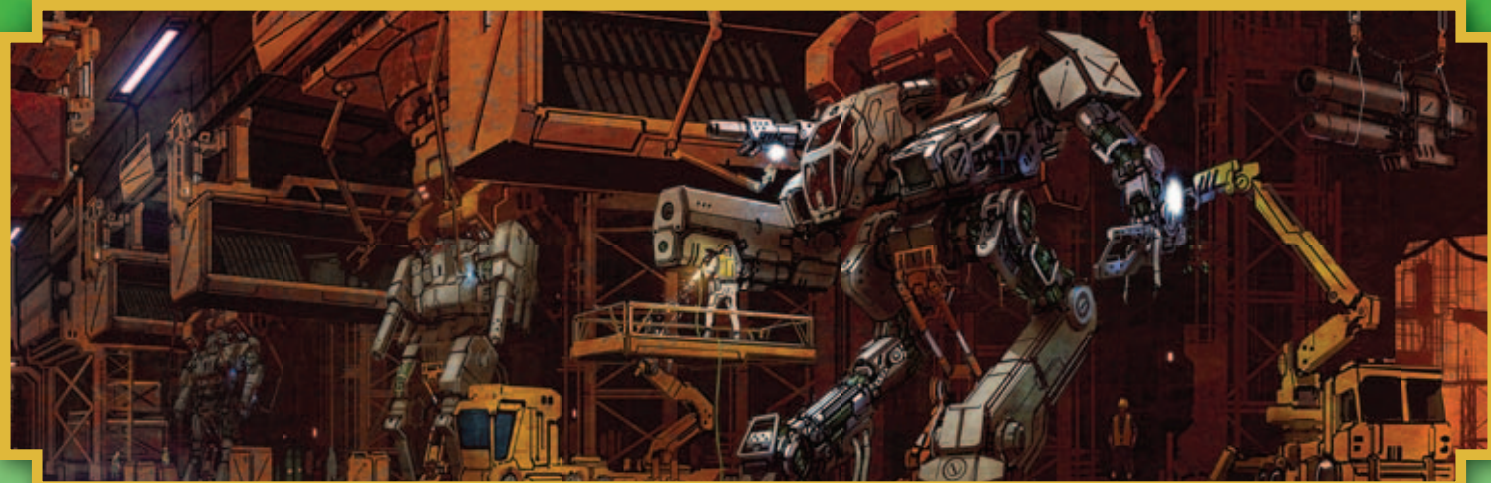
Capella Commonality Bank

A state-sponsored institution, historically run by a member of the Liao family, the Capella Commonality Bank gives House Liao unparalleled power to maintain control over the Confederation.

Capellan Confederation Currency — Coins



HOUSE LIAO

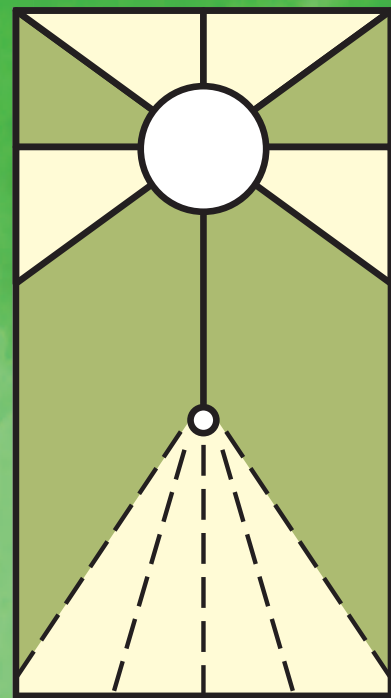


Despite its relatively small military-industrial complex, the Confederation has maintained technological development parity with other Houses through the hard work of such companies as Ceres Metals, here assembling a MAD-5L *Marauder* utilizing stealth armor.



Capellan Confederation
Currency — Notes

HOUSE LIAO



Sian Flag

Ion Rush

Master of Warrior
House Imarra,
Grand Master of
the Blessed Order

HOUSE LIAO



Hellespont
Industrials



StarCorps
Industries

A 12-year-old Warrior House aspirant trains with his *sifu* in swordplay as part of his path towards hopeful acceptance into House Hiritsu.

HOUSE LIAO



Liao Flag

Kali Liao, Lady of Highspire, is also the leader of the outlawed Thuggee Cult, and is infamous across the Inner Sphere for her connection to the "Black May" atrocities during the St. Ives-Confederation War.

HOUSE LIAO



On September 23, 3028, nearly a hundred Federated Suns JumpShips arrived in the Tikonov system and launched more than three hundred DropShips, which carried all eight Cruicis Lancers Regimental Combat Teams.

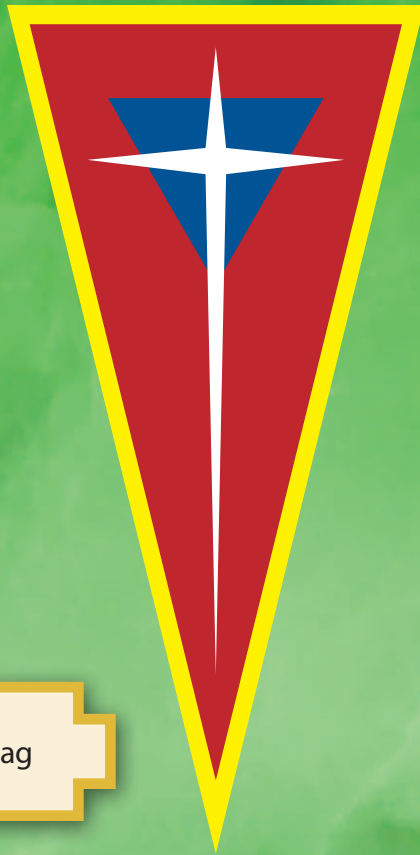


Earthwerks
Limited



Hollis
Incorporated

HOUSE LIAO



Capella Flag

At only 26, Lady Evadne Rivoli is the president of Ceres Metals, making her one of the most powerful individuals within the Capellan Confederation. Only her father's, the venerable and dynamic Patrick Rivoli, grooming from a young age has allowed her to navigate the shark-infested waters of high finance.



HOUSE LIAO



The Hall of Celestial Wisdom in the Confederation Museum on Capella houses the hundreds-years-old tapestry commissioned by Duchess Caroline Liao, depicting the turning point for the ratification of the Articles of Confederation.



Capella
Commonality
Bank



Ceres Metals
Industries

HOUSE LIAO



The backwater world of Ward has become a thriving and rambunctious crossroads for travel and trade since the signing of the Trinity Alliance between the Capellan Confederation, Magistracy of Canopus and Taurian Concordat.

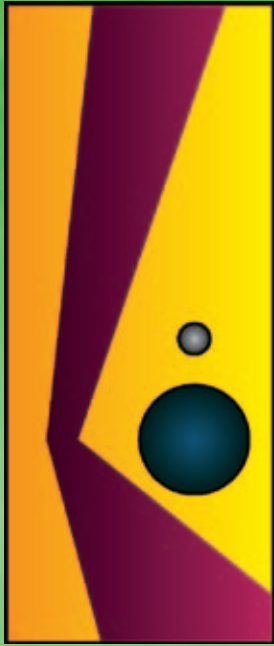


Shengli Arms



Trellis
Electronics

HOUSE LIAO



Victoria Flag

Duchess Abigail O'Hanlon, member of the Prefectorate, has spent a long, hard life climbing to the top within the Victoria Commonality in a culture and empire where being female and non-Asian is a liability.



HOUSE LIAO



The Confederation Peace Park on St. Ives was built at the direction of Chancellor Sun-Tzu Liao in memory of the terrible "Black May" attacks during the St. Ives-Confederation War as a way of healing the rift between the two peoples.



Tengo
Aerospace



Hildco
Interplanetary

HOUSE LIAO



St. Ives Flag

Duchess Candace Liao led the St. Ives Commonality in rebellion against the Capellan Confederation following the Fourth Succession War, creating the St. Ives Compact. She remained in power as part of the peace accords following the Compact's re-absorption into the Confederation.



HOUSE LIAO



Shia-ben-bing (Recruit)



San-ben-bing (Corporal)



Si-ben-bing (Sergeant)



Yi-si-ben-bing
(Master Sergeant)



Sao-wei (Lieutenant)



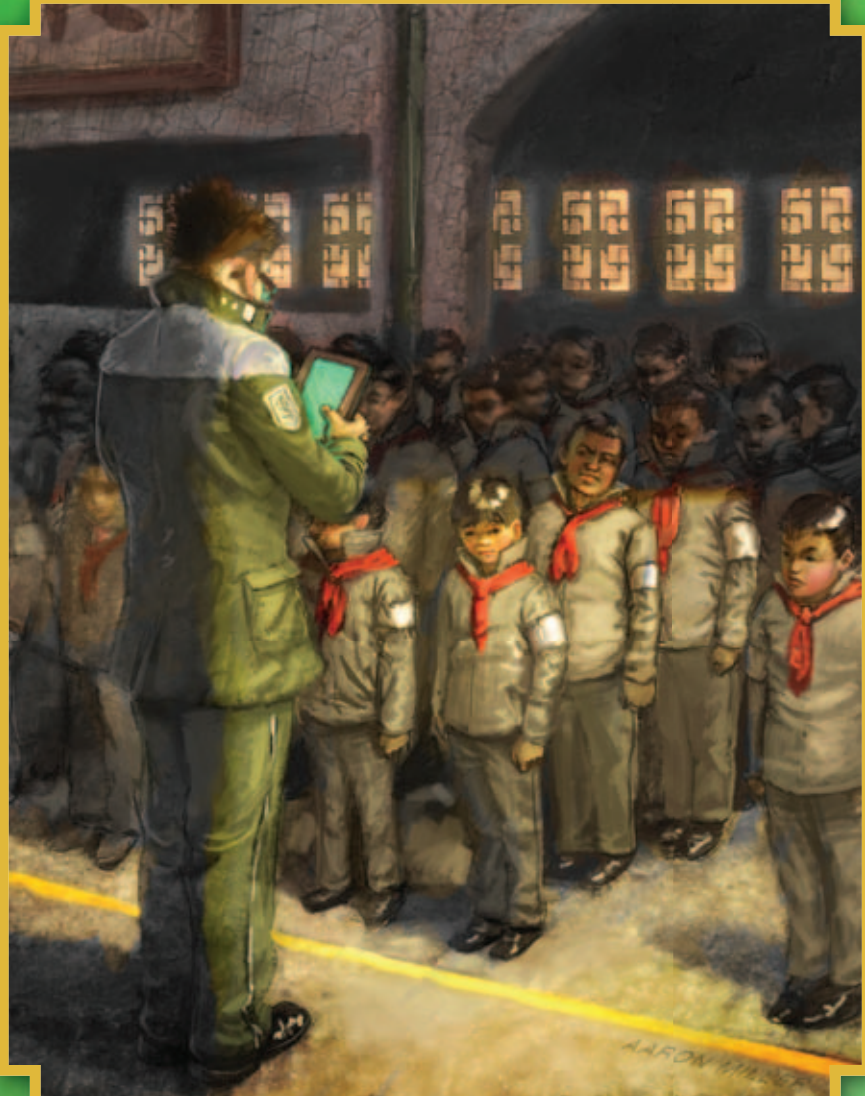
Sang-wei (Captain)



Sao-shao (Major)



Zhong-shao
(Lieutenant Colonel)



A group of elementary school children undergo their weekly political indoctrination.

Sang-shao (Colonel)



Jiang-jun (General)

Sang-jiang-jun
(Senior General)

