BATTLETECH

FIELD MANUAL

SLDF



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A STAR LEAGUE ERA SOURCEBOOK



THE GRANDEST ARMY

It was the middle of the twenty-eighth century. Two hundred years after the Age of War, all of mankind now lived, united, under one flag: the Star League. Defending and policing this vast realm nearly 3,000 worlds strong was the largest army ever known to humanity: the Star League Defense Force. Harnessing the largest fleet of WarShips ever assembled, the most advanced technologies in BattleMech and aerospace design, and the finest, most disciplined training regimens in known space, the SLDF was the invincible might that kept the feuding Houses of the Inner Sphere in line.

Field Manual: SLDF describes the single greatest military force the Inner Sphere has ever seen: the Star League Defense Force. Including a brief history and overview of the SLDF, its formation, organization, and training programs, this book provides the most detailed look ever at the army that protected the Inner Sphere before the treachery of Stefan Amaris and the Succession Wars that soon followed. Special rules are also included, enabling players to create Star League forces for use in campaigns set in one of BattleTech's most storied eras.

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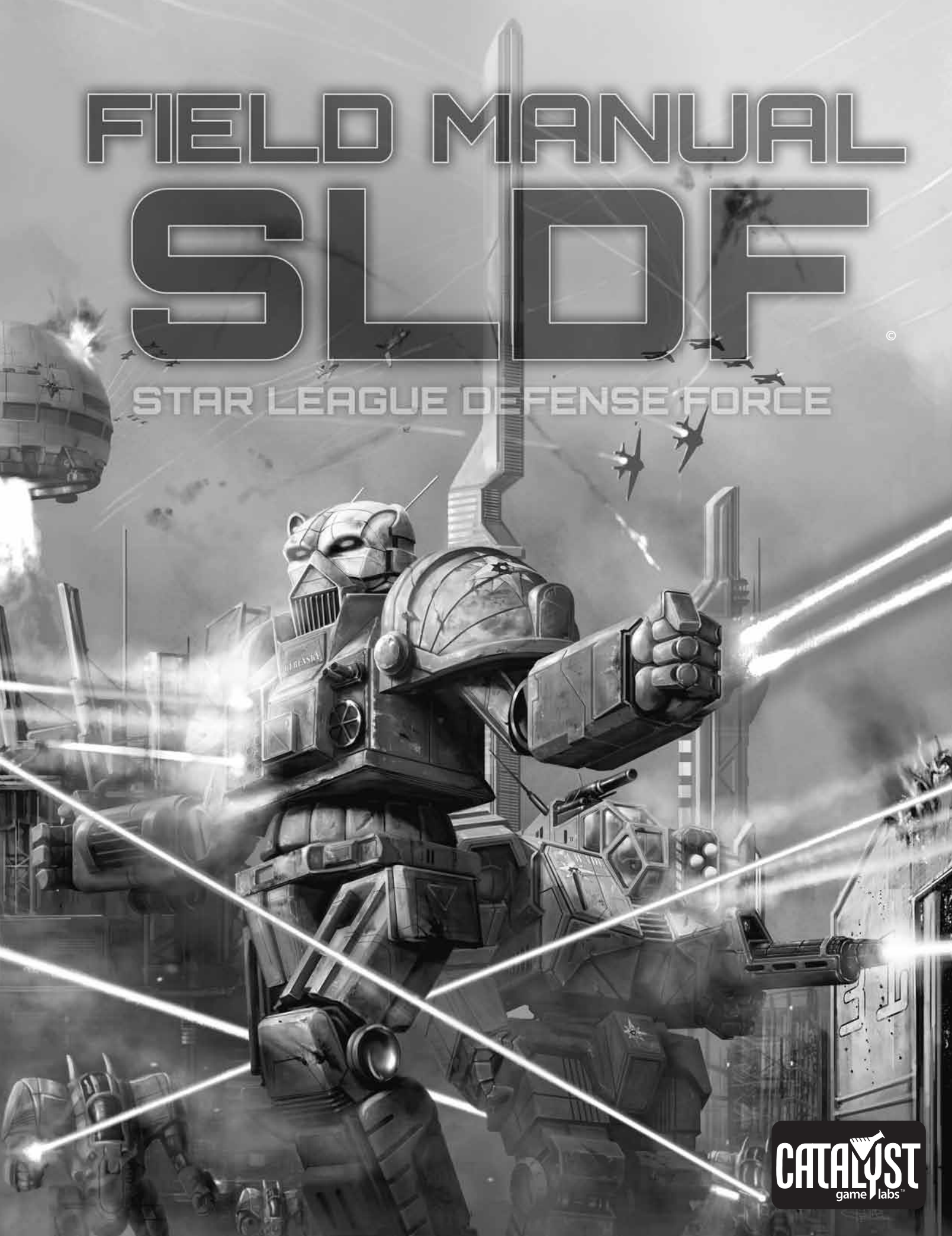
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STAR LEAGUE DEFENSE FORCE



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GREATER THAN YOURSELF

Location Unknown
Donegal District
Lyran Commonwealth
12 April 2762

If he didn't turn his head to the right his shoulder didn't hurt, but that wasn't an option. The idiot doing the talking was on his right. And it didn't work to not look at your host, when your host had you handcuffed to a chair in a featureless building on a world without a name.

"It's really too bad you survived," his host said.

"I get that a lot," Lieutenant John Hampton said.

"I'm sure you do." His host—*what had he said his name was? Blakely? Blackie? Baxter? Something with a b*—grinned and walked around to in front of Hampton's chair. Hampton turned his head to follow, fighting to keep the sigh from escaping as the pressure came off of his shoulder. "Do you want to tell me about your orders yet?"

Hampton grinned up at him. "Hampton, John. Lieutenant, Star League Defense Force." He cycled through his ID number. "Did you get that?"

The man standing—*Badger? Bickel? Damn it, I'm terrible with names*—smiled tightly. "I think I can remember it after hearing it this many times."

Hampton just held his grin. His shoulder was starting to throb where it had clipped the edge of the egress port when he'd ejected from the burning carcass of his *Falcon*. The pirates who'd destroyed his lance had captured Hampton and Sergeant Gaines before the rest of the battalion could reach them. They'd shot Gaines. Hampton they'd stuffed into a DropShip and brought here.

Wherever the hell here was. It was wherever this batch of the pirates and bandits that seemed to spring up like cockroaches came from.

"Your orders, Lieutenant."

"Hampton, John. Lieutenant—" he was already expecting the punch. That the fist came down on his already-sore shoulder instead of across his jaw was the only surprise. The pain was white-hot. Hampton screamed. There was no point in trying to hold it in.

He was going to die anyway.

"Your orders."

"Hampton, John—" again on the shoulder. Again he screamed. Tears burst out of his eyes. His armpits and back were sweating, and his booted feet kicked against the ties securing him to the chair. He didn't expect the kicks to do anything. They were just reflex.

"Why are you protecting them?" Bordon—*that was his name*—asked. "They let you go. They let us carry you off. You don't owe them anything."

Hampton forced himself to laugh. "You know," he said, ignoring the question, "I spent two years on Garrison a few years back."

"Garrison?"

"Yeah. I lived in New Patterson. It's a little city on the coast. Not much there—some boats, some factories. A highway. Truckers used to come into the restaurant I liked, from all over the continent."

"You have a point with this, I'm sure," Bordon said.

"One time this guy came in with an accent. Sounded like two dogs trying to shit a rooster bone." Hampton opened one of his eyes and looked up. He'd meant to open both, but the light was suddenly too intense. It hurt to open both eyes. "He sounded just like you." Hampton forced a smile. "Told me he was from a little place called Howell. Couple hours to the east."

"Howell, huh?" Bordon's face was calm.

"Howell. Know what he told me Howell was famous for?"

"What's that?"

"Hookers." Hampton grinned. He worked his tongue around and spat on the floor between them. "That's all you are. I don't know who you work for. I don't know why you wanted to raid anywhere, much less my patrol area. I don't know who buys your 'Mechs and who pays your bills. But you're from Howell on Garrison, Bordon, and I learned that just from hearing you speak."

Bordon sneered. "Everyone's from someplace, Lieutenant Hampton."

"So they are." Hampton tilted his head back. "So they are. But you're from that place. And I know it. Eventually the Star League will know it, and they'll send the SLDF to wipe you and your little band off the face of the universe. My brothers and sisters. It'll be like you never existed. Because that's what it's like when you're SLDF, Bordon. Someone will remember me. And they'll make sure you don't get away. That's what it's like.

"What what's like?"

"Just shoot me."

Bordon drew a pistol from behind his back. "What what's like, Lieutenant?"

"Being part of something greater than yourself."

"Hmph." Bordon chewed on his lip for a second. Then he pointed the pistol at Hampton's face. Hampton smiled. He began to whisper.

"Something great—"

FROM: RAFHQ
TO: CO, Principes Guards
CO, Hastati Sentinels
CO, Triarii Protectors
CO, Stone's Brigade

RE: SLDF 2764 Readiness Report
Date: 23 October 3090

This document was recovered during reconstruction operations in Geneva on Terra late last year. At the direction of General Abiradda, it is being distributed to all officers of general rank or higher. This readiness report was the last prepared before the Amaris Coup launched the conflict that disintegrated the Star League and led to Kerensky's Exodus. The seeds of the loyalty that allowed Kerensky to plan and lead such an exile can be found inside this document, as can the hubris and bureaucratic malaise that contributed to the League's downfall. Generals are encouraged to study and share this document with their staffs and senior commanders. Planetary legates will be getting annotated copies later this year.

Learn from this brief, ladies and gentlemen. The Star League was far more powerful than our Republic. We cannot allow ourselves to suffer any of the flaws the Star League did, if we are to survive for more than a handful of generations.

What you're holding is an internal report prepared at the direction of General DeChavilier for General Kerensky's use. It's not an old ComStar report, nor is it the sort of pared-down gloss sent to the Star League Council or the Bureau of Star League Affairs. This is what the soldiers thought about their own military. This is honest.

We must be as honest ourselves, when the time comes.

—Brigadier General Evan Falange, for the RAFHQ

FROM: Dechavilier, Aaron, Deputy Commanding General, SLDFCOM
TO: Kerensky, Aleksandr, Commanding General, SLDFCOM
RE: SLDF 2764 Readiness Report
DATE: 2 March 2764

Aleks:

This report contains, blah blah blah… you know the drill. What this report really contains is the status of the SLDF, corps-level and above, as 31 December 2763. I know the plans we have for the next few years—an Olympiad in '68 would be, I agree, incredible—but I don't know that we're there yet. Four years is a long time, but we've got a lot of kinks to work out and a really ridiculous amount of chaff left to sort.

I didn't have time—and you know I didn't, when you asked, so don't get stiff on me—to compile my own report, so I snagged this one from the Regular Army Command's Inspector General's office. We both know you picked Zhang for inspector general because he's the most honest IG we could find, and he hasn't pulled any punches here. Of particular note is the divide between the Royal Command and the rest of the SLDF. I know we're stuck with it, and I know how you Hegemony boys like to lord it, but there's starting to be real friction between the Royals and everyone else. I'm not sure what to do about that. I know we can't rescind the Royals' independence, but we have to do something. With all the crap going on around the Sphere, we don't have the extra capacity to be putting general officers into detention over schoolyard squabbles any longer.

So, my lord commanding general, sir, your report. Read it in good health when you get back from the Concordat.

—Aaron

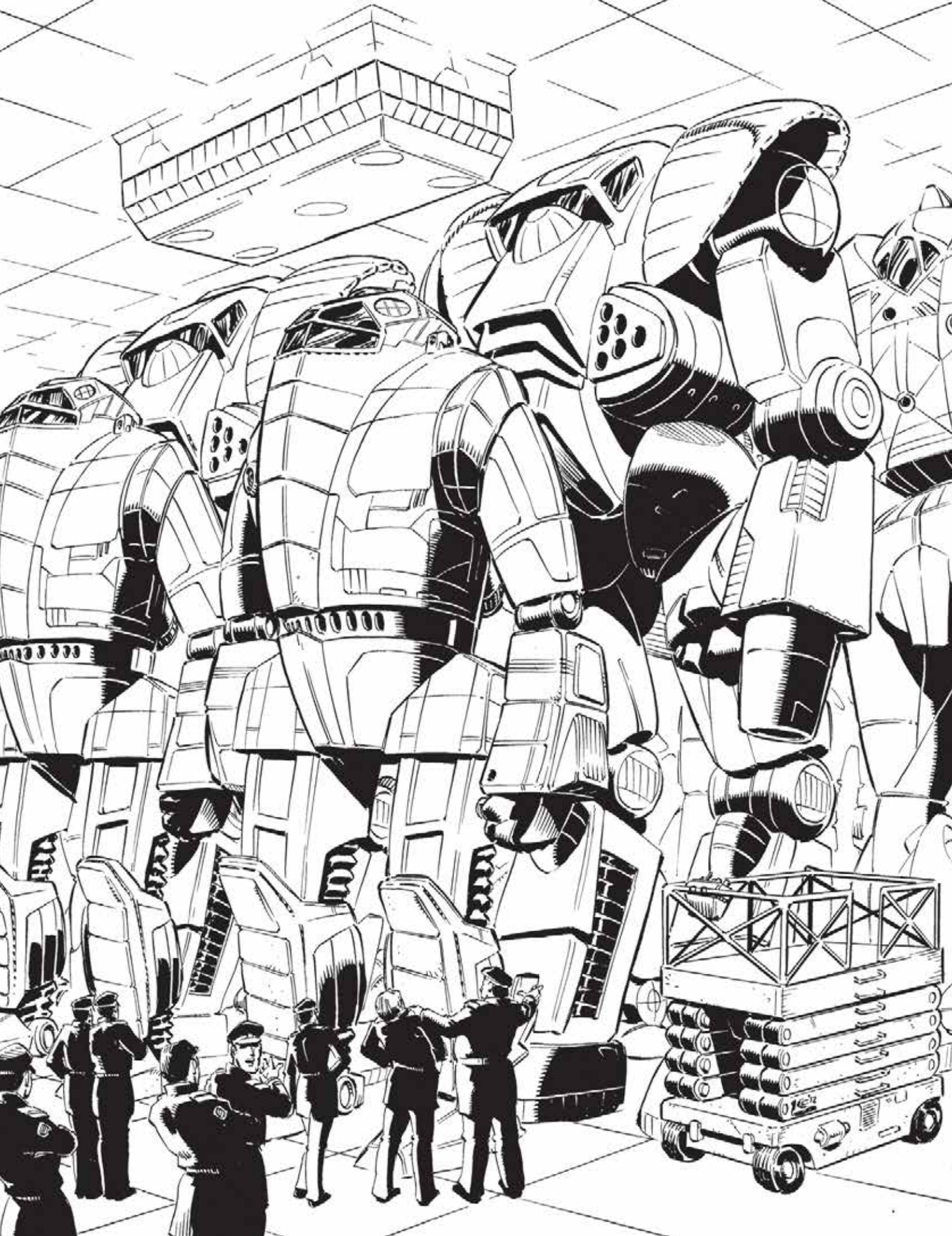
HOW TO USE THIS BOOK

Field Manual: Star League Defense Force is a sourcebook for *BattleTech* that offers players an in-depth look at the historical forces of the first Star League, the mighty empire that reigned before the onset of the Succession Wars.

This first section of this book—*The Star League Defense Force*—provides a breakdown of the structure of the frontline SLDF combat forces by combat arm and the various departments and subcommands, as well as providing descriptions of ancient color schemes, rankings and decorations.

The main section—The Regular Army—presents a corps-by-corps breakdown of the Star League Defense Force Regular Army and Navy. Each of the SLDF's army groups and field armies are discussed, as are each of its corps and a selection of combat divisions and independent regiments. In addition, for the first time anywhere significant attention is given to the numbered fleets of the ancient SLDF Navy, perhaps the most powerful space navy in human history.

Finally, the *SLDF Rules Annex* provides advanced-play rules for *BattleTech* games set in this historical period. These rules include special command abilities for many of the Star League's most prominent military forces, as well as advanced Random Assignment Tables (RATs).



THE STAR LEAGUE DEFENSE FORCE

In the history of mankind there have been few instances, proportionally, of so much power concentrated beneath the will of one man as is concentrated beneath the person of the Star League Defense Force's commanding general. Certainly no man in history has ever controlled so much raw firepower. The corps and division that march beneath the Cameron Star today were formed from the crucible of the Star League's genesis and growth. Four conflicts, however, have defined the shape of the modern SLDF.

Of the four, only the Reunification War is worthy of the appellation "war." Only that conflict involved every extant unit of the nascent SLDF, millions upon millions of combatants, casualties and deaths, and the combined national efforts of the member-states. The three so-called Hidden Wars were not within a percent of a percent of the same scale, but each of them nonetheless affected the training, doctrine and practices of the SLDF.

"War is the continuation of politics by others means," said von Clausewitz, and in most of a millennium no one has disproved him. But we are soldiers, not policymakers. We take our orders and do our duty. Politicians often send us to our death, for reasons we don't understand or agree with. But we still go. Because duty is more important, and because the League stands for something more than just the commanding general's—or even the First Lord's—will.

REUNIFICATION WAR

The links between the Santiago Massacre, the Pollux Proclamation, and the various other political and social pressures that led to the onset of hostilities between the Star League and the four Periphery States has been studied to death over the last two hundred years, but we can examine some of the basics again from a military point of view to see how they have affected SLDF organization and doctrine.

The twenty-year campaign against the four Periphery states demonstrated both the strengths and the faults of the newborn SLDF. On the one hand, our eventual victory of course proves our military prowess, but it would be dishonest not to point out that victory—eventual victory—was more or less assured. The small, young realms of the Periphery could not hope to stand forever against the marshaled resources of the entire Inner Sphere. They knew that as well as we did. What they could hope to do—and what they very nearly did do—was make the war too costly for the Star League to maintain.

No nation's people enjoy hearing that their young men and women are being killed on far-off battlefields. That people like the notion even less when the fighting and dying are happening on worlds many hundreds of light years away, on borders that are not their own, and for reasons they don't especially care about. The leaders of the Periphery realms knew that if they could make the cost high enough, they could drive support from the Star League's policies away from the Reunification War.

Thus were born, especially in the Taurian Concordat, the policies of human-wave attack, terrorism, and nuclear juggernaut. The Taurians were perhaps the most pragmatic of the Periphery states, and the most powerful. Concordat marshals knew that their small fleet and their small army couldn't hope to stop by main force the legions of corps and fleets of WarShips coming for them. But those they did face, they could bleed. And if they could shed enough blood, perhaps the SLDF would stop. The Magistracy and the other states followed this same model, fighting desperate and often irregular battles against the SLDF invasion, using any and all tactics and tricks at their disposal, and never failing to accept horrendous, often ruinous casualties if those same casualties could be inflicted upon the Star League's armies.

And for twenty years, across four fronts, there were oceans of blood.

But the Star League Defense Force triumphed. The dictates of the First Lord and the High Council were upheld, and two hundred years of unified humanity followed. There were a number of institutional and doctrinal standards built from the pyres of the Reunification War, and those institutions and doctrines have stood us in good stead ever since.

Foremost amongst those doctrines is perseverance. A soldier of the Star League does not give up. The mission, our duty, our orders—all are upheld, to the last man, bullet or wound.

FIRST HIDDEN WAR

The First Hidden War can barely be called a war in the traditional senses. There were no grand maneuvers of divisions and corps. There were no massive battles shattering armies and killing hundreds of thousands. There were no deft strategic thrusts, no scores of worlds changing hands. The First Hidden War was instead a war of morale, of policy, and of doctrine.

It was a war of the soldier versus the warrior.

It was a war between the Star League and the Draconis Combine—or, rather, between the soldiers of each. The First Lord's Edict of 2650 had disenfranchised a significant number of DCMS warriors, causing greater resentment than did the drawdowns mandated at the formation of the Star League, when the Reunification War provided an outlet for the Kurita warriors' frustrations. The Edict of 2650 coincided with the increase in Combine militancy associated with the Urizen Kurita's *Kokugaku* and the rise of interest in the ways of *bushido*. The warriors disenfranchised by Michael Cameron's edict became *ronin*, masterless warriors, and the Kurita authorities on their new capital of Luthien disavowed all responsibility for their actions. At first, these troops sought to prove their strength against each other, forming schools and dojos. Like all such warriors, they sought greater and greater challenges and eventually they began to look beyond their social groups to the *gaijin*—foreigners—within their realm: the SLDF.

The first duel between the SLDF and *ronin* forces occurred on Benjamin in 2681. Amanda Kazutoyo, a dueling master in the Third Benjamin Regulars, issued a challenge to Fort Shandra. Initially the Star League forces declined the challenge but Kazutoyo refused to withdraw. For ten days maintained her vigil outside the gates. Eventually, Lieutenant Bradley Grebbers accepted the challenge against his commander's orders to do so but lasted a little over ten minutes. Grebbers's execution by Kazutoyo incensed the SLDF, and what became known as the First Hidden War began.

Over the next seventy years the SLDF and DCMS *ronin* fought more than 300 duels, and much of the early advantage went to the skilled Combine duelists. Eventually the SLDF fought back with the Advanced Combat and Maneuvering Skills Project—the Gunslinger Program.

Historians have pondered why the First Hidden War is even called a war; it involved fewer than a brigade of troops *in toto* and those battles were little more the grudge matches. More 'Mechs were lost to training accidents across those seventy years than were lost to the *ronin*. Pirates claimed more SLDF lives in combat than the *ronin* did, and for three generations more than ninety percent of the SLDF troopers in the Combine even witnessed a duel. Weighed against conflicts like the Reunification War, the First Hidden War is as much a war as a watering hose in a hurricane.

What gives the First Hidden War its teeth is what it represented. The SLDF—the entire Star League—basked in the afterglow of the Reunification War. Though the veterans who'd fought certainly knew better, entire generations of soldiers grew to adulthood—and rank—knowing that *their* Star League was undefeated; that the rightness of its cause was proven in combat. The challenge of the *ronin* threatened to erode that morale; it threatened to bring about the hubristic sense of invincibility the SLDF cultivated. Wars, as Clausewitz observed so many centuries ago, are fought by human beings.

Thus the response; thus the massive propaganda war throughout the Star League against the *ronin*, and the expense of the Gunslinger Program. The High Command and the First Lord knew that if the SLDF didn't answer the ronin's challenge, public perception might slide. The SLDF might become "just another army." And that couldn't be allowed to happen.

The First Hidden War was fought in duels across seventy years—and out of it grew an even stronger sense of identity for the SLDF.

SECOND HIDDEN WAR

The Second Hidden War was more a real conflict than the First had been, but it was largely a war of Star League member states, rather than the SLDF itself. Although the SLDF was eventually called in to intervene, the force involved was a fraction of the scale of the Reunification War. Instead, like the First Hidden War, the Second's influence on the modern SLDF was largely doctrinal and, in a more direct way than the First, political.

In 2696 Mary Davion, daughter of Prince Roger Davion, married Soto Kurita, son of Urizen Kurita and brother to Coordinator Takiro Kurita. Like the marriage of Therese Marik and William Liao a century earlier, it was a political bombshell and unpopular in both houses. Though the Davion family removed the threat of Kuritan takeover-by-marriage with the Act of Succession, stripping Mary of her right to the throne and promoting Joseph Davion in her place, Takiro Kurita had no desire to let the matter lie.

Almost immediately after Mary's death, the coordinator claimed Mary's eldest son, Vincent, should be heir to the Davion throne. Joseph Davion, who was about to name his own son heir, dismissed the claim. Refusing to be swayed, Takiro took the matter before the Star League High Council. He provided documentary evidence that suggested though Mary had given up her own rights, she had not abrogated those of her children. Knowing that deciding for either party would cause disastrous political shockwaves, First Lord Jonathan Cameron chose to sideline the matter, ordering a committee to investigate the claims while binding their efforts in red tape.

By 2725, Takiro's patience with the committee's vacillations had run out. The DCMS invaded the Federated Suns. Though the AFFS counterattacked, the Kuritan armies had planned well and soon Robinson was under threat and the heart of the Federated Suns ripe for occupation. The Combine could have smashed the AFFS and shattered the Federated Suns, but the Combine found itself facing a new enemy.

Commanding General Rebecca Fetladral initiated Operation SMOTHER. Five divisions intervened, separating the combatants and restoring order. These troops were authorized by the SLDF charter to do whatever was necessary to make the peace. The task forces targeted five worlds, three of which immediately submitted to Star League authority. Peace returned and the border was reset to its prewar boundaries. The First Lord chastised both powers and denied Kurita's claim to the Davion throne in perpetuity, a decision the Kuritas would hold against the Camerons until the fall of the Star League. The Davions, too, who were the primary beneficiaries of the SLDF intervention, also resented Cameron's failure to act more swiftly.

The Second Hidden War illustrated that, for all its vaunted power and legions of 'Mechs, tanks and WarShips, the Star League Defense Force was made up of and commanded by fallible men. First Lord Jonathan Cameron was a favorite of much of the SLDF because his expansions created new divisions, new installations and grew the size and budget of nearly every SLDF command. To the senior officers who created and implemented policy—and especially to Commanding General Ikolor Fredasa—Jonathan was a fool. He vacillated between displays of power and fearful ignorance. Even as the SLDF expanded in size, prestige and power, he refused to intervene in the War of Davion Succession. Fredasa and most of his officers saw the conflict between two of the Star League's member states as professional failures—and how could they not? The SLDF's mandate was to maintain and protect the peace, but the First Lord would not allow them to carry out that mandate.

Of course, history records General Fredasa's execution for treason, and though no public record has ever been made of his so-called "treason" internal SLDF archives buried in the depths of the Citadel still maintain mention of Fredasa's Operation SUCCESSION. No materials remain that give General Fetladral any knowledge of SUCCESSION, but as Fredasa's deputy commanding general it seems unlikely that she could not have known.

Although little more than a heavy corps as involved in Operation SMOTHER, the operation had far-reaching consequences. For the first time the SLDF exerted its right to intervene—in a major and public way—in the so-called internal affairs of the member states. This precedent would have far-reaching consequences in the years to come.

The other effect of the Second Hidden War was the realization amongst much of the SLDF officer corps that loyalty to the League did not necessarily mean loyalty to the First Lord. The cult of personality that had so long been part and parcel of Cameron governance suffered its first fracture and, although no one wanted to take it to the extreme General Fredasa and his cabal had, the wall had been broken. Officers began to weigh their decisions not against "what would the First Lord think," but rather, "what is best for the League?"

This thinking would come to the fore when Simon Cameron's son Richard came to power.

THIRD HIDDEN WAR

The Third Hidden War—most SLDF troopers just call it the War—is still, in one form or another, raging. And it doesn't seem like, absent another Reunification War, it's going to stop anytime soon. It's a grinding, tearing war of attrition. It's most visible casualty is the Martial Olympiad, shuttered after the 2736 games, but unless the SLDF can find a way to bring it to a conclusion its final victim may be the Star League itself.

Beginning in 2741 nearly every border in the Inner Sphere erupted in raiding. No state or polity has officially claimed responsibility for any of the attacks, but a cursory examination of the equipment and tactics of the raiders, together with forensic evidence collected after the attacks, has proven to the SLDF High Command's satisfaction that these raids are little more than the Great Houses striking at each other. With the combination of a rise in tensions and the loosening of control in the wake of Simon Cameron's death, there is little to keep the lords of the Star League member states from doing what they wish.

Apparently, they wish to fight.

By 2745 First Lord Simon Cameron had stopped even raising the issue of the raiding in the Star League Council meetings. The subject was certain to begin verbal—and sometimes physical—brawls amongst the lords, and no resolution was ever reached. Instead, he left the matter in the hands of the SLDF. His accession on the matter was summed up in written orders given to General Kerensky in 2744: suppress banditry. Kerensky, given free reign to set his own rules of engagement, passed the order to his army and corps commanders and went back to the work of building a corruption-free SLDF—work that continues today.

The Third War largely "ended" in 2752 or so. The death of Simon Cameron and the regency of General Kerensky gave the Great Houses far more latitude to pursue their agendas in more open fashion. Their amendment to the First Lord's Edict of 2650, doubling the size of their house armies, allowed them to openly "integrate" many of the "irregular" forces they'd been "pursuing" during the previous decade. Although their un-avowed battalions and regiments continued to strike at each other, the lords directed their attention to the Periphery.

After all—the money for all these new regiments had to come from somewhere.

THE PERIPHERY HEATS UP

The increase in size of member-state militaries begun in 2752 put a serious strain on the realms' coffers—coffers which had already been laboring under the economic impact of a decade of border raiding during the active years of the Third Hidden War. When the realms were suddenly burdened with paying for these "new" military units, they turned to their Star League incomes for funds. When their existing incomes proved inadequate, they—taking advantage of the lack of a First Lord or watch over them—took the money, through increased taxes, from the Periphery.

The citizens of the territorial states, to say the least, did not take the tax levies well.

BUSINESS IS BUSINESS

In 2741, extremely well equipped brigands raided The Edge, killing hundreds of civilians and stealing massive quantities of raw materials. Both the LCAF and SLDF went onto high alert and in 2742, guided by information provided to the LIC by the Hegemony, a Lyran task force struck at Butte Hold. In the bandit's base they discovered the Draconis Combine had provided both materials and funding for the raiders. When confronted in the High Council with this information the coordinator did not deny the accusation, saying "business is business" and a fistfight erupted between the coordinator and the Lyran archon. Adding fuel to the fire was the abrasive Ewan Marik, a boorish drunkard who took particular relish in winding up his fellow Council Lords. Only Warex Liao stood aloof from the infighting, which by itself was enough to make the other lords suspicious of him.

—from *A Time of Lies*, University of Donegal Press, 3066

THE COMMANDING GENERALS

The commanding generals of the Star League Defense Force are the penultimate authority in the Star League; only the First Lord has the authority to order the SLDF commanding general to do anything. In practice, the Star League Council maintains some measure of authority, as their counsel influences the First Lord's policy, but they have no legal authority.

General Shandra Noruff-Cameron (2571-2575)

The wife of First Lord Ian Cameron, General Noruff-Cameron had the responsibility for outlining and assembling the original Star League Defense Force. She had to overcome rivalries, hatreds and widely-differing organizational and doctrinal structures. The army that fought the Reunification War broadly followed the outline she laid down, but Noruff-Cameron never took operational command; she suffered a heart attack in 2575 and stepped down in favor of her deputy, though she remained active within the High Command until her death in 2600.

General Carlos Dangmar Lee (2575-2597)

General Carlos Lee received a baptism of fire, inheriting a newborn SLDF and while charged with prosecuting a war against the Periphery powers. During his command, the SLDF became a battle-hardened, but fractious, force. Though he was hated in the Periphery, Lee was widely praised in the Inner Sphere for his adaptability and determination as the SLDF's first operational commander. He retired in 2597, exhausted by more than two decades of continuous war.

General Nicholas Kinnol (2598-2646)

With peace restored, General Kinnol continued to shape the SLDF into the form it maintains today. Under his command the SLDF became a unified force, aided by its ability to recruit and train recruits from across the Inner Sphere rather than having to rely on existing, House-trained troops. Kinnol also took advantage of the booming economy of the post-reconstruction era, expanding the SLDF and its facilities throughout the Inner Sphere.

General Kinnol also oversaw the establishment of the Star League Exploration Command, a subcommand of the Navy charged with surveying star systems both beyond the League's boundaries and in the voids between worlds within the member states. The worlds discovered by the Exploration Command are a valuable source of raw materials and have prompted the establishment of hundreds of new colonies.

General Killian Squarn-Turk (2646-2680)

General Squarn-Turk continued the expansion of the SLDF and had a largely unremarkable tenure. The most significant event was Michael Cameron's Edict of 2650, further reducing the militaries of the member and territorial states. As part of a wider policy toward demobilized soldiers (including those in the SLDF) Squarn-Turk proposed that troops be allowed to purchase their equipment with their muster-out pay, creating a large body of well-armed reservists who could help combat the rising tide of banditry and lawlessness. Though hotly debated by the High Council, the measure passed.

Admiral David Peterson (2680-2707)

Admiral David Peterson, the only Navy officer ever to command the SLDF, took charge at a time of rising tensions. He helped end many of the inter-service rivalries between the Army and Navy and fostered close doctrinal ties between the two. Peterson oversaw the Advanced Combat and Maneuvering Skills Project (later called the Gunslinger Project), designed to give SLDF duelists a fighting chance against their DCMS rivals. His tenure also saw the first developments of the controversial SDS system along with numerous advanced technologies that First Lord Jonathan insisted were necessary to maintain the SLDF's technological edge against the House militaries. Unfortunately, Admiral Peterson was killed in a DropShip accident before he could see many of these advances enter service.

General Ikolor Fredasa (2707-2729)

Peterson's deputy, General Ikolor Fredasa, took command of the SLDF upon his predecessor's death and was confirmed in the post by the First Lord a week later. Gregarious and authoritative, Fredasa's public profile was much higher than any of his predecessors, as often appearing in the social press as much as in the political and military media. He took credit for many of the reforms to the SLDF and the new technologies that entered service in the early 28th century, though most were instigated by Admiral Peterson. Despite his vainglorious nature and willingness to accept credit for the actions of others, Fredasa was thoughtful and intelligent commander, dedicated to the ideals of the Star League, but his loyalty was to the League as a whole rather than to the First Lord.

As a consequence, when Jonathan Cameron's instability became clear, Fredasa chose to act, seeking to engineer Jonathan's replacement with his sister, Jocasta. The coup failed—Fredasa and several co-conspirators were executed—but in many regards his efforts succeeded; Jocasta Cameron became *de facto* co-First Lord, saving the League from disaster.

General Rebecca Fetladral (2729-2738)

A long-time associate of Jocasta Cameron, Rebecca Fetladral was the natural choice to replace the disgraced Fredasa. Her short tenure was among the most dramatic, seeing both expansion of the SLDF and the new technologies but also the completion of the SDS system and many Castles Brian. She also pushed the SLDF to a higher state of operational readiness, both though exercises but also in peacekeeping operations such as separating the combatants in the War of Davion Succession. Her more militant stance (a combination of her own determination and the First Lord's vision of disaster for the Star League) was wildly unpopular with the House Lords, who accused the SLDF of "flexing its muscles" and prompted near-constant skirmishes between General Fetladral and the council.

When Jonathan died and was succeeded by Simon Cameron, Fetladral took the opportunity to resign, recommending her deputy take command of the SLDF.

General Aleksandr Kerensky (2738-2802)

Only 38 when he took charge of the SLDF, Aleksandr Kerensky had seen both war and political conflicts firsthand and was determined to do his duty. A graduate of the Nagelring, he assumed command of the SLDF upon General Fetladral's retirement and immediately began a campaign to winnow out weak links. Cancellation of the 2740 Martial Olympiad was both a first indicator of his seriousness and a seeming instant of prescience—the outbreak of the Third Hidden War soon made it necessary for SLDF divisions and regiments to respond to actual, not simulated threats.

The capstone of General Kerensky's legacy will no doubt be his position as regent for First Lord Richard Cameron. Responsible for overseeing the youth during the years of his minority following the death of First Lord Simon Cameron, Kerensky was an integral part of young Richard's education. With Richard's ascension to the First Lord's throne in his own right, Kerensky has turned his attention toward the rampant unrest in the Periphery.

Since 2754 or so tensions—and outright violence—on Periphery worlds has been on the rise. Every territorial state has seen increased violence: most often and most violent in the independent-minded Taurian Concordat, and to lesser extents in the Magistracy of Canopus, the Outworlds Alliance and the Rim Worlds Republic. The withdrawal of the SLDF Twentieth Army from the Rim Worlds in the late 2750s allowed an uptick of violence there, but the slow withdrawal of that army has meant that its divisions and regiments continue to stage from Lyran and Combine worlds into the Republic despite orders to the contrary.

The 2760s have seen violence on the rise around the Inner Sphere and Periphery. Border raids between the member states are increasing, despite the integration of larger number of regular House formations. The Periphery continues to simmer and occasionally boil over—the recent actions of the Taurian Freedom Army in the Concordat have prompted General Kerensky himself to travel to that realm in an attempt to protect the peace. With the victory over the TFA headquarters on Camadeierre, the High Command hopes that tensions will begin to decrease in the Concordat, but it is too early to tell.

ORGANIZATION OF THE SLDF

The organization of the garrison Star League Defense Force is built on a distributed force structure designed to assign administrative control and responsibility to the largest possible region of space. In theory the commanding general, with the input of the SLDF High Command, assigns the responsibilities of every brigade, division and corps in the SLDF, but in practice the chain of command is managed at each level by increasingly-smaller levels of control. First among these divisions are the military regions.

ARMY GROUPS

The Star League is divided into ten military regions, each corresponding to the borders of a member state or territory. Each of the five military regions that corresponds to the non-Hegemony member states is further divided into three districts. The divisions and regiments stationed in each of the five House military regions and the ships and support units that attend them are organized into an army group. Each army group bears the name of the ruling family of its member state: Army Group Marik, Army Group Steiner, and so on. As well as being the supreme authority in a military region, the general in command of an army group also represents the SLDF in the politics of that member state.

No threat has yet risen to require the full activation of an army group, and as such the post is more political. The five generals that command the House army groups are recognized as consummate diplomats and politicians. In fact, General Housemann, commander of Army Group Steiner, is distantly related to the McQuiston dynasty in the Lyran Commonwealth.

ARMIES

The largest permanent organizational forces of the SLDF, armies grew from the rapidly-expanding SLDF during the 27th century. Their formation was part of Shandra Noruff's original plan for the SLDF, but during the Reunification War and for several decades afterward corps remained the SLDF's main operational force. Initially there were ten armies, one per member- and territorial-state. This number was expanded to twenty during the reign of First Lord Jonathan Cameron, to facilitate the effective garrisoning of the Star League.

As with corps, armies are not a uniform force; they are comprised of between two and four corps. The smallest armies (Sixth and Seventh in the Capellan Confederation) field only around 140 regiments each, while the largest (Fourteenth, Fifteenth and Sixteenth, all garrisoning the militant Draconis Combine) field well over 300 regiments each. Most

TWELVE PRINCIPLES OF COMMAND

1. **Objective.** Always keep a clear goal in mind. Without it, the lives you lose are meaningless.
2. **Offensive.** When given the chance, attack and remain on the offensive for as long as possible. The enemy is weakest when backing up, and so are you.
3. **Unity of Command.** Always know who is above and below you in the chain of command and what they are doing. It will not only help you in times of trouble, but it will also give you a better sense of how your mission fits into the overall picture.
4. **Strength.** Never willingly enter battle at a numerical disadvantage. Even the sloppiest army can defeat you if it is bigger.
5. **Economy of Force.** Do not waste your effort and supplies. Use just enough of your force to inflict the maximum amount of havoc on the enemy in the minimum amount of time. Save the rest of your strength to exploit your gains or protect yourself from counterattack.
6. **Maneuver.** Learn the value of maneuverability. Being able to speed across the battlefield in a coordinated wave of force can overwhelm the toughest opponent with a minimum of bloodshed.
7. **Surprise.** The element of surprise effectively doubles your force.
8. **Intelligence.** Information is like eggs, the fresher the better. A good guess might win a battle, but a bad one can eventually lose a campaign.
9. **Simplicity.** If a plan looks messy on paper or in a computer simulation, it is too complicated to succeed. The best plans often turn out to be ones drawn in the dirt and explained with a few hand gestures. A good solution applied with vigor immediately is better than a perfect solution ten minutes later.
10. **Maintenance of Morale.** Instill pride and sense of duty, worthiness, and loyalty into your soldiers. Keep them informed, rested, and happy. Officers should visit the front often, not to meddle but for personal contact with the troops.
11. **Administration.** This is the dullest, most mind-numbing of chores, but doing it properly is infinitely better than facing the enemy without ammunition.
12. **Mercy.** Be firm and win the day, but once the fighting is over, treat your prisoners with respect and courtesy. Not only is it the correct and moral thing for a soldier of the Star League to do, but once enemy soldiers hear of your merciful treatment, they might also be more willing to surrender.

—From *A Primer to Tactics and Strategy: 34th Edition*, edited by General Aleksandr Kerensky, SLDF Press, 2742

SLDF STAFF ORGANIZATION

Just as the basic divisional structure of the SLDF is patterned after the ancient Terran *Wermacht*, so too did the early Star League planners adopt the ancient Prussian staff organization that served the old German empires so well.

Military staffs, in general, recognize four basic criteria of control: operations, personnel, training, and logistics. As the complexity of combat units has evolved so has the need for more competent control and coordination. Star League staffs operate four main sections, built two tiers of hierarchy: the I and the II.

Ia: The "Ia" is the chief of staff; he or she commands the staff apparatus and serves as an interface between the commander and the staff. Unlike the ancient German army, however, staff officers are normally outside of the chain of battlefield command. The chief of staff normally only takes command of a division, brigade or corps when the previous commander was relieved for cause.

Ib: The "Ib" is the operations officer. This officer is in charge of drafting, preparing and disseminating the operational orders and methods of the unit. Usually the Ib is recognized as the tactical leader of a brigade or division, and a deployment in this slot usually means an officer is being groomed for command of a brigade or division.

Ic: In SLDF staff organizations the Ic is the staff intelligence officer. The Ic is responsible for making sure the brigade, division or corps has all the necessary intelligence necessary to perform its mission. The Ic and the Ia work closely together; a good (or poor) working relationship between these two officers and their shops can often make (or break) a unit's performance.

IIa: An SLDF IIa commands the unit's logistical section. As the size of the unit increases—from regiment to brigade to division and corps—the size of the logistical staff increases. An officer who excels at overseeing the outfitting, feeding, medical care and movement of thousands or even millions of personnel is highly prized.

Organized staffs, with officers assigned in addition to combat roles, appear only at the regimental scale or higher. Many battalion and even company commanders form unofficial "staffs" by assigning additional roles to senior battalion officers; a captain commanding a company, for instance, might both be responsible for his company as well as the intelligence duties of the battalion.

armies contain six or more BattleMech divisions, but the number of infantry divisions varies from nine to twenty-seven depending on the size of the area to be garrisoned and the belligerence of the inhabitants. The number of independent regiments varies considerably, too—several corps have none under their direct control. Ten to twenty regiments is common. The largest concentration is currently thirty independent regiments, where the area of responsibility is large or fragmented.

This strength appears misleading, however. Most orders of battle are commonly built around the corps chain of command, and list only those independent regiments placed administratively under the corps commander's authority. In reality a great number of independent regiments and brigades—and nearly all of the armored regiments and divisions—are deployed at the army level; as their chain of command doesn't pass through the corps commander, they are not shown on corps-level orders of battle. These regiments report directly to the army commander, and are usually deployed independently or attached administratively to divisional commanders.

The commanders of each army serve on the High Command and, even in the era of HPG communication, have significant authority to pursue their orders and operate independently.

CORPS

A corps is a group of divisions, regiments, and WarShips that fight and train together. A corps has one to three BattleMech divisions, two to seven infantry divisions, and usually a number of independent regiments. Each corps also has a contingent of WarShips and transports. Most corps ware assigned to protect roughly thirty inhabited worlds and the surrounding space, though some are responsible for more than 100 worlds.

DIVISIONS

The division is the heart of the Regular Army. Each division is nominally responsible for a sphere of star systems one jump in radius. Occasionally, a division is responsible for protecting only one extremely important planet. A division in the Regular Army consists of three brigades of three regiments each, plus reserves, a ground aero wing and support units. Because of the needs of deployment, as well as administrative attachments detailed by the army commander, some divisions sometimes had more or fewer than three brigades.

The SLDF operates four types of named divisions. Other divisional formations may be assembled at need, such as armored divisions, but are not kept as part of the standing Regular Army. This somewhat misleading, of course. The 322nd Armored Division, for example, has been stood-up for over seventy years, funded through the SLDF's discretionary budget at the direction of the commanding general. It does not appear on standard SLDF orders of battle, because it doesn't fall into the normal corps chain of command.

Each division is typically assigned a full regiment of combined tube and missile artillery, while independent regiments can claim up to a battalion of artillery depending on assignment.

BattleMech Division

The offensive punch of the Regular Army is the BattleMech division. Each division has two brigades of BattleMech regiments and a brigade of mechanized infantry regiments.

Mechanized Infantry Division

The mechanized infantry division is the most common division in the Regular Army. Each has two brigades of mechanized infantry and one brigade of BattleMechs. According to doctrine, a BattleMech division is expected to create holes in enemy lines

while mechanized infantry divisions exploit those holes. In reality, the lack of divisional-scale opponents means that they operate more or less independently. MI divisions are designed bear the brunt of defensive stands.

Infantry Division

Slow, but not as dependent on vehicles, the infantry division is a throwback to the days of foot patrols and foxholes. Infantry divisions are used in terrain where vehicles founder, such as heavy forests, mountains, and cities. Each infantry division contains two brigades of foot infantry and one brigade of light 'Mechs.

Jump Infantry Division

Jump infantry divisions are used for missions that require surprise and swiftness. These divisions have two brigades of jump troops and one brigade of BattleMechs. The division also has two ground aero wings to carry and protect the jump troops. Many jump infantry divisions are stationed on-planet with corps headquarters; corps commanders prefer to have them nearby to respond immediately to sudden crises.

BRIGADES

An SLDF brigade is a divisional component normally comprised of one class of combatant: a BattleMech brigade, or an infantry brigade. Three regiments form a brigade in a division; brigades are normally named for their divisions. The first brigade of the Ninth BattleMech Division, then, would be listed as the Ninety-first Brigade. Because brigades are largely administrative constructs, the SDLF rarely ever deploys brigades independently. When more than one independent regiment is called for, SLDF planners prefer to form a regimental combat team rather than a brigade.

REGIMENTS

The regiment is the chosen tactical weapon of the Star League Defense Force; though it is comprised of battalions, companies and lances, the regiment is the smallest formation routinely deployed for frontline combat. Although forced to build *ad hoc* regiments from whatever materiel or forces were available during the Reunification War, today's SLDF regiment is a finely-honed collection of units comfortable working with the other regiments of its brigade, division and sometimes corps.

Line regiments—those regiments assigned to divisional brigades—are trained as part of the divisional combat team. A BattleMech regiment, for instance, contains only BattleMechs, and its soldiers train for the combat role best suited to their equipment. Because SLDF doctrine is to build companies, sometimes battalions and in one or two cases entire regiments of one model of combat equipment, this training makes sense. A battalion of 100-ton *Atlas* BattleMechs, for instance, is poorly suited for reconnaissance or harassing roles; but the two companies of *Talon* pursuit 'Mechs in the Royal striker regiment next to them in the brigade slot is custom-built for that role.

Independent regiments are more loosely built; because they exist outside of a brigade or division, independent regiments must often be able to fulfill multiple combat roles. More aggressive SLDF officers and enlisted men are assigned to independent regiments. In addition, many veteran independent regiments—especially the Royal Dragoon regiments—are often assigned to lead *ad hoc* regimental combat teams of armored and mechanized infantry regiments.

Line Regiments

The majority of SLDF BattleMech regiments are line regiments, part of the standing brigade and divisions assigned to the Regular Army corps. These regiments are 'Mech-only; they do not include organized supporting elements such as armor, infantry or aerospace fighters. Such roles are filled by other regiments in the division, or by assigned supporting units.

Heavy Assault: These regiments contain heavy and assault BattleMechs and are intended for offensive operations. Each battalion of a heavy assault regiment also includes fourth company of artillery for organic fire support.

Battle: These formations are multi-role regiments, comprised of medium and heavy BattleMechs.

Striker: Comprised of light and medium 'Mechs, striker units are employed for reconnaissance and breakthrough exploitation. They are the only line regiments to have organic aerospace assets, including LAMs.

Independent Regiments

Unlike line regiments, independent 'Mech regiments contain a full complement of support troops (including, in many cases, armor and infantry). Most independent regiments also have integral DropShip and JumpShip assets to facilitate their redeployment. The three principal types of independent regiments are broadly analogous to the roles of the line regiments but the fourth, the CAAN units, only exist as independent regiments.

Dragoon: The independent equivalent of heavy assault regiments, dragoon regiments mix heavy and assault weight 'Mechs and armor. They rarely employ infantry in offensive roles, instead holding them back for defensive operations.

Hussar: Medium/heavy weight and multi-role, hussars are the most common form of independent 'Mech regiment.

Light Horse: Principally light and medium weight 'Mechs and armor, light horse units serve as the eyes and ears of the SLDF. They also operate as quick-response troops, usually grouped in multi-regimental formations (all light horse units) known as regimental combat teams.

CAAN: Cavalry, armored, aerospace and naval regiments are trained in aquatic operations and are the only SLDF units with integral blue-water naval assets.

BATTLEMECH ASSETS

Like all modern militaries, the BattleMech is the principal weapon of the SLDF Regular Army. Because of the primacy of the Hegemony Armed Forces in the formation of the SLDF, and its continuing influence through the institution of the Royal Command, the BattleMechs of the Star League Defense Force are the most advanced ever created. Although all of the member and territorial states have manufactured their own 'Mechs for centuries, no one yet has devised a more versatile ground combat system.

'Mechs fall in two general classes in the SLDF: Regular Army 'Mechs and Royal 'Mechs. The 'Mechs of the Regular Army are the equal or better of any BattleMech in service with any member state, and the SLDF has unrestricted access to purchase any BattleMech in production anywhere in the Star League. Procurement officers visit manufacturers in every member state and are feted by industrial concerns wherever they go; standard procurement contracts for SLDF supplies are written with lifespans measured in *decades*. Capturing or losing a Star League procurement contract has made or broken industrial communities.

Royal 'Mechs are the pinnacle of warfighting technology. Designed and built by the expert designers of the Terran Hegemony, they mount equipment and weaponry unseen even on Regular Army 'Mechs. Cutting-edge BattleMechs such as the *Exterminator*, the *Talon* and the most advanced variants of the *Emperor* make the Royal regiments and divisions the equal of two or three times their number.

Standard SLDF doctrine to combine 'Mech types in units not smaller than a company. This simplifies both unit logistics and company training methods, and encourages MechWarriors to think of themselves are part of their parent battalions and regiments. Exceptions are sometimes made—most often in independent regiments—for graduates of the Gunslinger Program, and for 'Mech companies assigned to SAS duty. Because of the varied nature of their missions, SAS units cannot rely on brigade elements for support, and so they have mixed companies and—sometimes—mixed lances, much as the patchwork battalions and regiments of the member and territorial states.

BATTLEMECH ORGANIZATION

Element	Component Units	Combat Strength
Lance	4 BattleMechs	4 BattleMechs
Company	3 Lances	12 BattleMechs
Battalion	3 Companies	36 BattleMechs
Regiment	3 Battalions	108 BattleMechs
Brigade	3 Regiments	324 BattleMechs
Division	3 Brigades	972 BattleMechs

Standard SLDF paint schemes for BattleMechs are olive-drab. Corps, division, brigade and regimental insignia are traditionally painted on the rear torso and left arm of the BattleMech, while any applicable awards—the Gunslinger insignia, knighthoods or awards—are painted on the chest. Division and independent regimental commanders are given leeway to modify their paint scheme under combat conditions.

AEROSPACE ASSETS

Like SLDF BattleMechs, the League aerospace fighters are held at the cutting edge of military technology, including Royal wings, whose fighters are as far advanced over the aircraft of the territorial states as they would be against air-breathing biplanes.

The SLDF organizes most of its aerospace combat forces into wings. Each wing includes its own maintenance and support personnel, along with transport and other combat support functions.

Ground Aero Wing (GAW): Attached to divisions, the 54 aerospace fighters of the GAW are tasked with providing aerospace superiority and ground support capability for the units of the division. A GAW also deploys full wings of conventional aircraft (primarily for close air support, but often with two or three squadrons of reconnaissance craft) and transport aircraft, as well as at least one engineer battalion and other ground crews needed to construct, repair and operate airfields.

Fleet Aero Wing (FAW): Attached to naval squadrons and divisions, the FAW's role is to protect WarShips, JumpShips and DropShips. FAWs often follow no specific organizational structure; instead, they are composed of the squadrons assigned to the capital ships comprising the naval squadron, in addition to the support vessels and dedicated aerospace squadrons that might be attached for the duration of an operation. They rarely operate in a ground-support role, but they are often employed to bolster aerospace superiority over a battlefield.

Independent Aero Wing (IAW): Less specialized than the GAW and FAW, independent wings are capable of operating wherever they were needed. Most operate as supplementary GAWs, organized and equipped very much in the same way, though provided with intelligence-gathering and electronic warfare capability. A battalion or more of paratroopers is often integrated with IAWs for security and rapid-response duties.

AEROSPACE ORGANIZATION

Element	Component Units	Combat Strength
Flight	2 Aerospace fighters	2 Aerospace fighters
Squadron	3 Flights	6 Aerospace fighters
Group	3 Squadrons	18 Aerospace fighters
Wing	3 Groups	54 Aerospace fighters

Attached Aerospace: Attached aerospace forces are those directly integrated with independent regiments, normally a pair of fighters per company. These units do not possess the same additional transport and engineer support as do the much-larger GAW and IAW formations, and are consequently forced to rely either upon other co-deployed units or local populations to provide those services.

SLDF aerospace fighters assigned to ground aerospace wings are painted in similar olive-drab schemes as Regular Army BattleMechs and vehicles, while fleet aero wing fighters are traditionally painted white. Most wing commanders turn a blind eye to nose art, excepting during corps-level reviews, and wing and squadron insignia are painted on the port wing and port stabilizer, where applicable.

ARMOR ASSETS

Armor forces serve as a vital part of the Regular Army, employed in defensive or garrison roles, though heavy and assault units often serve alongside BattleMech forces. Most armor formations are classified by weight and motive type and usually comprised of only one or two chasses, though specialized battalions—VTOL, scout/pathfinder and heavy assault—are assigned at the division level and among the RCTs. Armor regiments not assigned to standing RCTs, divisions or corps are typically supported by a battalion of mechanized infantry and engineers.

Armored units are organized in much the same way as line BattleMech regiments. There are assault, heavy, medium, and light tank regiments, and each usually has just one type of tracked tank. These regiments form the bulwark of the unassigned defensive Star League Regular Army—several division's worth of armor regiments are usually spread on garrison duties through a military district, assigned to the command of the local army commander or the planetary garrison commander. Many heavy and assault regiments train in anti-'Mech defensive missions, using their heavy armor and hard-hitting weapons to overcome the 'Mechs' natural mobility. Even a heavy assault regiment fears a battalion of Alacorn or Burke assault tanks, and like heavy BattleMech formations, many assault armor regiments carry an extra battalion of artillery on their orders of battle.

Hovercraft and wheeled armor regiments are also common, though wheeled regiments more than hover. Wheeled armor regiments are routinely assigned to urban or base defense where their wheels aren't a detriment, while the majority of the SLDF's hover corps is spread in battalion-size cavalry and reconnaissance packets throughout the League. In particular, high-speed cavalry battalions are often integrated with light horse 'Mech regiments, offering the already-high-speed units even greater mobility. Most hover battalions are built around the Gabriel and Beagle platforms, with firepower provided by Zephyr companies. The jump-capable Kanga, never common, is treasured by those battalions lucky enough to have them as well.

ARMOR ORGANIZATION

Element	Component Units	Combat Strength
Platoon	4 Vehicles	4 Vehicles
Company	3 Platoons	12 Vehicles
Battalion	3 Companies	36 Vehicles
Regiment	3 Battalions	108 Vehicles
Brigade	3 Regiments	324 Vehicles
Division	3 Brigades	972 Vehicles

A number of armored regiments, in recent years, have been formed into conventional regimental combat teams comprised of a wheeled armor regiment and three infantry regiments—normally motorized from local resources, though some Royal infantry regiments have been fully mechanized. These RCTs have been operating as urban pacification forces since 2760 in the Taurian Concordat and the Magistracy, and Eighteenth Army recently requested assignment of two RCTs for evaluation.

Mobile artillery—primarily the missile-armed Chaparral and Padilla vehicles, for Royal regiments, with Regular Army battalions built around the Thor and the Marksman tracked vehicles—falls under the command of the Armored Subcommand, and is distributed at need. The majority are assigned as the organic units for frontline divisions, though large armored formations and primary defensive positions often have independent mobile artillery battalions as well.

Regular Army armor is painted olive-drab; divisional, brigade and regimental insignia are painted on the rear bumper or armor facing, and on the left side of the turret cupola.

INFANTRY ASSETS

Service in the infantry remains—proportionally—the most common occupation in the SLDF. Infantryman appear on every world of the Star League, in detachments as small as companies (embassy guards, etc.) to massive formations culminating in the Regular Army's frontline infantry divisions. SLDF troopers are routinely the first—and oftentimes, only—soldiers of the Star League that citizens meet, and great pains are taken by the Trooper Subcommand to ensure those soldiers are professional examples.

There are four types of infantry regiments: mechanized, grunt, jump, and marine. Each regiment, like other SLDF regiments, is organized with three battalions of three companies each. Companies are broken up into three platoons. A mechanized infantry regiment is the most powerful infantry formation; each platoon is supported by an infantry fighting vehicle, often the ubiquitous Goblin or a comparable IFV. In addition, each battalion usually has an attached armor company, usually a scouting hovercraft company or—for regiments assigned urban duty—a detachment of Demon wheeled tanks.

Grunt infantry regiments make up the bulk of the Trooper Subcommand's units; these are leg infantry units, designed for stationary deployments, often to urban combat zones or static defenses. Though troopers are trained in motorized operation, barely a third of the standing grunt infantry regiments are fully motorized. The rest rely on local transportation at need.

Marine regiments are rare; not because marines are rare, but because few naval postings call for a full regiment. The exceptions, of course, are the regiments found in CAAN formations. Most marines are naval infantry, assigned to shipboard duty as security and gunnery troops. Assignment to a fleet marine post, as shipboard duty is called, is highly sought after. Fleet marines are trained in boarding operations, zero-g combat tactics and beachhead assault duties. In recent years, the fleet marines have seen increased action as naval squadrons pursued bandits and—of late—Periphery separatists from orbit to the ground.

Jump infantry regiments are the prize of the Trooper Subcommand, highly-trained regiments that use personal jump thrusters for tactical movement. Nearly every jump infantry regiment can be considered a motorized regiment, as they almost always maintain their own organic transport elements. Many jump infantry regiments train as semi-airborne regiments, using tilt-rotor and other VTOL aircraft for strategic movement.

Specialist infantry is rarely organized at higher than battalion level. Cold-weather battalions, hostile-environment battalions, paratroopers, security battalions, military police, etc. are all attached organically to divisions at need. Many paratroop battalions serve with independent aero wings, for instance.

Artillery not mounted on self-propelled carriages falls under the aegis of the Trooper Subcommand, and is usually organized into artillery regiments attached to divisions. There is occasionally an artillery battalion attached to an individual 'Mech or armored regiment, and infantryman man the field artillery pieces intrinsic to heavy assault regiments. Airmobile artillery batteries maintain their own special air transportation, and often serve with jump infantry divisions.

INFANTRY ORGANIZATION

Element	Component Units	Combat Strength
Platoon	4 Squads (3 Squads)	28 (21) Infantrymen
Company	3 Platoons	84 (63) Infantrymen
Battalion	3 Companies	252 (189) Infantrymen
Regiment	3 Battalions	756 (567) Infantrymen
Brigade	3 Regiments	2,268 (1,701) Infantrymen
Division	3 Brigades	6,804 (5,103) Infantrymen

**(Composition for jump infantry units is shown in parentheses)*

NAVY

The Naval Command controls all of the extra-atmospheric craft of the Star League, from the smallest ground-to-orbit runabout to the massive multi-megaton battleships of the Star League Navy. Although day-to-day control rests in the units most of the fighters, DropShips and JumpShips and WarShips are attached to, the admiral of the Naval Command "owns" them all.

Early in the SLDF's history almost all of the Star League's WarShips were attached to divisions and corps, acting as escorts for the lumbering Regular Army transports. The reforms of Commanding Admiral David Peterson freed many of the capital vessels for independent operations. While many small and medium WarShips operate independently or in pairs, the most common organization are squadrons of a dozen or more vessels, tasked with specific duties and often assembled around battleships and troop cruisers.

Three to five squadrons are grouped into numbered fleets; currently the Navy operates twenty fleets to keep parity with the army organization, though the fleets do not operate in conjunction with the corresponding armies. In addition, the massive garrison and reserve fleets are administrative constructs; their active vessels operate under local command at their duty stations.

SLDF naval doctrine relies on division, squadron and fleet-level engagements; rarely does an SLDF flotilla or single ship enter combat if it can help it. Like the SLDF ground forces, Navy combatants depend on supporting elements for different roles; battleships and battlecruisers for heavy firepower at the core of a battlegroup, with supporting cruisers, frigates and destroyers to exploit any breaches created by the aerospace fighter groups launched from carrier DropShips. Only the ships of the Garrison Fleet train in single-ship or flotilla-scale engagements, and even then depend on heavy support from attached fleet aero wings or ground-based wings.

Several of the Navy's common squadrons are described here:

Fire-support squadron: Designed to complement an army corps (or sometimes divisions), fire support squadrons provide the Regular Army with a means of dominating local space and platforms for orbital fire support.

Reconnaissance squadron: Operating independently, reconnaissance squadrons employ the lightest and swiftest vessels of the Star League Navy, usually corvettes and destroyers. As their name suggests, their principal role is intelligence gathering, but they also serve as picket vessels.

Escort squadron: Built around cruisers and frigates, the principal role of escort squadrons is guarding other formations, be it conventional transports or other WarShips.

Line squadron: A line squadron represents the principal offensive arm of the Navy, assembled around three or four battleships or battlecruisers with frigates and cruisers as escorts. Line squadrons are both resilient and pack a fearsome punch.

Pursuit squadron: Intended to chase down other naval vessels, pursuit squadrons employ cruisers and battlecruisers that often sacrifice resilience for speed and firepower.

NAVAL ORGANIZATION

Element	Component Units	Combat Strength
Flotilla	2 Vessels	2 Vessels
Division	3 Flotillas	6 Vessels
Squadron	3 Divisions	18 Vessels

**—the combat strength of each component is notional; actual practice varied due to service requirements, maintenance cycles, combat losses and hull availability.*

Interdiction squadron: Whereas pursuit squadrons run down vessels, interdiction squadrons are intended to contain enemy forces. Most interdiction squadrons feature substantial fighter and assault DropShip elements, as well as an expanded fleet marine contingent.

Transport squadron: Operating in conjunction with ground forces, rather than as part of independent fleets, transport squadrons combine DropShip and JumpShip elements to carry ground troops, as well as WarShips, assault DropShips and fighters to protect them.

Science/Survey squadron: Operating as part of the Star League Exploration Command, science/survey squadrons are charged with expanding human knowledge and discovering new worlds. They employ a wide range of conventional JumpShips and DropShips, and occasionally employ light WarShips for more hazardous assignments. Science missions varied from one to a dozen vessels, usually operating independently for months or even years at a time.

Vessels are painted in a pattern of light and dark gray and a third color unique to it's world of construction. In addition, each vessel bears a personalized heraldic shield design.

ORGANIZATION AND PROCEDURE

While commonly regarded as a single entity, the SLDF's combat arms—the Regular Army and the Star League Navy—are two elements of the organization which numbers fifteen commands in total. The deployed elements of the SLDF—from independent regiments to the twenty armies—draw their members from a wide range of commands.

OPERATIONAL COMMANDS

These commands form the principal fighting arm of the SLDF.

High Command

Based in the Citadel, a fortified complex near the Court of the Star League, the thirty-six members of the SLDF's High Command serve as the ultimate staff of the SLDF, formulating policy and suggesting operational deployments. The commanding general heads the High Command, and serves as the principal liaison with the Star League High Council and the First Lord. The heads of each operational command and of the military districts and regions, plus the deputy commanding general, form the body of the High Command.

In practice the High Command has little real authority; its members carry no authority in the chain of command outside of their other positions, which is a necessary consideration given the structure of the Command; it would be impossible, for instance, for the commander of Tenth Army to sit in council and argue with the general in charge of Army Group Marik, his direct superior. Command authority flows from the commanding general through the other operational commands.

The actual use of the High Command has varied, depending on the temperament of the sitting commanding general. General Kerensky, for instance, appears to prefer the council of only his deputy, General DeChavilier, and the heads of Regular Army and Special Forces Command. His predecessor, General Rebecca Fetladral, insisted on twice-yearly assemblies of the entire High Command.

Regular Army Command

CO: General Andreas Obikwelu III

Regular Army Command oversees the Star League ground forces and is comprised of eight sub-commands: BattleMech, Armored, Trooper, Fighter, Artillery, Engineering, Resupply (Field Logistics) and Planning and Strategy. In combat, Regular Army forces have operational command of actions on a planet's surface or within the atmosphere, though in practice Army and Navy officers train heavily to know where each others' authority best begins and ends.

Naval Command

CO: Admiral Ignacio Blake

Naval Command (often called the Star League Navy) provides the transportation and aerospace forces of the SLDF. Like the Army, it is comprised of several sub-commands: Warship, DropShip, Naval Aerospace, Transport, Marines and Planning and Strategy. These work closely with their Army counterparts, though a good-natured rivalry exists.

Special Forces Command

CO: General Koji Talasko

Special Forces Command oversees the disparate elite forces of the SLDF. Best known—as such things are measured in the largely-black "special" community—are the Blackhearts, more correctly the Special Armed Services , whose primary focus is counterespionage and counterterrorism operations. The Blackhearts are the only force in the SLDF equipped with the top secret Nighthawk light powered armor.

Also within Special Forces Command are the All Weather Combat Corps (Foul Weather Fiends), a 'Mech battalion trained to fight in conditions from the deep ocean to the vacuum of space and the Special Forces Aero Wing(Flying Lions).

Royal Command
CO: General Tamerlan Stefannson

The former High Command of the Hegemony Armed Forces, Royal Command maintains the cohesion and excellence of the Royal formations, the SLDF divisions drawn whole from the Hegemony Armed Forces. Officially, Royal Command's role is the maintenance of discipline and quality within the Royals. Unofficially, Royal Command serves as a shadow High Command through which the First Lord (under the authority of the director-general of the Terran Hegemony) maintains a lever of authority independent of the High Command or the High Council.

Royal Command's most difficult mission has been maintaining integration with the rest of the Regular Army. The segregation of Hegemony troops in the Royal units has slowly-but-surely built a strong sense of cliquish "us-or-them" between the Royal units and the Regular Army. Because the Royal Command is, in effect, a completely separate military within the SLDF, there is much truth in this. Royal units have their own logistics network, their own recruiting and replenishment apparatus, and specialized training programs to allow their troops to use the advanced gear the Royal regiments and divisions field.

SUPPORT COMMANDS

The Support Commands do not play a role in frontline combat, but are vital to the operational efficiency of the SLDF.

Intelligence Command
CO: General Framboise Apfelbucher

The SLDF Intelligence Command (SLIC) serves as the information gathering and intelligence arm of the Star League military, usually working closely with its civil counterparts and opposite numbers in the member-states, such as the LIC and SAFE. SLIC has seven sections: SI1 (Intelligence Liaison), SI2 (Communications and Technological Security Group), SI3 (Research and Development), SI4 (Strategic Analysis and Planning), SI5 (Counterintelligence/Counterterrorism), SI6 (Foreign Intelligence) and SI7 (Special Forces).

Member-State Liaison Command
CO: General Ichi Ippouinu

Liaison Command provides a bridge between the SLDF and the armed forces of the member-states, as well as well as with local authorities. This latter role is often the most publicized: liaison officers smoothing over cultural differences and defusing political tensions between the Star League troops and the not-always-welcoming population, but they also play a key role in ensuring SLDF formations are not sundered by factional loyalties and infighting.

Reserve Command
CO: General Abhinav Hammond

Overseeing both planetary garrisons and demobilized troops and their equipment, Reserve Command is a resource used to bolster the active commands in times of need. Members of the reserve are expected to attend a two-week recertification exercise each year, for which they were paid a stipend. Some commands (such as BattleMech and fighter forces) require bi-monthly weekend exercises.

Reserve Command is easily the largest component of the SLDF, even if it rarely earns face time in media reports. Every Star League member-world hosts some form of Reserve Command presence, from small battalion-size training and security formations on the sparsely-populated Periphery worlds or new colonies to standing armor and infantry divisions on member-state core worlds. The large, less-trained mass of single-term enlisted SLDF soldiers often find duty in infantry or armor regiments, brigades and divisions in Reserve Command.

JAG Command
CO: General Sergey Araujo

The Judge Advocate General Command serves as the legal and law-enforcement arm of the SLDF, responsible for counseling SLDF troopers and commanders and also for ensuring the SLDF complies with Star League and local law-enforcement policies. JAG Command also polices worlds placed under martial law and provides military governors where needed.

Though normally staffed by military police warrants seconded from duty in the Infantry Subcommand of the Regular Army, JAG Command also oversees the SLDF's criminal investigation division.

Administrative Command
CO: General Halyna Idoko

The bureaucracy of the SLDF, Administrative Command is responsible for managing the SLDF's payroll, recruitment, training programs and records; simultaneously being the least well regarded but most important elements of the SLDF. Without Administrative Command's monolithic (but surprisingly well-oiled) presence, the other commands would be buried in trivia and paperwork.

Medical Command
CO: General Inga Di Martino

Considered the cutting edge of medical science, Medical Command cares for the soldiers of the SLDF, providing battlefield medics, hospital JumpShips and care facilities across the Star League.

LOGISTICAL SUBCOMMANDS

Though officially subordinate to other commands, the Logistical Subcommands (or Operational Support Units, OSUs) form a close-knit and often interdependent part of the Star League military. As a consequence, they are commonly treated as a third element within the SLDF.

Transport Subcommand

CO: General Feng Venel

The Transport Subcommand of the Navy coordinates the movement of SLDF troops and supplies, maintaining a massive database of vessels, supplies and personnel in conjunction with the Quartermaster Command, the Administrative Command and the Navy. The Transport Subcommand also works closely with the Communications Command to maintain records and communicate them via HPG.

Communications Command

CO: Vice-Admiral Dola Shatilov

Working closely with the Transport Subcommand and the Administrative Command, Communications Command is responsible for the flow of information within the SLDF. They maintain the SLDF's HPG facilities, both fixed installations and field or naval portable units. They also oversee battlefield communications and the SLDF's electronic-warfare capability.

Quartermaster Command

CO: General Aslan Lybekk

The Quartermaster Command oversees the procurement and delivery of everything needed by the SLDF. Whether paper and memory chips for the Administrative Command or K-F drives for the Star League Navy, the Quartermaster Command meets those needs. Additionally, the Quartermaster Command liaises with SLIC and civil intelligence services to monitor military contractors and ensure security protocols and quality controls are adhered to.

Replacement-Deployment command

CO: General Kim Hyong Suk

Working hand-in-hand with Quartermaster Command and Administrative Command, RepDep Command ensures all SLDF field units are at full strength and have the equipment and personnel needed to function. The command maintains clearing centers and depots in each military region, from which resources are dispatched swiftly to units in need. They are also responsible for the repatriation of the SLDF's war dead, as well as the maintenance of the SLDF's cemeteries in conjunction with the Star League War Graves Commission.

SLDF BASES AND FORTIFICATIONS

During its 200 year existence the SLDF has established bases across the Inner Sphere and Periphery. Every world in the Star League has an SLDF presence, though not every facility is an armed camp—some are administrative centers, handling recruitment and veterans benefits—though most worlds have some form of depot or defensible position around which a world's defenders can rally. Many are little more than fortified warehouse complexes, but the largest, called port castles, combine fortifications with a compact spaceport, providing a secure bridgehead through which supplies and reinforcements can flow to an embattled world.

Stronger fortifications are commonplace along the borders between member states, widely expected to be the flashpoints in future conflicts. Additionally, a strong ring of fortifications surround the Terran Hegemony, safeguarding the approaches to Terra itself. These installations, known as the Home Circle, are designed to attrite any attacker beyond the strength they can successfully attack the throneworld. An additional ring of fortifications runs roughly 250 light years from Terra, and a third along the Periphery border. Additional major fortifications are constructed within member-states as bastions and fallback positions in the event of a major conflict. Outside of the defensive rings and bastions most fortifications within member states are relatively compact and accessible. The Periphery follows a different pattern, with substantial bases scattered throughout the realms as a stark reminder that while they are accepted as members of the Star League, their past rebelliousness is not forgotten.

Forts

The most common SLDF bases, forts serve as the base of operations for a single regiment, brigade or division. They contain maintenance and logistics facilities, as well as homes for the troopers and their dependents. In many cases only a chain-link fence separates the fort from the surrounding terrain, but on border worlds or those with a fractious population substantial walls and gun emplacements are common. Many forts are built alongside civil population centers and spaceports but, unlike port castles, do not compass the port facilities within their defenses.

Castles/Port Castles

More substantial than forts, castles are first and foremost built with defense in mind and thus are rarely closer than a dozen kilometers from civil population centers. Many are built in deliberately inaccessible locations—deserts, in the side of mountains or underground—and thus harder to occupy in the event of conflicts. At minimum, each castle is surrounded by a fifteen-meter-high wall designed to resist sustained 'Mech weapons fire and has numerous anti-ground and

anti-air weapons turrets, many of which operate autonomously. Such complexes are most common along the borders between member states and in the grand defensive rings around Terra. Each castle contains substantial materiel stockpiles to allow its defenders to hold out in the event of a siege. A number of castles have been established with integral spaceport facilities, to provide a secure planetary bridgehead; these are known as port castles. Most of the fortifications established in the Periphery realms after the Reunification War were substantial castles known as outpost castles. The design of these complexes is similar to that later used in the Castles Brian.

Castles Brian

The ultimate expression of SLDF fortifications, the Castles Brian dominate the Home Circle and many of the Hegemony worlds (Terra alone has 20). Later in the Star League a number of Castles Brian were established within the member states, usually the location of key command and logistical centers. They are massive complexes, designed to hold multiple brigades and to support them for several years if needed. Most are subterranean and immune to even direct nuclear and orbital bombardment strikes, providing a secure base of operations. Any attackers would sustain horrendous casualties, and even a relatively small defensive force could hold them. Most Castles Brian are surrounded by a series of smaller regimental fortifications, known as mini-castles, designed to serve as a first line of defense and as points of resistance against hostile activity.

Naval Bases

The vast SLDF Navy employs around 520 facilities dotted across the Star League, and also makes extensive use of civilian spaceports. The SLDF's facilities take a wide range of forms; some are little different than civilian space stations, designed to serve as logistical hubs or to provide recharge services. Others include vast berthing arrays and drydocks, surrounded by free-flying automated factories and residences. The most secure are built inside asteroids, often spun to provide the inhabitants with artificial gravity while maintaining a zero-g core in which to berth vessels for maintenance. Each naval facility has a complement of marines for defense, as well as a wing of aerospace fighters. Many also have a WarShip escort, a pair of destroyers or a cruiser.

SDS Facilities

Occupying a unique position with in the SLDF, the Hegemony's Space Defense System comprises both mobile and fixed components. The mobile elements are the infamous Caspar drone WarShips, but the fixed parts are massive weapons arrays designed to engage vessels in near-orbit and in the atmosphere. These ground bases are each surrounded by substantial fortifications and weapons emplacements to prevent the neutralization of the weapon arrays by ground troops. A regiment-sized force of infantry and BattleMechs man these defenses.

Supply Depots and Secret bases

Not all SLDF facilities are permanently occupied or intended for military action. Often, the best defense is to be unobtrusive and the principal of guile is commonly used to conceal supply caches. Some are dug into mountainsides or hidden under water, their entrances concealed, but others are hidden in plain sight; a warehouse in an industrial district might easily conceal the entrance to an underground cache. Such hidden facilities also serve as a base of operations for covert military actions and espionage.

At the extreme end of the spectrum, the SLDF hides bases in the dark void of space. Some are established in the outer reaches of systems, or in uninhabited systems. A few take matters even further and are constructed at gravitational null points outside of any star system, employing brown dwarfs and the like as mass references for their void jumps.

RECRUITING

The manpower needs of the Star League Defense Force are near-unimaginable. As the largest military ever assembled, and the only military ever built from citizens of every nation and realm in the inhabited galaxy, a constant source of trained, professional soldiers is needed.

Executive Order 34, issued by First Lord Nicholas Cameron in 2606, reaffirmed the Star League Defense Forces' right to recruit men and women from any member state without interference from its government. The SLDF opened hundreds, and eventually thousands, of recruiting offices in the Inner Sphere and Periphery. These offices have all the rights of a diplomatic mission: once someone walks through the front doors, that person is governed by the laws of the Star League, not the member state.

The public has always been enthusiastic. Many men and women are caught up by mystique of the SLDF and want to join, more than even the SLDF needs. The member-state governments were not so enthusiastic. The fact that anyone could join and could thereby escape their laws angered the member-state leaders; so-call criminals and dissidents were flocking to SLDF enlistment centers.

In 2631, the coordinator of the Draconis Combine and the chancellor of the Capellan Confederation demanded that something be done. Realizing that the situation could become dangerous, First Lord Nicholas issued Executive Order 35, which amended the previous order. The new law allowed the member states to petition the Star League government to locate and punish SLDF personnel who were accused of crimes. The two lords who had complained the loudest about fugitives in the SLDF learned that the new order was just a partial solution. The SLDF did find many who had been accused of crimes, but they were tried under Star League laws. The Judge Advocate General's Command vigorously prosecuted crimes such as murder or theft, but winked at others, like "public-speaking" or "failure to obey a moral superior."

The recruiting offices of the Star League Defense Forces are permanent fixtures in most large cities and a comfort to many citizens. Children look in awe at the smiling recruiting officers in their dress uniforms, who hand out regimental patches, pictures, and models of Star League vehicles. Recruitment posters and advertisements in the local media build the mystique of the Regular Army in the minds of the young men and women.

Military Education

A significant factor in the success of the SLDF is its policies toward recruitment and training of personnel. During the Reunification War, the Star League made use of troops from the member-states to provide a battle-trained core to the new armed forces, but after the end of hostilities Commanding-General Nicholas Kinnol ordered a return to the recruitment doctrine laid out in the Star League charter.

Unlike the troops employed in the Reunification War, whose loyalty was to their homelands, SLDF recruitment policy allows us to garner recruits without hardened loyalties and with fewer bad habits than member-state-trained soldiers. There is, however, a *quid pro quo*: when they signed the charter back in 2571, the member-states had been promised access to SLDF training academies. In requiring the member-states hold to their end of the bargain, the Star League is obliged to do likewise, allowing contingents of member-state troops to be trained alongside SLDF recruits.

Recruitment

All prospective members of the SLDF undergo a rigorous selection procedure. The first stage is a half-day test of the candidates' knowledge and reasoning abilities, including personality profiling and an assessment of their moral character. Following this is a series of exercises designed to judge the candidates' physical fitness and ability to work in a team. Only if both tests are passed do candidates advance to the next stage. There are numerous exceptions dependent on aptitudes and intended service branches—for example, the fitness requirements for the Quartermaster Corps are lower than for the infantry (though all troopers are expected to complete basic training, irrespective of their intended service branch) and many naval posts are open to those who suffer mobility impairments. Those intending to join the BattleMech or aerospace branches are further tested on their aptitude to use a neurohelmet. This "skull-cap test" concludes the initial selection tests; it requires the candidates to don a helmet and attempt to move a 1/72 scale BattleMech. Any movement by the 'Mech qualifies the candidate for further training.

Training

Those who passed the selection courses are assigned to one of the SLDF's boot camps. The basic training of SLDF troopers takes six months and qualifies those who pass as recruits (or spacers in the naval academies. Those who join the SLDF before the age of 18 (generally referred to as junior soldiers or junior spacers) also undergo standard schooling during this period, and are usually advanced to their branch training after an additional six months. Those who pass "basic" are awarded the E1 rank and regarded as full members of the SLDF, though operational deployment after just boot camp is rare.

In most cases, troops spend the next eighteen months in "trade training," focusing more on the specific branch of service the recruit is being prepared for. This includes combat tactics, first aid, military history and politics, put to practical use in a constant series of field exercises and an annual series of war game maneuvers. More traditional education is also provided, including languages, sciences and (to a limited extent) the arts; by the time this trade training period is over, even the lowliest SLDF infantryman holds the equivalent of a bachelor's. Those who complete this second stage of training are promoted to E3 rank. Most infantry and armor crews are deployed after this trade training, though the most promising might be sent for advanced training.

The advanced training period (between six and thirty-six months) focuses on technical skills applicable to their service branch—engineering, accountancy, BattleMech piloting, zero-g combat, aerospace operations and so forth. Some specialists undergo additional training even after their advanced training. Furthermore, the SLDF does not expressly recruit officers, but rather observes recruits for the necessary skills, streaming them to additional leadership courses and advanced studies as appropriate and concluding with a six-month officer training course.

With such extensive training—up to four and half years, and sometimes closer to eight—SLDF troopers are without question the best-trained soldiers of the Inner Sphere. Graduates of the full academy course are routinely sergeants (E6 rank) or lieutenants (O2 rank), giving them an immediate advantage over their peers in member-state militaries.

Academies

The SLDF operates more than 200 academies—in addition to thousands of boot camps—across the Inner Sphere, around sixty of which are considered "comprehensive" (i.e. offering training for all branches rather than just for infantry and armor) or offer advanced training for a specific branch (such as the Fleet School of Keid or the Flight Academy of Graham). Most of these comprehensive academies are within the borders of the Hegemony, though three—Sanglamore, the Nagelring and Albion—are constructed in member states. More member-state academies are planned, but political tensions have caused delays. Efforts instead are focused on ensuring national military academies operate to the same standards as those of the SLDF

The most prestigious are those academies on Terra (around a quarter of the comprehensive academies are situated in the Terran system) many of which can date their histories to the pre-spaceflight era. The best known and most prestigious are the War Triad: Sandhurst, the War Academy of Mars and the Military Academy of Aphros, but Administrative Command ensures that the quality of training in even the most remote academies produces qualified soldiers.

Sandhurst Royal Military College: The pinnacle of the SLDF academies, the former British Army officer school is an all-service facility, training army bureaucrats as well as infantry, MechWarriors and naval cadets. The attached hospital-school produces many of the SLDF's finest medical officers, while the engineering annex at Farnborough produces consummate engineers and technicians.

War Academy of Mars: The War Academy of Mars serves not only as a training facility for cadets, but also as a headquarters for the SLDF. Facilities on Terra handle the bureaucracy of the SLDF, and the War Academy deals with the strategy. The Planning and Strategy Subcommand of the Regular Army is headquartered on Mars. Graduating from the War Academy usually guarantees an officer plenty of action and responsibility.

Military Academy of Aphros: Built on a high plateau and surrounded by wastelands, the Military Academy of Aphros serves as one of the major centers of the SLDF's Gunslinger Program. The academy also trains fighter and DropShip pilots, and beginning in 2740 naval crews. The Planning and Strategy Subcommand of the Navy is headquartered on Venus, collocated with Aphros' main simulators.

West Point Military Academy: The West Point Military Academy is the SLDF's premier armored school; the Armor Subcommand's headquarters is here, where the planners regularly observe and sometimes improve on training. The academy's simulators are tied into the global network, allowing them to exercise in real time against any other Terran academy.

Frunze Military Academy: Although Frunze's OCS component is the smallest on Terra, the facility is also home to the SLDF's premier war college, where colonels are trained in the strategic arts necessary to make good flag officers. Although other war colleges operate throughout the Hegemony, Frunze is the considered the foremost academy, often compared to Kure's similar school for naval officers.

Fort Forlough: Fort Forlough, in northwestern North America, hosts the SLDF's premier command and general staff college, the so-called "finishing school" for field-grade officers. Regular Army captains promoted to major often serve a stint at Fort Forlough, learning the staff and command functions for military units larger than a company. Many other staff colleges operate around the Hegemony, including Fort Noruff on New Earth and Fort Kinnol on Dieron, but Fort Forlough is widely considered the preeminent school.

Combat College of New Earth: Built in 2331, the Combat College was the first military academy on a foreign world. The college prides itself on being equal to any academy on Terra. To prove their worth, the graduating warrior and pilot class always challenges the Sandhurst graduates to a military contest. The 2764 contest was won by the Combat College cadets, the first time they've defeated Sandhurst since 2756. In addition, the Regular Army' Command's headquarters is sunk in the bedrock near the Combat College, making it a popular school for the sons and daughters of senior SLDF officers.

University of Proserpina: The University of Proserpina is a small but very tradition-bound school. During the early years of the Terran Hegemony, ten members of the Cameron family were trained there. This became the basis of the school's traditions, and students are forced to obey very unusual customs because one of the Proserpina Camerons had done the same thing years before. This rigid tradition turns out many snobbish officers, who often have difficulty unlearning their sense of superiority.

Fleet School of Keid: Next to the Annapolis and Kure Naval Academies, the Fleet School of Keid is the largest training facility for naval personnel in the Star League. Each of the schools has several WarShips and JumpShips to train crews, and it is not uncommon for the ships of First Fleet to exercise with the Terran system schools.

Flight Academy of Graham: The Flight Academy is one of the few schools devoted to teaching fighter pilots. It is also one of the few orbiting space academies. More than 2,000 pilots graduate from the academy every year.

Foreign Academies

The Sanglamore on Skye, the Nagelring on Tharkad, and the Albion Military Academy on New Avalon are the only accredited SLDF military academies built outside the Terran Hegemony. Throughout the life of the Star League, attempts to build academies in other realms have fallen through because of tensions, misunderstandings, or suspicions. The Hidden Wars—most especially the Third—have limited the exposure SLDF planners are willing to place on Star League training methods and tactics. With so many member-state trained soldiers fighting against each other and the SLDF during that conflict, few SLDF generals wanted to send their soldiers to fight "bandits" trained in the same way.

As with the revivification of the Martial Olympiad tentatively scheduled for 2768, General Kerensky has directed the Administrative Command to begin a selection program to launch SLDF-sponsored training bases in the Draconis Combine and the Free Worlds League; whether these plans are ever implemented will largely depend on how the cresting tensions in the Periphery play out.

THE MARTIAL OLYMPIAD

Beginning in 2640 the SLDF undertook a series of mass exercises every four years designed to hone the fighting edge of the SLDF and to identify the best division, regiment and ship in the organization. Held every four years until 2736, the preliminary rounds of these war games took place across fifty worlds as units from each corps and army fought a series of elimination rounds against their neighbors. The winners of the elimination contests traveled to the grand final, known as the Martial Olympiad, where they competed for a number of trophies and medals.

The first fifteen Olympiads (2640-2700) took place on Mars, but the sixteenth to twenty-fifth took place on Outreach. The format was the same—a wide range of attack and defense scenarios, raging from company pursuits across open terrain to divisional clashes in a

specially-constructed city range. Other contests paired ground and naval forces or tested the prowess of individual warriors. Though low-powered weaponry was employed in the war games, the contest was almost indistinguishable from a real battle save that they were monitored and recorded in minute detail. Catastrophic accidents occurred and deaths were not uncommon, but that only fueled public interest in the contests. The Olympiad was a popular media event and the revenue from interstellar broadcast rights helped defray to the astronomical cost of the events.

The High Council protested the expense of the war games, almost entirely paid for by the Star League Treasury, but a succession of SLDF commanders and First Lords insisted that the games were necessary to maintain the SLDF's combat edge and to bolster morale. That the Martial Olympiad served to remind the member-state lords of the SLDF's prowess wasn't ignored by either side. The inclusion of member-state forces in the competitions from 2676 only served to highlight the discrepancy between the SLDF and member-state forces, with most of the regimental and divisional awards continuing to be won by SLDF formations.

The grand prize of the Martial Olympiad was the Shandra Noruff Ribbon, awarded to the unit or individual in each class with the highest point total after a series of challenges. These "best in class" awards included best division, regiment, battalion, company, WarShip, MechWarrior and aerospace pilot. Unit winners were allowed to fly the Noruff Pennant (a gold and green streamer adorned with a lion) alongside their regimental insignia. Individual winners painted the insignia on their vehicles.

The last Martial Olympiad took place in 2736—planning began for a 2740 event, and preliminary rounds were begun but the competition was cancelled by the new commanding general. Kerensky believed that the rising tensions in the Inner Sphere and Periphery made the event redundant, and that the competition distracted the SLDF from field operations. His decision proved prophetic when the SLDF found itself locked in a cat-and-mouse game with House-sponsored "bandits" (the Third Hidden War) and, following the death of Simon Cameron, the rise in tensions and violence across the Periphery.

General Kerensky has hinted that he plans to resume the Martial Olympiad in 2768, despite the rise in tensions, as a method to build more positive public relations for the SLDF. Few doubt that the general is also hoping to distract the separatists, but it remains to be seen if the games can be restored with so much energy and materiel being directed to combat operations.

MARTIAL OLYMPIAD CHAMPIONS 2640-2736

Martial Olympiad	Best Division	Best Regiment	Best WarShip
2640	316th Royal BattleMech Division (Rio Grande Division)	90th Dragoon Regiment	SLS *Ark Royal*
2644	225th BattleMech Division (Battle of Moscow Division)	228th Striker Regiment	SLS *Michigan*
2648	83rdBattleMech Division (Balan Division)	90th Dragoon Regiment	SLS *Israel*
2652	316th Royal BattleMech Division (Rio Grande Division)	302nd Hussar Regiment	SLS *Ukraine*
2656	50th Royal Infantry Division (Flame Keepers of Greece)	228th Striker Regiment	SLS *Richelieu*
2660	225th BattleMech Division (Battle of Moscow Division)	30th Heavy Assault Regiment	SLS *Hiryu*
2664	13th Royal Infantry Division (Superstition Division)	13th Royal French Demi-Brigade	SLS *Yorktown*
2668	181st Royal Mechanized Infantry Division (King's Own Scot's Rifles)	512th Striker Regiment	SLS *Iona*
2672	316th Royal BattleMech Division (Rio Grande Division)	90th Dragoon Regiment	SLS *Cyclone*
2676	318th BattleMech Division (Swamp Fox Division)	55th Royal Light Horse Regiment	SLS *Victory*
2680	262nd BattleMech Division (Chief Joseph Division)	302nd Hussar Regiment	SLS *Enterprise*
2684	13th Royal Infantry Division (Superstition Division)	55th Royal Light Horse Regiment	SLS *Whitewind*
2688	262nd BattleMech Division (Chief Joseph Division)	228th Striker Regiment	SLS *Bishop's Regret*
2692	181st Royal Mechanized Infantry Division (King's Own Scot's Rifles)	13th Royal French Demi-Brigade	SLS *Golden Hind*
2696	318th BattleMech Division (Swamp Fox Division)	29th Royal CAAN Marine Regiment	SLS *McKenna*
2700	225th BattleMech Division (Battle of Moscow Division)	29th Royal CAAN Marine Regiment	SLS *McKenna*
2704	349th Royal BattleMech Division (King Henry Division)	51st Hussar Regiment	SLS *Nimitz*
2708	50th Royal Infantry Division (Flame Keepers of Greece)	299th Heavy Assault Regiment	SLS *Bismarck*
2712	318th BattleMech Division (Swamp Fox Division)	305th Battle Regiment	SLS *Ymir*
2716	161st Mechanized Infantry Division	902nd Royal Hussar Regiment	SLS *Hindenburg*
2720	81st BattleMech Division (Devils of Devil's Rock)	231st Light Horse Regiment	SLS *Kiev*
2724	349th Royal BattleMech Division (King Henry Division)	302nd Hussar Regiment	SLS *Hindenburg*
2728	81st BattleMech Division (Devils of Devil's Rock)	51st Hussar Regiment	SLS *New Jersey*
2732	161st Mechanized Infantry Division	309th Heavy Assault Regiment	SLS *Nelson*
2736	179th BattleMech Division (New Home Division)	320th Dragoon Regiment	SLS *White Cloud*

The Gunslinger Program

The Gunslinger Program began with the unwieldy and unromantic name Advanced Combat Maneuvering Skills Project. ACMS began during the First Hidden War, when Kuritan samurai were beating SLDF MechWarriors in duels. First Lord Michael Cameron and Commanding Admiral David Peterson directed the Regular Army Command to build a project designed to bring select SLDF MechWarriors to parity with the Kuritan duelists—parity, and then victory.

From ancient Oriental martial philosophies to advanced neural-thought technology, these warriors relearned almost everything about piloting a BattleMech. The fifty-two warriors in the first graduating class became the SLDF's champions, and with their first successes over the Combine samurai the project was moved to Venus and ensconced in the War Academy of Aphros as the Gunslinger Program. Graduates of the Program are permitted to wear the Gunslinger insignia on their 'Mechs—a crossed pair of ancient six-shooter revolvers—and are granted exemption, upon request, from being reassigned different BattleMechs when posted to new stations.

From that humble beginning the Gunslinger Program grew to the elite finishing school it is today. Still based at the War Academy, the Gunslingers represent the elite of the SLDF 'Mech corps. They are—by definition—the equal of any other MechWarrior, anywhere, and in the last several decades the Program has added advanced courses in training and small-unit tactics. For many MechWarrior lieutenants and senior warrants, the Gunslinger Program is the final finishing school before they begin their career progression in earnest. While it is not required, a graduate of ht Gunslinger Program is certain to be on an accelerated promotion track.

Although careful to maintain the separation between Royal and Regular Army applicants, the Gunslinger Program is open to any MechWarrior in the SLDF. Class sizes have steadily grown to current levels of several hundred applicant per class, but the failure rate is high; barely thirty percent of the original class graduates the school. There is little stigma in failing—indeed, even those MechWarriors who are selected to apply are highly regarded by their peers.

Gunslinger-cadets spend more than ninety percent of their time on Venus in their 'Mechs, using powered-down training weapons to spar daily with their classmates and instructors. Each cadet is allowed to choose his or her own class of 'Mech, and the Regular Army makes every effort to provide whatever is desired. Royal Command 'Mechs are surprisingly rare; most applicants (and, more importantly, nearly all of the instructors) believe that the MechWarrior, not the 'Mech, is the most powerful weapon. Some graduates return to Royal Command units and return to their more advanced 'Mechs, but often they retain the less-advanced but by-now intimately familiar lesser 'Mech.

A trained Gunslinger is a deadly opponent. They seem, for all intents and purposes, joined to their 'Mechs. Response times and fine motor control are faster than the SLDF norm, and they are the finest gunners in the regiments. Gunslinger training emphasizes spatial awareness and an almost Zen-like state of focus; where regular MechWarriors might take chancy shots hoping they'll hit, a Gunslinger rare fires a weapon without connecting. This is an institutional memory from the early days of the program, when the duels against the Kuritans were publicized and a stray shot could injure onlookers.

Gunslingers are highly-sought-after throughout the SLDF. The largest concentration is found in the First Lord's Royal Black Watch Regiment, where completion of the Gunslinger Program is mandatory, but many more are spread throughout the SLDF's divisions and regiments. Given the Gunslingers' higher level of control over their own postings, more and more of them are moving toward the Periphery to fight against the separatists there, and the generals and colonels of those units are glad to have them. A Gunslinger knows when to fight and when not to fight, but if a fight starts, few MechWarriors can bring a fight to conclusion faster and with less collateral damage.

Only career SLDF MechWarriors are selected for the Gunslinger Program. Both the current commanding general, Aleksandr Kerensky, and his deputy, Aaron DeChavilier, are graduates, as are the heads of the Regular Army Command, the Special Forces Command, and seventeen of the twenty army commanders.

RANKS

The Star League Defense Forces rank system is designed to advance a soldier steadily until he reaches the rank and position best suited to his ability. The system is patterned after that of the Hegemony Armed Forces, with five grades for enlisted personnel, one for warrant officers, and seven for officers.

Enlisted personnel and warrant officers wear a rank patch on the left side of the chest and on the cap. Officers wear a series of bars or stars.

Recruit

A recruit entering one of the thousands of boot camps run by the SLDF begins with the rank of recruit and wears a white rank patch. Recruits retain this rank after boot camp and into their first posting, which is usually advanced training.

Private

Recruits who prove to the satisfaction of their immediate superior that they have mastered basic military skills for their specialty are promoted after six months to private. The rank patch for a private is white, divided into three diagonal sections. Most privates serve their time in advanced training, if they are career soldiers, or in infantry platoons or vehicle crews.

Corporal

Reaching the rank of corporal in the SLDF usually requires at least a year of experience. Corporals in infantry units act as squad leaders. Millions of SLDF troopers, having little or no inclination or ability to command others, have served entire careers and never advanced beyond corporal's rank. The corporal's rank patch is like a private's, except the top and bottom sections of the patch are green instead of white.

Sergeant

Sergeants make the most important tactical decisions on the battlefield, facing the battle up close and ugly and making the instant decisions that controlled the fate of the people they commanded. The rank of sergeant usually takes years of service in the SLDF to attain. Sergeants are usually platoon leaders in infantry units. MechWarriors fresh from military academies start their careers at this rank. The sergeant's rank patch is green.

Master Sergeant

A master sergeant usually commands a company's best platoon. Experienced master sergeants sometimes command lances in BattleMech companies. Lower ranks sometimes call the rank patch of a master sergeant the which-way patch for the way the green design resembles four arrows pointing in different directions. Career master sergeants, those uninterested in a commission, carry massive seniority among enlisted personnel.

Warrant Officer

The rank of warrant officer is reserved for experts in a technical field, such as computer programming or 'Mech maintenance. Warrant officers receive extra training in their fields, and usually—though there are many exceptions—have less combat experience than other soldiers. A Warrant officer usually commands an engineering company. Warrant officers have status and pay comparable to a lieutenant, but in combat situations they are expected to yield to more combat-experienced sergeants. Warrant officers wear a blue bar.

Lieutenant

When a master sergeant shows tactical skills on a battlefield and seems able to inspire soldiers, he or she is offered a chance to go to officer's candidate school. Graduates receive commissions in the SLDF, beginning their commissioned careers as lieutenants. Sergeants who had that rank as graduates of a military academy receive their commissions directly upon distinguishing themselves. Lieutenants most often serve as platoon and lance commanders. Some lieutenants also serve as executive officers to company commanders. A lieutenant wears a green bar.

Captain

In the Regular Army captains serve as company commanders. They are the most senior commissioned officers to see regular frontline combat, and the rank is commonly cited as an officer's favorite posting. In independent regiments captains sometimes do double-duty in battalion staff functions.

In the Navy, captains command DropShips. Captains are expected to show considerable initiative in combat instead of depending on orders from above.

Captains wear two green bars.

Major

Majors are battalion commanders in the Regular Army. Though doctrine claims SLDF majors are expected to be in the front lines with their troops, the reality is that a battalion commander has no place in the line of battle. They command from the cockpit, to move with their battalions, but the line captains exercise tactical command. Majors also commonly serve as regimental staff officers, or junior brigade staffers.

In the Star League Navy, majors command destroyers or cargo and troop JumpShips. The insignia worn by majors are two green bars with a round silver pip in the center.

Colonel (Commodore)

Colonels are regimental commanders in the Regular Army. Reaching this rank means that the officer has spent at least ten years in the military and has exhibited great skill. Colonels—especially those commanding independent regiments—are allowed considerable autonomy in the field. A colonel is also commonly the senior staff officer in divisional and brigade staffs.

In the Navy, the equivalent rank of commodore commands flotillas, major WarShips or jump stations. Colonels and commodores wear a small star.

Lieutenant General (Rear Admiral)

Lieutenant generals in the Regular Army command brigades and regimental combat teams. Occasionally, an extremely skilled lieutenant general might command a division. As a commander of several units, a lieutenant general needs strategic and administrative skills. Many lieutenant generals serve as chiefs of staff for corps-level staffs.

The equivalent naval rank of rear admiral usually commands a division or shipyard. A lieutenant general wears a three-dimensional star, and a rear admiral a single stripe on the jacket cuff.

Major General (Vice Admiral)

A major general usually commands a division or a corps. Reaching the rank of major general is often the capstone of an officer's career, for there are few slots open to full generals.

In the Star League Navy, the rank of vice admiral is given to an officer in charge of a naval squadron. The insignia of major generals is two three-dimensional stars. Vice admirals wear two cuff stripes.

General (Admiral)

Generals command armies, army groups, or administrative commands within the SLDF bureaucracy. An SLDF general is as much

a political warrior as he is a martial one, adept at dealing with the bureaucracies of both the SLDF, the BSLA and the member-state within which he is deployed. Few generals are not members of the peerage.

In the Navy, admirals command the numbered fleets. The head of the Naval Command is often called fleet admiral, although the rank is unofficial. Generals wear three three-dimensional stars; admirals three cuff stripes.

Commanding General (Commanding Admiral)

The overall commander of the SLDF, the commanding general is the direct superior of every SLDF trooper. He or she represents the SLDF on the High Council and is personally responsible for carrying out the mandates of the First Lord. Only eight individuals have held this rank.

The SLDF commanding general wears four three-dimensional stars or four cuff stripes.

RANK EQUIVALENCY TABLE

ENLISTED

	SLDF	AFFS	CCAF	DCMS	FWLM	LCAF	MAF	OAM	RRA	TDF
E1	Recruit	Recruit	Recruit	—	—	Recruit	Volunteer	Defender	—	Recruit
E2	Private	Private	—	Private	Private	Private	First Ranker	—	Private	Corporal
E3	Private, First Class	—	—	—	Private, First Class	Private, First Class	—	—	—	—
E4	—	Corporal	Lance Corporal	Lance Corporal	Corporal	Corporal	—	—	Corporal	—
E5	Corporal	—	—	Corporal	—	Senior Corporal	—	Protector	—	Section Leader
E6	Sergeant	Sergeant	Lance Sergeant	Sergeant	Sergeant	Sergeant	Lance Corporal	Guardian	Sergeant	Force Sergeant
E7	—	—	—	Master Sergeant	Staff Sergeant	Staff Sergeant	Star Corporal	—	Over-Sergeant	—
E8	—	—	Asst. Force Leader	Talon Sergeant	Master Sergeant	Sergeant Major	Command Sergeant	—	Master Sergeant	Lance Sergeant
E9	—	—	—	—	—	Staff Sgt. Major	—	—	—	—
E10	Master Sergeant	Sergeant Major	Force Leader	Sergeant Major	Sergeant Major	Senior Sgt. Major	Banner Sergeant	Preceptor	Sergeant Major	Battalion Chief Sgt.

OFFICER

	SLDF	AFFS	CCAF	DCMS	FWLM	LCAF	MAF	OAM	RRA	TDF
O1	Ensign	Subaltern	Sub-Commander	—	Lieutenant Junior Grade	Leutnant	—	—	—	Coronet
O2	Lieutenant	Leftenant	Commander	Chu-i	Lieutenant	First Leutnant	Ensign	Supervisor	Lieutenant	Subaltern
O3	Captain	Captain	Captain	Tai-i	Captain	Hauptmann	—	Section Leader	—	—
O4	Major	Major	Major	Sho-sa	Force Commander	Kommandant	Commander	Director	Captain	Brigadier
O5	—	—	—	—	—	Hauptmann-Kommandant	—	—	Major	—
O6	—	Leftenant Colonel	—	Chu-sa	Lieutenant Colonel	Leutnant-Colonel	Major	—	—	—
O7	Colonel	Colonel	Colonel	Tai-sa	Colonel	Colonel	—	Chairman	Colonel	Colonel
O8	—	Leftenant General	—	Sho-sho	—	Leutnant General	—	—	Brigadier General	—
O9	Lieutenant General	Major General	—	—	General	Hauptmann-General	Colonel	—	—	Comptroller
O10	Major General	General/ Marshal	—	Tai-sho	—	Kommandant-General	—	—	Lieutenant General	Marshal
O11	General	Field Marshal	Senior Colonel	Warlord	Marshal	General	—	Senior Chairman	General	—
O12	Commanding General	First Prince	Chancellor	Coordinator	Captain-General	General of the Armies	—	President	—	Senior Marshal

UNIFORMS IN THE SLDF

Soldiers in the Star League Defense Forces wear uniforms that plainly identify branch of service, rank, and unit. The uniforms also foster an *esprit de corps* and have great symbolic importance.

Star League citizens in the Great House realms give soldiers in uniform great respect. People gladly give soldiers their seats, allow them to walk to the head of lines, and freely offer them the best they have. This public perception is perhaps the SLDF's greatest strength, and the High Command is rigorously draconian in enforcing its maintenance. The JAG corps aggressively prosecutes any trooper who, by accident or intention, turns public opinion away from the SLDF. Given the oft-contentious politics the High Command is forced to deal with from the Great House political bureaucracy, keeping the affection of the people themselves is of paramount importance.

In the territorial states, of course, public opinion of the SLDF always has been and remains low; a national history punctuated by invasion and subjugation makes it more or less impossible for a people to respect the SLDF uniform. In these districts the JAG prosecutes the same infractions in the same manner, however. If we cannot make the Periphery love us as the Inner Sphere states do, we can at least prove to them our fairness and impartial discipline.

Civilians often show their admiration by copying the style of our uniforms. For almost the entire life of the Star League, fashion designers have created and refined what is called the "Trooper Look," which incorporated elements of soldiers' uniforms into business suits, dresses, and jackets. Children collect military memorabilia and watch holo-shows about the noble defense forces.

REGULAR ARMY UNIFORMS

The Regular Army recognizes three classes of uniform: dress uniform, for formal occasions; duty uniform, which is simply an olive drab jumpsuit with a collar rank tab, a Cameron Star on the right shoulder and unit insignia on the left, and a nametape on the left breast; and combat uniforms, which are equipment-specific.

Dress Uniform

Though common military tradition claims that the dress uniforms of officers should be grander than those of enlisted personnel, the Star League Defense Forces, in an effort to build a greater sense of *esprit de corps* amongst the force as a whole, wear formal uniforms that accentuate the wearer's branch of service rather than his rank.

The basic color of the dress uniform of the Regular Army is olive drab. On the left shoulder is a rank patch, and on the left breast are campaign ribbons and service stripes. Knee-high leather boots cover the pant legs. Gloves, usually matching the boots, are worn outdoors. A standard cap is also part of the uniform.

An olive drab half jacket is worn over the thick shirt of the uniform. Running from the right shoulder down to the left hip is a world sash. Each Star League member world designed a pattern of colors to be worn by natives of their world who entered the Regular Army. Officers sometimes replace the world sash with a school rag that signifies a certain military academy. Unit insignia appear near the top of the sash. Completing the uniform is a Cameron Star on the left chest.

Officers from Royal units, divisions from the Terran Hegemony that form the core of the SLDF, are allowed to wear ceremonial swords.

Marines wear uniforms that are dark blue with red highlights, but are otherwise identical to the Regular Army.

MechWarriors

The combat uniform worn by a MechWarrior of the Regular Army is a marvel of electronic sophistication.

MechWarriors wear tan long-sleeved shirts and shorts made of a synthetic, heat-resistant cloth woven around a network of tubes of varying diameters. Hookups at the cuff allow the warrior to connect his gloves to the shirt and cool his hands. Covering the shirt and shorts is a cooling jumpsuit in camouflage colors. The cooling systems uses a synthetic coolant that is three times more efficient than water in removing heat from a person's body. Though the cooling system plugged into the 'Mech's cooling system, a warrior of the Regular Army also has a pump and heat exchanger on his belt for emergency use.

A Star League warrior's neurohelmet is smaller, lighter and more versatile than those used by the member-state militaries. It requires a less-cumbersome contact system for the same proficiency, and has a number of built-in communication and rangefinding systems, similar to a combat infantryman's helmet, that can operate even after the MechWarrior has ejected.

When properly worn, the uniform is airtight and has its own air supply. This gives the warrior much greater confidence when fighting on a world that has no atmosphere or one that was poisonous. Rank patches appear near the throat on the helmet pad. A MechWarrior keeps only small personal weapons, usually a dagger and what the warriors call their "persuader," a palm-sized laser pistol.

Armor Crews

Crews of military combat vehicles in the Regular Army wear similar protection to that of MechWarriors. A crewmember wears an olive-drab cooling suit similar, though not as extensive, to that of a 'Mech pilot. Crewmembers of tanks, hovercraft, armored personnel vehicles and self-propelled artillery wear standard field jackets over the suits. Some armored crews, particularly those that operate in rough terrain, wear shoulder pads that protect both the shoulders and neck.

Vehicle helmets are nearly as powerful as MechWarrior neurohelmets; they tie directly into the combat vehicle's systems, projecting many of the crewmember's duty displays directly into the helmet faceplate. The helmet and the vehicle controls are synced so that whenever the helmet displays are active the console displays shift to a secondary function to keep from confusing the wearer. Aiming, communications, engine status, drive routes, and tactical displays are all viewable options, and the helmets tie into the vehicle's intercoms for intra-vehicle communication.

Rank patches and unit insignia are worn on the left shoulder. Half-gloves, standard-issue boots, a holster for a sidearm and a pouch to carry ammunition complete the uniform.

Infantry Uniform

Troopers in the Regular Army wear gloves and standard-issue boots, which cover the cuffs of olive-drab pants and shirt. A legless step-through jacket in terrain-appropriate camouflage fits over the shirt. The trooper's rank patch and unit insignia appear on the shoulders of the jacket, and a small backpack carries a powerful battery for the soldier's laser weapon and the trooper's personal items. When the unit travels, the soldier's sleeping bag fastens to the bottom of the pack.

The most powerful asset to the SLDF infantry trooper is his combat helmet. This full-head helmet offers an excellent field of vision; the full-face visor is a three-layer weave, designed to defeat ballistic and laser weaponry. Although it will not stop an armor-piercing round or a direct, sustained pulse from an infantry laser rifle, it does offer protection from the many stray shots that litter the infantryman's battlefield.

The helmet also contains a powerful suite of processors. Sensors along the leading rim of the helmet detect EM transmissions and project a vector on a crude HUD on the faceplate; separate sensors provide thermal and night vision viewing modes, and an insert map display ties into squad- and platoon-scale tactical dispositions. Radios with built-in encryption are also standard. In Royal infantry units the trooper's rifle ties into an aiming device that shows the rifle's point of aim on the faceplate as well.

Technical and Support Personnel

The uniforms worn by technicians, those who maintain and repair military hardware, and support personnel, those responsible for logistics and bureaucracy, are very similar to those worn by the infantry. Rear-echelon soldiers do not wear camouflage jackets, and wear a simple cloth cap instead of a helmet. Technicians' uniforms are embedded with strands of lead to help protect them from radiation, which is a common hazard near vehicles. Their jackets have a number of hooks for tools.

STAR LEAGUE NAVY UNIFORMS

The Star League Navy maintains three standard classes of duty uniform: dress, for formal occasions; duty uniforms, for ordinary non-combat duty; and combat duty uniforms, which were lightweight pressure suits. Only Navy engineers routinely wear the spacesuits as their duty uniform, as their duties often call for them to enter death pressure. The rest of the crew is required to keep their spacesuit nearby for quick donning during an emergency; most carry their suits in a small pouch at the small of their back, attached to a belt hook, and trust one of the many common-sized helmets racked at common points throughout the ship.

Dress Uniform

The dress uniform of the Star League Navy is substantially different from that of the Regular Army. A knee-length white coat with gold piping is worn over purple pants and shirt. On the high collar of the coat are two purple Cameron Stars, and the standard naval cap is also purple.

Naval honor cords, which are awarded for action and for years in service, are worn on the left shoulder and draped across the chest. Cuff stripes on a naval officer's jacket denote an admiral, with each stripe equivalent to a general's star in the Regular Army. Lower officers wear ranks on the left shoulder.

The school rag, a cloth cummerbund, wraps around the waist. Its color shows the officer's naval academy. Officers from the Terran Hegemony wear a sword belt over the cummerbund.

For outdoor ceremonies, naval officers wear gray gloves.

Duty Uniform (Officer)

The duty uniform of Star League naval officers is very similar to that of enlisted sailors. A high-collar shirt replaces the collarless one worn by enlisted personnel. An officer's jumpsuit is white along the right side and has the Cameron Star stitched onto the left shoulder strap. A white knitted cap bears the rank patch.

An officer's communications device offers all the same functions as a common sailor's, but with a suite of command and information-gathering software added that allows them to learn near-instantaneously the status of their divisions and crews.

Duty Uniform (Enlisted)

The duty uniforms of the sailors of the Star League navy are designed for safety and efficiency. A khaki jumpsuit covers a warm gray flannel shirt. Rank patches appear on the right shoulder strap, front and back. Naval personnel wear thick purple boots to prevent foot and leg injuries.

A sailor wears a communication device, called a CD, on the left wrist. The CD allows the wearer to communicate with sailors in different sections of the ship and serves as a small audio computer that allows the wearer to load programs offering step-by-step instruction for complex tasks. The CD also collects medical information, gathered by sensors woven into the sailor's suit, that can be transferred into a medic's computer in an emergency. A thick knitted gray and purple cap, affectionately known as the "Cameron Dome Warmer," completes the uniform.

Aerospace Pilots

SLDF fighter pilots wear a flight suit that is far superior normal member-state issue. Sewn into the coolant suit, which doubles as a G-suit to prevent pilots from blacking out during high-speed maneuvers, is a unique semi-exoskeleton. Made of a plastic-steel alloy, the exoskeleton protects the pilot's chest, back, arms, and legs by acting as a shock frame without inhibiting the pilot's movement. In addition, pilots can use small motors in the exoskeleton to act as a power assist when the pilot needs extra strength during high-speed maneuvering.

The fighter pilot's neurohelmet is large and cumbersome, but its capabilities are amazing. When in combat, the pilot lowers the steel visor of his helmet and goes into CTNA—complete tactical neuro presentation. Pilots say CTNA makes its wearer feel as though he were flying through space without a fighter. This is accomplished with sophisticated sensors embedded in the fuselage of Star League fighters. The sensors feed their information to the CTNA, giving the pilot a convincing depiction of space around them in a variety of modes—infrared, ultraviolet, and simple visual light.

Pilots are punctiliously unconcerned about rank in the cockpit, ready room or anywhere outside the rare occasion they're forced into formal dress. When a pilot wears the rank patch at all, it is affixed to the exoskeleton near the left shoulder.

Engineer's Uniform (Navy)

Engineers aboard WarShips, DropShips and JumpShips wear a uniform that doubles as a spacesuit for occasions when the engineer has to leave the ship or enter a damaged section. The white suit is made of several layers of insulating fabrics and tubes that carry fluid to keep the engineer warm (in darkness) or cooling fluid (when in direct sunlight). Despite the suit's complexity, it is only a few kilograms heavier than other uniforms. The high collar hides the helmet ring, which connects a large helmet that mounts lights and a camera. On the belt is a portable air supply and hookup points for a larger air supply called a maneuver unit, which gives the wearer more mobility.

MEDALS AND DECORATIONS

The Star League uses many medals and awards to honor its leading soldiers and citizens. The Cameron family is always ready to reward people who do their best for the Star League; these honors encourage others to work for the League. Many of the honors include money, land or a promotion. Receiving a Star League medal also usually brings similar recognition from the recipient's native realm.

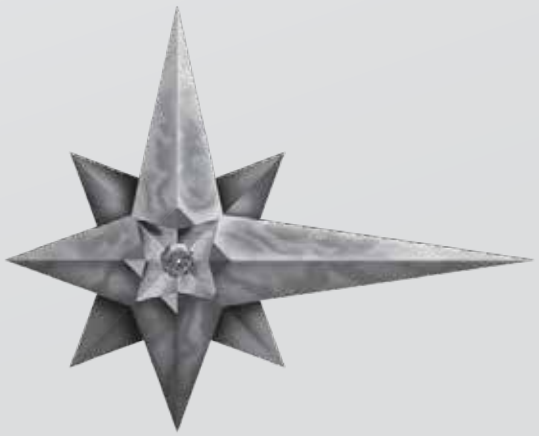
HEGEMONY MEDAL



The Hegemony Medal is given to soldiers from the Terran Hegemony whose actions serve as an example of what a soldier from the Star League should be. Soldiers receive the medal for their nonmilitary conduct, particularly in relations with people from member states, and may be nominated by any SLDF officer of colonel's rank or higher.

STAR LEAGUE MEDAL OF HONOR

The Medal of Honor is the highest single award given to a citizen of the Star League. In the military, the recipient is usually a soldier who exhibits extreme courage upholding the honor of the SLDF in the face of overwhelming odds. For civilians, the medal is given to people whose individual action either raises the standard of living or markedly improves relations between member-states. The medal is presented by the First Lord himself, in an impressive ceremony held at the Court of the Star League. A substantial endowment accompanies the medal, as well as the honorary title "Keeper of the Star League's Honor." Those who receive the Medal of Honor are almost always named to the Order of the Sword or to the Order of the Dove. The medal is the official emblem of the Star League in precious metals and jewels, hung on a blue, green, and white ribbon and worn around the neck.





MEDAL OF VALOR

The Medal of Valor is a military decoration for conspicuous gallantry and professionalism in the face of enemy forces. The commanding general of the SLDF makes the presentation. The medal, the SLDF symbol in precious metals worn on a silver and black ribbon, carries with it an automatic advancement in rank, except for ranks above colonel. It also carries a substantial cash bonus and the expectation that the recipient will be inducted into the Order of the Sword upon retirement.

STAR LEAGUE RED CROSS



The Star League Red Cross is given annually to the best doctor or group of doctors and nurses whose actions save lives. Though it is often awarded for valor under fire, the Red Cross is also granted to civilian doctors and nurses who perform exemplary service, such as Doctor Enid Gustafsson's team, who were responsible for isolating the vaccine that ended the Cromarty Superflu Epidemic in 2699.

SHANDRA NORUFF RIBBON

The Shandra Noruff Ribbon, named for the SLDF's first commander, is awarded to the winner of the Martial Olympiad. The ribbon has a wide gold and green streamer adorned with the image of a charging lion, the Noruff family symbol. The year is affixed in gold. The ribbon is highly prized by regiments, divisions, and the crews of WarShips. Individual winners, such as the best MechWarrior or aerospace pilot, are allowed to paint the Noruff lion on their vehicles.

The last Shandra Noruff Ribbon was awarded in 2736. With the lull in Martial Olympiads, no new ribbons have been awarded, but initial planning for a 2768 series of games has already begun.



THE MCKENNA WHEEL

The McKenna Wheel is awarded yearly to crews of WarShips who are chosen as the best-trained and most efficient in the Star League Navy. It is awarded in a special ceremony in December overseen by the fleet admiral of the Navy.





DEKIRK MEDAL

This award is given to diplomats and politicians whose work substantially improves the moral stature of the government. Nominees are nominated by district administrators in the BSLA, and voted on by the Star League Council in the Winter Meeting each year. Despite it's selection process, it is normally given to individuals who have successfully improved—rather than burdened—the Star League's bureaucracy.

GEERSON FLYING CROSS

The best fighter pilot in the SLDF receives this annual award, which is named for Lieutenant Naomi Geerson, the Hegemony's first aerospace ace. Awarded at the same ceremony as the McKenna Wheel, the new recipient receives the Flying Cross from the winner of the previous year.



ORDER OF THE STAR

The Order of the Star is the highest lifetime honor the Star League bestows upon its citizens. To become one of the 100 Knights of the Star means that the citizen's life has been filled with many instances of advancing the Star League. The Order of the Star includes civilians and soldiers. Knights receive money, land, and the honor of giving their opinions to the First Lord, the leader of the Order of the Star.



ORDER OF THE DOVE

The Order of the Dove is given to men and women who devote their lives to peace and the unity of the Star League. Most Knights of the Dove are dubbed from the Bureau of Star League Affairs, though some artists, business leaders, and others have been honored as well. Like the Knights of the Sword, the Knights of the Dove wear a large medallion on a sash. The director of the Bureau of Star League Affairs leads the order.



ORDER OF THE SWORD

The Order of the Sword honors soldiers whose careers have shown repeated bravery and adherence to the tenets of the Star League Defense Forces. Recipients carry the title Knights of the Sword and wear a large medallion on a sash. The serving commanding general of the SLDF leads the Order of the Sword.



ORDER OF THE PALM

The Order of the Palm was commissioned at the behest of the Bureau of Star League Affairs. It is given to administrators who significantly improve the bureaucracy or who expose corruption. It was the charge to expose corruption that convinced the First Lord to bequest the order; it was inspired by an ancient Terran movie about one naval officer's battle against a pompous and cruel superior.





DEPLOYMENT OF THE REGULAR ARMY

THE REGULAR ARMY

To the Star League Defense Forces, the Inner Sphere consists of everything within 500 light years of Terra. The Inner Sphere is divided into six military regions, each corresponding to the territorial boundaries of one of the six member states. Each region, except the Terran Military Region, is further divided into three military districts. District one fills a wedge of space between the Terran Hegemony and the 250 light year circle. Military districts two and three split the region of space between the 250 line and the 500 line. An army occupies each district.

In the Periphery, there are four military regions, each roughly corresponding to one of the four territorial states.

Although each army rarely changes station, and the corps that make up those armies move garrison assignments only slightly more frequently, the divisions and regiments that make up those corps change duty station, barring action or other factors, approximately once every four years. In the past this change-of-station was part of the redeployments most divisions made while competing in the games leading up to the Martial Olympiad, but since then they've simply shifted according to a schedule worked out by the Regular Army's Planning and Strategy Subcommand.

The reason for these (some say) frequent redeployments is simple; the Star League Defense Force is an army of the Inner Sphere, not an army of one region of space. Though the army and corps commanders make every effort to insure their divisions and regiment spend enough time in garrison to learn a tactical familiarity with the ground they may have to defend, strategic familiarity—an awareness of the strengths and weaknesses of systems and garrisons spanning scores of light years—is the responsibility of the army and, to a lesser extent, corps commanders. These larger formations don't change station as often for this reason, among others. A division commander and his or her staff needs to know the ground—the planet or planets—the division will fight over. A corps commander needs to know the strengths of his corps' operations area, while an army commander needs an overview his larger area.

Independent regiments are reassigned at more or less twice the rate, on average, of line divisions. A division assigned a baseworld will send subordinate units to secure distant stations and often cycle those subordinate units to give each component of the division experience in each terrain, but the headquarters is often stationary. Independent regiments rarely break into smaller commands, and move from world to world at need.

Redeployments are obviously staggered—the entire SLDF doesn't move in one rotation. The ships and stations of the Navy's Transport Subcommand are in constant motion, carrying soldiers and equipment from world to world. This movement requires the closest possible cooperation between the Regular Army Command and the Navy, but for the most part this effort is successful. When it is not—such as the current predicament with Twentieth Army's slow withdrawal from the Rim Worlds Republic—delicate schedules and fleet movements are thrown dangerously asunder.

NICKNAMES AND MOTTOS

A cursory glance at the SLDF divisional listings reveals a seeming inconsistency: some divisions and regiments have nicknames listed as part of their titles and some do not. This is not, as might be assumed, because those formations without nicknames have none, but rather because they have not been officially bestowed by the High Command.

An officially-bestowed divisional name is both a mark of recognition and a citation for meritorious service. For instance, the 181st Royal Mechanized Infantry Division carries the appellation "The King's Own Scots Rifles." This division, one of the few to have won the Martial Olympiad twice, first in 2668 and then again in 2692, was granted an official name in 2648 in recognition of the performance of its 1812th Brigade in coursing the pirate band known as the Hellebardiers through four unnamed systems between the Lyran Commonwealth and the Rim Worlds Republic.

The names are chosen by the High Command, in most cases, and are meant to inspire the division's soldiers to maintain a high standard of performance and dedication. The unit nicknames are another of the SLDF's traditions that helps bind the many disparate soldiers of the Regular Army together. The knowledge that the High Command is considering granting a new nickname has been known to increase a division or regiments performance notably in short periods of time.

Of course, nearly every military unit has a motto or an unofficial nickname. Every division, brigade and regiment has at least one, and most battalions claim one as well. These are not recognized as official names of recognition by the High Command, but appear in this listing in italics.

THE FLEET AND THE ARMY

Because of this necessary coordination—and the close coordination necessary during combat operations—learning to work in joint-service situations is critical, and is a pass-fail component of Command and General Staff college in both service arms.

There are twenty armies and twenty numbered fleets, but they do not operate together. When the organization was first planned, it was believed that each numbered fleet would be collocated with the numbered army, but the needs of the service and the reforms of Admiral David Peterson severed that pairing. Today the fleets operate more independently, although each is still tasked with supporting its "local" army during any deployment. During times of crisis, army or senior corps commanders are sometime given limited strategic control of Navy elements, but never tactical control.

Just as the standing Regular Army is bolstered by the multitudinous hordes of the SLDF Reserve, the Navy maintains two semi-reserve fleets from which the frontline numbered fleets draw support and replacement vessels: the Garrison Fleet and the Reserve Fleet.

GARRISON FLEET

Many SLDF naval facilities (and some Castles Brian) are assigned permanent naval protection in the form of a pair of destroyers, sometimes bolstered by a cruiser. These vessels operate outside the fleet command structure and are instead included in a notional garrison fleet for administrative purposes. The boundaries between the numbered active fleets and Garrison Fleet are often blurred, with fleet vessels seconded to bolster defenses and garrison vessels participating in fleet actions.

Like SLDF Reserve troopers, Garrison Fleet ships are quietly-considered second-tier elements. Many of the vessels match the combat power of the frontline fleets, but their training is sub-standard and their experience limited to their local deployments. Like Reserve Command, however, Navy Garrison Fleet units have standing yearly exercises and the Navy Planning and Strategy Subcommand maintains standing activation orders that would speed frontline officers to Garrison Fleet hulls to provide command experience in division and squadron-level engagements.

RESERVE FLEET

While the SLDF's active fleet comprised some 2,250 vessels, this represents only seventy percent of its total strength. The remaining vessels, around a thousand ships, are held in the Reserve, mothballed to save on operating costs or else undergoing periodic refits. In time of conflict these vessels are reactivated and used to bolster the Star League Navy. Unlike the ships of Garrison Fleet, the Reserve has only caretaker crews on-board or nearby on fleet anchorage stations. The Reserve is largely spread across the Hegemony, though small pockets are cached near central worlds of each military region to provide a ready source of replenishment should combat occur.




David A. White

FIRST ARMY

The Star League Defense Force's First Army is the elite of the SLDF. Sole defenders of the Terran Military Region, they are fanatically devoted to the Hegemony's defense. Assignment to one of First Army's corps is the coup that every divisional and regimental commander hopes to score, and approximately seventy percent of the army's divisions cycle to other postings every five years or so on a rotating schedule. They are heavily trained to man the defenses of the Home Line series of fortresses, and exercise regularly with First and Second Fleets to respond to mobile incursions.

In 2757 First Army played home team to the aggressors in Operation PERSUASIVE FORCE, a series of war games intended to test the Terran Hegemony's defenses. Although the combined strength of three SLDF armies eventually overpowered First Army's defenses, the three corps achieved their directives; after all, no other military in the Inner Sphere could muster the strength of three SLDF armies to invade the Hegemony.

Because of its position in the Hegemony, even the Regular Army divisions of First Army are generally better equipped than average. Access to the high-tech manufactories that regularly outfit the Royal Command's units upgrades older machines to modern standard and, if they're not the equal of the super cutting-edge Royals, they're still light years ahead of the member-state militaries. In fact, this almost-standard upgrade sequence is one of the reasons divisions are rotated through First Army every couple years.

COMMAND

General Saina Kogo is a former Royal Command officer, having risen to command the 191st Royal BattleMech Division and X Corps before assuming command of First Army in 2760 from General DeChavilier. She is a graduate of the Combat College of New Earth and the Gunslinger Program, and distinguished herself in 2748 by leading her regiment against a bandit outpost in the Periphery outside Free Worlds space. Although no formal charges were ever brought, she collected enough evidence to prove to JAG Command's satisfaction that it was a Capellan regiment operating outside of sanction. Kogo was promoted and awarded the Medal of Valor.

As First Army commander General Kogo spends about half her year on Terra, overseeing I Corps deployments and meeting with the High Command. When offworld she visits the headquarters of X and XXI Corps or watches First and Second Fleets exercise. Despite the attention of the Court on Terra, she takes her responsibility to the Hegemony seriously.

STRATEGIC OVERVIEW

Aside from the odd pirate raid, there hasn't been a serious threat to the Hegemony's security since the founding of the Star League. Tensions have sometimes risen with the other Star League member states, but since the Reunification War the SLDF has been strong enough to discourage any overt military strikes. First Army has steadily increased its readiness since the Third Hidden War, though, in case any of the member-state militaries are foolish enough to try and attack the Hegemony using disavowed troops.

The rising unrest in the Periphery, though, has Regular Army Command beginning to look for more troops, and First Army is the natural place to draw them from. Despite the importance of the Hegemony, the highly-trained soldiers of First Army might be powerful enough to stop any enemy from spreading the fires of war. Although General Kogo vigorously opposes any such redeployment, her displeasure hasn't stopped the Planning and Strategy Subcommands of both the Regular Army and the Navy from beginning to sketch redeployment plans.

Some support has appeared for this measure, in the form of First Lord Richard's Humanity Homeland Defense Agreement, which stipulates Rim Worlds troops be made available for duty in the Hegemony if necessary. Although General Kogo is careful to support the First Lord's decision in public, her private correspondence shows her real terror at the idea.

OPERATIONS

First Army's operational tempo is one of near-constant training. General Kogo insists on the highest state of readiness, and her corps commanders firmly agree. Although little actual combat occurs in the Terran Military Region, it's not uncommon for XXI Corps units on the borders to shift units across the Home Line to assist armies in the other districts. As the lead army for the entire SLDF, much of First Army's time is spent on parade and drill—a function most divisional commanders use to drill their units and build discipline and martial pride.

TERRAN MILITARY REGION (TMR)

FIRST ARMY

Headquarters: Terra and Mars

Unit	2764	2765	2766	2767-2779	2784
I Corps					
48th Royal BattleMech Division (The Goliath Division)	TMR	-	survived	destroyed	
191st Royal BattleMech Division (The Zavijava Division)	TMR	-	survived	destroyed	
6th Royal Mechanized Infantry Division	TMR	-	destroyed		
74th Mechanized Infantry Division	TMR	-	destroyed		
156th Mechanized Infantry Division	TMR	-	destroyed		
290th Mechanized Infantry Division	TMR	-	destroyed		
89th Jump Infantry Division (The Gotchas)	TMR	-	destroyed		
175th Jump Infantry Division (The Luzon Knifers)	TMR	-	destroyed		
34th Royal CAAN Marine Regiment	TMR	-	destroyed		
277th Light Horse Regiment (member of the Terran RCT)	TMR	-	destroyed		
138th Hussar Regiment (member of the Terran RCT)	TMR	-	destroyed		
118th Dragoon Regiment (member of the Terran RCT)	TMR	-	destroyed		
593rd Striker Regiment (member of the Terran RCT)	TMR	-	destroyed		
406th Battle Regiment	TMR	-	destroyed		
269th Independent Aero Wing	TMR	-	destroyed		
X Corps					
7th Royal BattleMech Division (The Keid Division)	TMR	LCMR D1	-	destroyed	
29th BattleMech Division (The Polypheme Division)	TMR	CCMR D1	-	destroyed	
70th Infantry Division	TMR	DCMR D1	-	heavy losses	disbanded
26th Mechanized Infantry Division	TMR	FSMR D1	-	survived	Exodus
36th Mechanized Infantry Division	TMR	CCMR D1	-	destroyed	
282nd Mechanized Infantry Division (The Denebola Division)	TMR	FSMR D1	-	heavy losses	disbanded
56th Royal Jump Infantry Division	TMR	FWLMR D1	-	destroyed	
209th Light Horse Regiment	TMR	FWLMR D1	-	destroyed	
112th Royal Hussar Regiment (The Jokes of Joseph)	TMR	LCMR D1	-	heavy losses	disbanded
114th Hussar Regiment	TMR	DCMR D1	-	survived	joined DC
20th Dràgoon Regiment	TMR	FSMR D1	-	survived	Exodus
XXI Corps					
99th BattleMech Division (The Gog Division)	TMR	FSMR D1	-	destroyed	
138th BattleMech Division (The Stonewall Jackson Division)	TMR	FWLMR D1	-	destroyed	
164th BattleMech Division (The Hannibal Division)	TMR	DCMR D1	-	survived	Exodus
10th Infantry Division (The Welsh Foot Division)	TMR	LCMR D1	-	destroyed	
92nd Mechanized Infantry Division	TMR	FWLMR D1	-	destroyed	
111th Mechanized Infantry Division	TMR	LCMR D1	-	survived	Exodus
203rd Mechanized Infantry Division	TMR	DCMR D1	-	destroyed	
17th Jump Infantry Division (The Golden Talon)	TMR	CCMR D1	-	survived	Exodus
8th Royal CAAN Marine Regiment (The Black Sea Regiment)	TMR	FSMR D1	-	destroyed	
35th Light Horse Regiment	TMR	CCMR D1	-	survived	Exodus
51st Dragoon Regiment (The Green Devils)	TMR	CCMR D1	-	destroyed	
32nd Striker Regiment	TMR	FWLMR D1	-	heavy losses	disbanded
201st Striker Regiment	TMR	DCMR D1	-	survived	Exodus
12th Heavy Assault Regiment	TMR	LCMR D1	-	survived	joined LC
305th Royal Heavy Assault Regiment	TMR	DCMR D1	-	destroyed	

7 BattleMech Divisions
16 Infantry Divisions
18 Independent Regiments
Total Number of Divisions: 25



I CORPS

I Corps is the most storied corps in the SLDF, and because it is solely responsible for the defense of the Terran system, is often called the Terran Corps. The first Star League corps built by Shandra Noruff-Cameron, the elite troopers of I Corps led the assault into the Taurian Concordat at the start of the Reunification War. It was I Corps that, under the command of Amos Forlough, ground the defenders of New Vandenberg underfoot and captured that vital world, opening the door to Taurus herself.

In modern times I Corps has assumed the duties once held by the Star Guard Corps, protecting Terra herself and the other worlds of the system. Assignment to I Corps is often the capstone of an officer's career, and the enlisted soldiers of the corps are among the most professional and loyal. Many of I Corps' veterans retire to Terra when their service is up, further increasing the pool of available troopers on-world.

COMMAND

Major General Sir Laurence Sheridan commands I Corps from the Salinas, Kansas Castle Brian. A favorite of the Cameron family, General Sheridan has held his post since 2751, making him one of the longest-serving corps commanders in the SLDF. The one attempt to replace him in 2758, with General DeChavilier, who was then commanding XXI Corps, was stymied by the patronage of the Cameron family. General Kerensky, bowing to the inevitable power of the Camerons, rescinded the order and allowed Sheridan to retain command. He instead promoted DeChavilier to command of First Army, which many took to be a snub on Sheridan and an act of defiance against the Cameron family.

Despite his connections, Sir Laurence is a talented corps commander and fully capable of doing his duty. He has been known to have friction with General Kogo, who he feels usurped the command that should have been his, but doesn't allow that friction to impact his duty.

LOGISTICS

As the garrison of the Star League throne world, I Corps wants for nothing. The massive manufactories of Terra produce far more materiel than one corps could ever use, and BattleMech manufacturers and fighter builders from around the Hegemony routinely send new 'Mechs to I Corps for testing, hoping they'll catch the eye of a Quartermaster Command purchaser and be picked up.

One of I Corps' duties is to cycle through the twenty Terran Castles Brian and ensure their stockpiles of consumables remain usable. This duty is most often carried out by the four regiments of the Terran RCT, but during exercises each of I Corps' divisions often cycle through at least one Castle.

With two complete Royal BattleMech divisions in its ranks, I Corps' logistics are more heavily channeled through the Royal Command than most corps, but it doesn't affect the corps' performance. General Sheridan's IIa shop is more than used to dealing with Royal Command quartermasters.

INDEPENDENT REGIMENTS

The independent regiments assigned to I Corps are active regiments, moving throughout the Terran system often to simulate attackers for both other I Corps units as well as the fleet elements of First and Second Fleets. The Thirty-fourth Royal CAAN Marine Regiment and the 406th Battle Regiment are notionally based along the Pacific Rim on Terra, but each spends long months of the year away from their casernes.

The 277th Light Horse Regiment, 138th Hussar Regiment, 118th Dragoon Regiment, and 593rd Striker Regiment are permanently assigned to the Terran regimental combat team. This four-regiment unit acts most commonly as an aggressor for I Corps' divisions, but often cycles offworld to Mars and Venus for duty. Unlike most RCTs, which are made up of mostly light horse regiments, the Terran RCT is built of several classes of regiment to add variety to its tactics.

The 269th Independent Aero Wing is also assigned directly to I Corps, giving it a powerful reserve aerospace contingent that enemies may not expect. Sir Laurence was able to get the wing assigned to his corps for Operation PERSUASIVE FORCE and has so far managed to hold onto it.

48TH ROYAL BATTLEMECH DIVISION

(The Goliath Division)

CO: Major General Sir Charles Radescu

The Goliath Division is I Corps' primary offensive division. It's mission, in the unlikely even of an attack on Terra, is to remain on the move as a mobile striking force. As such, the division cycles through duty stations across Terra every six months, carefully learning the ground around each post. It's officers train near-constantly in tactical exercises without troops, and General Radescu mandates at least four full divisional field problems per year.

Major General Charles Radescu, Knight of the Sword, has commanded the Goliath since 2758 and refused any suggestion that the division should redeploy off of Terra. He sees the defense of Terra as his personal mission; despite his near-obsession with this mission, Royal Command keeps him in command. After all, it *is* his mission.

191ST ROYAL BATTLEMECH DIVISION

(The Zavijava Division)

CO: Major General Esteban Green

The Zavijava Division has been assigned, since 2720, as the primary defensive force of North America. The division headquarters is at Fort Knox, but the brigades are deployed to the continent's Castles Brian. The exception, of course, is the Royal Black Watch Regiment, who are deployed at the Court of the Star League in Unity City.

The Black Watch is the personal guard regiment of the First Lord. It is one of the few line regiments still built around combined arms: two battalions of 'Mechs provide the regiment's heavy firepower, while a battalion of infantry drawn from both the Regular Army and the Naval Command's marines provide security. A full ground aero wing is assigned to the regiment as well. The Black Watch provides personal security for the First Lord and his family, no matter where they are.

89TH JUMP INFANTRY DIVISION

(The Gotchas)

CO: Major General Adrianne de Jacque

The Gotchas are detailed as reaction forces, designed to pin an invader down long enough for the Forty-eighth Royal BattleMech Division to assemble and pound them. As such, the division maintains one regiment on 12-hour standby at all times. General de Jacque maintains her headquarters at the Citadel in Unity City, believing the access to command and control overrides reaction time.

The 892nd Brigade is fully airmobile; each of the brigade's three jump infantry regiments is certified paratroop regiment, and the brigades trains on both tactical (aboard tilt-wing VTOL craft) and strategic (using suborbital small craft) deployments. During the final phase of PERSUASIVE FORCE, the 892nd redeployed from San Francisco to Manila in a matter of hours, dropping behind a notional attacker and halting their advance.

175TH JUMP INFANTRY DIVISION

(The Luzon Knifers)

CO: Major General Gennady Chapayev

Like the Gotchas, the Luzon Knifers are tasked to respond quickly to any incursion against Terran security, but where the Eighty-ninth focuses on Terran deployment, the 175th is billeted on Mars. A standing fleet of assault DropShips and troop transports is maintained to carry the division anywhere in the solar system at need, and detachments from the division's staff are stationed at both jump points to provide early warning and tasking.

Because of their tasking, both infantry brigades are trained in zero-g and vacuum combat. The division's 'Mech brigade is fully-outfitted with jump-capable BattleMechs, and its MechWarriors are trained to use the light Martian gravity to their fullest advantage. Though this leads to a higher-than-normal number of training accidents, General Chapayev accepts it as the cost of keeping his division sharp.

156TH MECHANIZED INFANTRY DIVISION

(*Stellar Wind*)

CO: Major General Rana Amaraparvati

Based in the Cairo Castle Brian, the 156th MI is tasked with the defense of the African continent and Asia Minor. General Amaraparvati's troopers are recent arrivals to Terra, having cycled back from service with Fourteenth Army in 2763, and are still getting used to the fortresses.

The 1561st Brigade is two battalions understrength; in late 2763 the 1734th Battle Regiment was practicing orbital drops when two of their battalion transports collided in orbit. Both ships were lost with all hands, in the single largest loss I Corps has suffered in a decade. An investigation by JAG Command concluded that one of the DropShip pilots had wandered into the drop corridor of the other. The brigade commander was relieved for cause, and the 1734th's colonel accepted early retirement.

290TH MECHANIZED INFANTRY DIVISION

(*Hammer and Nails*)

CO: Major General Brianna Ford

The 290th Mechanized Infantry Division is I Corps' troubleshooter division; it is almost always broken into brigade-size task groups to handle tasks that are too large for the Terran RCT or other nearby independent regiments. Since early 2764 the 2901st Brigade is deployed on Titan, supporting the ground infrastructure of the Titan shipyards. The 2902nd Brigade is based in Antarctica, searching for a suspected smuggler's transshipment warehouse.

The 2903rd is spread in company packets in the Asteroid Belt, attempting to police piracy amongst the Belter population. General Sheridan has sent the 269th Independent Aero Wing with the 2903rd, but even with the heavy aerospace support the asteroids are simply too widely dispersed to patrol effectively.



X CORPS

X Corps performs as the middle-level of defense for Terra's homeworld and the Hegemony, with its divisions and regiments spread across the Hegemony's interior and along its borders. During Operation PERSUASIVE FORCE, General Kogo gave X Corps responsibility for both supporting XXI Corps' forward defense and fighting holding engagements between the aggressors and Terra, where I Corps waited. The troopers of X Corps performed this role admirably, destroying half-again their number of divisions and slowing the aggressor advance toward Terra by more than four weeks. The SLDF Planning and Strategy officers in charge of judging the exercise singled out X Corps for special consideration, claiming their delaying tactics would almost certainly have allowed time for reinforcements from one of the nearby armies to drive into the aggressor force's flank.

COMMAND

Major General Han Lao-Tzu commands X Corps from his headquarters on New Earth, near the Regular Army Command headquarters. A former tanker, General Han rose from the enlisted ranks, having entered the SLDF through a basic infantryman's boot camp on Canonbie in 2712. The officers at that camp annotated his file on his third day of training, and he was selected for officer candidate's school during his first deployment to a reserve infantry regiment in 2714. After completing the basic officer's course at the Lexington Military Academy on Terra, he was posted to the 3224th Heavy Armor Regiment, where he commanded a platoon of Fury heavy tanks.

Despite never having seen combat, he was transferred in 2716 to the 161st Mechanized Infantry Division, where he participated in that division's winning of the Martial Olymiad. Promotions came not quickly, but steadily for the aging officer, until he received command of the *ad hoc* 874th Armored Division, which stood up during the short period of conflict between the Federated Suns and the Capellan Confederation following the nuclear strike on Demeter. Once he'd received his general's stars, promotion to corps command was all but assured.

LOGISTICS

X Corps' location in the Terran Hegemony means that it, like the other two corps of First Army, want for practically nothing in terms of materiel. The proximity of its headquarters to the Regular Army Command's headquarters, and the on-world weapons factories of the New Earth Trading Company and Ulston Armor, as well as the orbital spacedocks of Nicholas Spacecraft mean that X Corps' units are routinely picked to field-test new and prototypical equipment, giving them an edge against non-Terran Military Region divisions.

As with I Corps' units, the divisions and regiments of X Corps often cycle through the man Castles Brian and other SLDF fortifications scattered through the Hegemony. Because so many of these facilities are maintained by reservists, General Han has made it a standing order to organize exercises against the reserve divisions whenever the divisions arrive on-world, and against just before they leave, to gauge the division's success in upgrading the reservists' readiness.

INDEPENDENT REGIMENTS

Despite its mobile role, X Corps carries few independent regiments on its order of battle, and most of them are waiting for reassignment to other corps. The 209th Light Horse Regiment changes duty stations four times per year, moving through the Hegemony configured as a raiding force. Their mission is to strike as though they were bandits, helping train SDLF reservists and the standing garrisons of the Hegemony worlds in counter-bandit operations. Given the long years of the Third Hidden War and the continual low-level raiding that continues, both General Han and General Kogo have endorsed this mission.

112th Royal Hussar Regiment (The Jokes of Joseph), the 114th Hussar Regiment and the Twentieth Dragoon Regiment are currently assigned to X Corps, but all were reassigned in 2763 and expect to move into Periphery armies within the next year. The 112th and the 114th were originally supposed to redeploy in 2764, but with the increase in tensions in the Concordat they, like many independent regiments, have been held in place pending orders to move rimward. The Twentieth Dragoon Regiment has already received its warning orders, and will take ship for the Outworlds Alliance in February 2765.

7TH ROYAL BATTLEMECH DIVISION

(The Keid Division)

CO: Major General Isaac Harrison

The Keid Division is one of the few SLDF divisions currently deployed on its namesake world. As one of the nearest Royal divisions to Terra, its operations plans are heavily weighted toward interdiction and relief missions to humanity's homeworld. As a Royal Command division, of course, its access to advanced Hegemony equipment lets it fight far outside of its class.

The lynchpin of the Seventh's recent successes, including a stalwart defense during PERSUASIVE FORCE that saw them destroy two attacking divisions nearly single-handed, is the result of six years of careful effort by General Harrison's IIa shop. All three regiments of the 71st Brigade are heavy assult regiments, and each is built around two full battalions of 100-ton *Pillager* BattleMechs.

29TH BATTLEMECH DIVISION

(The Polypheme Division)

CO: Major General Eduardo de la Garza

General de la Garza leads the Polypheme from the cockpit of his *King Crab*, which causes his staff no end of headache. Although SLDF officers have always had a tradition of leading from the front, that tradition is built on captains, majors and the odd colonel in a champion's slot, not division commanders. His staff has tried to restrain the general by filling the other two lances of his command company with ancient Helepolis artillery 'Mechs, but thus far the general is loathe to remain in the backfield with them.

Whatever his staff's feelings, the common soldiers are thrilled to see "the Old Cyclops himself" on the line with them. Luckily for the division, General de la Garza is a graduate – and former instructor – of the Gunslinger program.

282ND MECHANIZED INFANTRY DIVISION

(The Denebola Division)

CO: Major General Adel Carmody

Like the Keid Division, the Denebola is currently stationed on its namesake world since being reassigned to X Corps in 2763. The division's troopers are still somewhat in shock—this is the first time since 2723 the division has been based on Denebola. Leave schedules are overrun with requests to travel to the Scar River battlefield, site of the battle in 2699 that earned the division its name.

The 282nd is somewhat unique in X Corps for another reason: it is one of the only divisions to have faced 'Mech-equipped bandit raiders on the ground inside X Corps' area of operations. Though Denebola's SDS is active, a company of pirate *Spider*s emerged. Though it took six weeks to run the speedy 'Mechs down, SLIC has yet to identify where the pirates acquired the rare BattleMechs, or who sent them.

70TH INFANTRY DIVISION

(*Footsack*)

CO: Major General Rosalie Benjamin

Assigned to New Earth alongside the Seventh Royal BattleMech Division, the Seventieth has become adept at the ceremonial duties commonly found on the second-oldest world in the Hegemony. Its regiments are routinely plucked for escort assignments and security duties for dignitaries and peers visiting from off-world, and General Benjamin and her staff take great pains to make sure their troopers are always ready. Close-order drill, hostage negotiation, perimeter security, and close-quarters infantry battle are the tasks in which the *Footsack*'s troopers excel.

The 701st Brigade's striker regiments are configured for fast reconnaissance and infantry support, with 'Mechs such as the *Hunchback* and the relatively new *Panther* common, though the *Locust* is popular in scout roles. Unlike most MechWarriors, the 701st's pilots know to let the infantrymen "take the door."

56TH ROYAL JUMP INFANTRY DIVISION

(*On the Bounce*)

CO: Major General Uther Parsons

Caretakers of the homeworld of the Martial Olympiad, General Parsons and his division have seen a new influx of SLDF activity on Outreach as the commanding general's exploratory commission ponders reactivating the Olympiad in 2768. The Remus continent is the site if almost monthly DropShip landings, and shuttles move at least once a week between the capital at Harlech on Romulus and SLDF transports at the zenith jump point.

Nicknamed On the Bounce, the Fifty-Sixth Royal Jump Infantry Division is responsible for reinforcing XXI Corps positions rimward of Terra should the Hegemony be attacked. Because of this duty, a Navy Transport Subcommand squadron is permanently stationed at the Outreach nadir jump point.

26TH MECHANIZED INFANTRY DIVISION

(*Hackers and Crackers*)

CO: Major General Ayel ben Roman

The Twenty-sixth Mechanized Infantry Division protects the delicate world of Nirasaki, home to the Nirasaki Computer Collective, which produces some of the most advanced high-technology systems and software in the Terran Hegemony—and therefore, in the Inner Sphere. General ben Roman and his staff have been specifically charged by General Han to insure no raiders escape with Nirasaki secrets.

To ensure this, the 262nd Brigade trains in spaceborne combat to pursue and capture small craft, even DropShips, headed for the jump points. General ben Roman, himself a transfer from the Navy's Marine Subcommand, has drawn marine instructors from the Navy for the task. Support is provided by two indpendent aero wings permanently assigned to the system.



XXI CORPS

XXI Corps, sometimes called the Hegemony Corps, is unique in First Army—and almost unique in the entire SLDF—in that it carries on its rolls no Royal divisions and only two Royal regiments. Despite being the main maneuver corps of the Terran Hegemony defenses, it is built largely from standard Star League divisions and regiments. This largely the result of the campaigning by the corps commander and his staff.

Spread in packets along the border of the Hegemony, XXI Corps is the SLDF's first line of defense should anyone invade the Hegemony. The soldiers of the corps are adept at manning the fortresses of the Home Line.

COMMAND

Major General Gideon Vandergrift, graduate of the Albion Military Academy in the Federated Suns, despises the Royal Command. So far as SLIC has been able to determine, this is because as a non-Hegemony native, he is not eligible to serve in one. He has surrounded himself with staff officers who feel the same way, and then managed to rid his corps of all but two Royal units—and both of them are regiments, not divisions.

Despite his personal reasons, General Vandergrift is quick to capitalize on the public relations aspect of his politicking. His headquarters releases news snippets almost weekly, praising his "cosmopolitan" corps for defending the homeworlds of the Star League despite not being natives of those worlds themselves. Were it not for his clear loyalty to the League, if not all of its institutions, he'd have been cashiered years ago.

LOGISTICS

Based within the Hegemony itself, XXI Corps, like most First Army units, wants for little in terms of materiel. In addition, their deployment within easy reach of many of the finest military academies in the Star League means they lack for few willing recruits, although the anti-Royal fervor in XXI Corps means that Hegemony natives are unfairly discriminated against unless they foreswear service in a Royal regiment.

Fortunately for XXI Corps, First Army doesn't hold its idiosyncrasies against it. General Kogo—a native of New Earth—might not enjoy meeting General Vandergrift during First Army's inevitable social functions, but she does approve of his zeal in defending the Hegemony.

INDEPENDENT REGIMENTS

XXI Corps claims the Eighth Royal CAAN Marine Regiment, Thirty-fifth Light Horse Regiment, Fifty-first Dragoon Regiment, Thirty-second Striker Regiment, 201st Striker Regiment, Twelfth Heavy Assault Regiment, and the 305th Royal Heavy Assault Regiment in its order of battle.

The two Royal regiments, the Eighth CAAN and the 305th Heavy Assault, remain with XXI only because their posts are too critical to the corps' defensive positions to remove them. General Vandergrift and his staff are trying to get non-Royal regiments reassigned, but with tensions continuing to rise in the Periphery it seems likely he'll see one of his BattleMech divisions pulled before First Army allows him his petty will.

The two heavy assault regiments—the Twelfth and the 305th Royal—are between assignments, filling slots intended for independent regiments while their replacements work up. The Twelfth has been on Al Na'ir for three years, waiting for regiments that continue to get shunted to the Periphery in response to emergencies. Colonel Davies, the Twelfth's commander, has given up asking for reassignment and instead begun campaigning to have enough armored and infantry regiments reassigned to his command to build the Twelfth into a regimental combat team. His requests have thus far been largely ignored, although he—as a non-Royal regiment—has the tacit approval of XXI Corps' staff.

The 305th Royal is chafing for reassignment, despite the certain knowledge that their posting is vital. Bandits believed to be based in the Draconis Combine have, in the last four years, hit the 305th's garrison station on Fasolht on Quentin seven times. First Army has overruled Vandergrift's reassignment requests, believing it will take at least a brigade of regular troops to replace the Royal regiment.

99TH BATTLEMECH DIVISION

(The Gog Division)
CO: Major General Alicia Brentworth

The Gog Division is the primary garrison of Dieron, which makes it host to one of the largest collections of SLDF brass outside of Terra or New Earth. Dieron hosts not only the Army Group Kurita headquarters of General Abraham Zinksy, but also the headquarters of Fourteenth Army and First Army's XXI Corps, of which the Ninety-ninth is a part. This location means that there is a steady stream of units through Dieron, which gives the Gog a near-unparalleled opportunity for varied training—which General Brentworth is far too canny to pass up.

Given this training environment, the Ninety-ninth BattleMech Division has become a jack-of-all-trades. At least one battalion in each of its brigades excels at nearly every conceivable mission, and General Brentworth is lobbying to have a CAAN regiment permanently assigned to her command.

138TH BATTLEMECH DIVISION

(The Stonewall Jackson Division)
CO: Major General John Peter Sullivan

The Stonewall Jackson Division excels at the tactical defensive role. General Sullivan and his staff are quick to remind any would-be detractors, though, that they do mean tactical defensive. The 138th uses its mechanized infantry brigade to scout the nearby terrain of any world they're deployed on and then locates the best defensive terrain possible. Through a combination of strategic necessity—and to stop the near-ceaseless hit-and-run attacks the 1383rd Brigade trains in—an opponent is forced to attack the Stonewalls on their chosen terrain.

Though this training makes them somewhat weaker in urban terrain, where their mobility is limited, the Stonewalls remain an elite and well-led division. Colonel Francine "Joker" Jacobs, of the 1389th Aero Wing, is the 2754 winner of the Geerson Cross.

164TH BATTLEMECH DIVISION

(The Hannibal Division)
CO: Major General Hadrian

The Hannibal Division is XXI Corps' primary offensive division. The division trains constantly in assault missions in every conceivable terrain, spending barely a quarter of the year in its cantonments on Lyons. The rest of the year it is on other Hegemony worlds, practicing assaults against the powerful Hegemony defenses. During Operation PERSUASIVE FORCE, the Hegemony planners unleashed the Hannibal against the invading forces' rear areas, where it wreaked havoc before being—administratively, of course—blown out space during a movement by the Navy's Third Fleet.

The 2372nd Heavy Assault Regiment is the reason for much of the Hannibal's success: it deploys two full battalions of the new *Spartan* fast assault 'Mech, giving it more mobile firepower than most enemies expect outside of a Royal division.

10TH INFANTRY DIVISION

(The Welsh Foot)
CO: Major General Trevor MacLeish

The Tenth Infantry Division is primarily responsible for the Hegemony's border with the Lyran Commonwealth, in concert with the 164th BattleMech Division. Based on Ko, the division is largely concentrated there; one infantry brigade, on a rotating schedule, rotates off-world to train with the 164th on Lyons every eighteen months.

Although only an infantry division, the Welsh Foot usually manages a competent showing against the Hannibal Division. The MechWarriors of the 164th, despite the example of their own infantry brigade, routinely underestimate the prowess of the Welsh Foot when fighting in fixed positions. In simulated combat against 1633rd Brigade, two regiments of the Tenth Infantry held the Givens Hollow Castle Brian on Lyons for six weeks before the war game ended.

17TH JUMP INFANTRY DIVISION

(The Golden Talon)
CO: Major General Ambrose Haughton

The Golden Talon's opinion of itself is hubristic at best, and suicidal at worst. The Seventeenth Jump Infantry Division is the flashpoint for the anti-Royal sentiment in XXI Corps; General Haughton is an old confidante of the corps commander, and the two of them meet several times a year. Only General Haughton's connections in the High Command and the BSLA have kept the SLDF IG from sacking him for cause; in war games last year, he delayed his division's drop on a notional enemy position that cost the 181st Royal Mechanized Infantry Division significant casualties. Had it been war—and not a game—Haughton *would* have been court-martialed.

203RD MECHANIZED INFANTRY DIVISION

(*Bentley Was Here*)
CO: Major General Henri Ducharme

Stationed on Rio, astride the Hegemony-Federated Suns border, the 203rd Mechanized Infantry Division holds a quiet garrison station that sees little action. Raiders are rare in the Federated Suns, at least in the Draconis March bordering the Hegemony. Units along the Capellan border report a higher-than-normal of raids that SLIC attributes to Davion-Liao tensions, but little of that reaches as far up the border as Rio.

The IG recently launched an investigation of the 203rd MI Division, despite its lack of combat. Despite the low operational tempo, quartermaster's reports show no concurrent drop-off of combat losses or equipment replenishment, leading investigators to suspect profiteering and pilfering. So far the investigation has turned up little, but it is ongoing.

FIRST FLEET

Centered on the SLS *Terra*, flagship of the Star League Navy, First Fleet (often called the Terran Fleet) is responsible for the protection of the First Lord and the SLDF High Command. Its three line squadrons are dedicated command and protection formations: the First Lord's Squadron (Star Squadron, SLS *Star League*), the Commanding General's Squadron (SLS *McKenna's Pride*) and the High Command's Squadron (SLS *Enterprise*). All four flagships are specialized command ships, able to serve as the mobile headquarters for either the First Lord or the SLDF High Command. Each incorporates significant intelligence-gathering and communication elements to allow the High Command to manage the Star League, the SLDF and any military or political conflicts no matter their location.

COMMAND

Command of First Fleet is a prime position, and one that Admiral Jonns Ezenwa has fought for the entire breadth of his career. A former aerospace pilot, Ezenwa's first posting was to a *Titan*-class carrier as part of First Fleet. He made a name for himself in the common fleet problems First Fleet routinely runs with Second and Third Fleets, and was assigned as commander of the squadrons aboard SLS *Star League* in 2738. Within a decade he had earned his first flag and command of a squadron of Eighteenth Fleet.

As a fleet commander Admiral Ezenwa is a tactical genius. His time in aerospace fighters has given him an incredibly proficient understanding of how the pieces of a Navy squadron work together to draw enemies into a slowly-converging target basket. During Operation PERSUASIVE FORCE Ezenwa was First Fleet's Ia; his plans suckered both Third and Nineteenth Fleets' heavy element into ambushes near Saturn and Neptune.

DEPLOYMENT

First Fleet, despite its homeport at Titan, is rarely gathered together in fleet-scale deployments. Each of the squadrons often operated independently, depending on the needs of the personages they're assigned to. The Thirteenth Line Squadron (The Commanding General's Squadron), for instance, has rarely entered Sol space; General Kerensky is often away, touring Star League garrison posts, and uses faster transport when necessary to be on Terra, though he prefers to be aboard *McKenna's Pride* whenever possible.

The ships of the Fourteenth Line Squadron (the High Command's Squadron) are similarly dispersed; General DeChavilier, deputy commanding general of the SLDF, often uses SLS *Enterprise* for his flagship when he travels between the Citadel on Terra and Regular Army HQ on New Earth. Other members of the SLDF High Command often commandeer other Fourteenth Line ships at whim.

HOMEPORT

First Fleet's official homeport is Titan Base, but in reality they operate from whatever Star League Navy ports are nearest at need. New vessels being reassigned to First Fleet always cycle through the fleet repair base above Titan to ensure their readiness matches the high standards maintained in First Fleet.

STAR SQUADRON

(The First Lord's Squadron)
CO: Vice Admiral Ernst Guderian

Star Squadron is responsible for the movement and protection of the First Lord any time he ventures off of Terra. Though First Lord Richard travels little, he often assigns elements of the First Lord's Squadron other duties; currently two divisions are away from Terra, escorting First Consul Stefan Amaris on his return from meeting with General Kerensky in the Taurian Concodat.

Members of Star Squadron still wear a black armband while in dress uniform, signifying the death of First Lord Simon Cameron. The Squadron was responsible for bearing his body back from New Silesia after he'd been killed.

12TH INTERDICTION SQUADRON

(*Terra's Shield*)
CO: Vice Admiral Chrisophilia James

The ships of Terra's Shield are the only First Fleet elements to rarely leave Sol space. Admiral James and her officers are the final line of defense between Terra and any attacker, and they take their duty quite seriously. The Twelfth Interdiction Squadron is the largest squadron in First Fleet due to its carrier-heavy interdiction divisions; because of its static role in the Terran system, it is one of the few fleet squadrons assigned organic DropShip-only divisions.

16TH ESCORT SQUADRON

(*Valkyrie Wind*)
CO: Vice Admiral Sun Yat Sen

The cruisers and destroyers of the Sixteenth Escort Squadron have the unenviable role of trying to keep up with General Kerensky and the Thirteenth Line Squadron. The general's unofficial goal of visiting every garrison station the SLDF manned is laudable on a number of fronts, but the maintenance requirements for the Navy craft forced to carry him on those tours is almost-unimaginable. Valkyrie Wind has the highest hull-transfer rate of any First Fleet squadron.

17TH PURSUIT SQUADRON

(Tsunami)
CO: Vice Admiral Inari Nebudchanezzar

Only recently organized, Tsunami was added after Operation PERSUASIVE FORCE showed that First Fleet lacked organic elements designed to run down and destroy a retreating enemy. Although First Fleet was able to sucker its opponents twice, once at Neptune and once near Saturn, it was unable to pursue the swifter retreating vessels. Admiral Nebuschanezzar and his officers are aching for a chance to prove their predatory tactics.

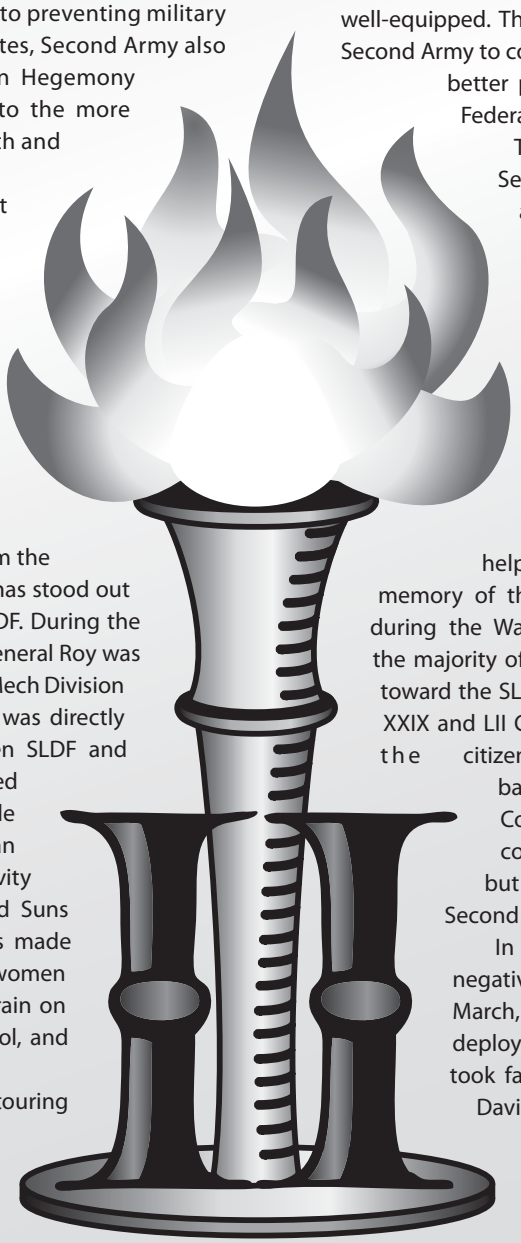



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SECOND ARMY

Second Army is one of the strongest formations in the SLDF due to the need for significant forces to maintain the status quo between the Federated Suns and the Draconis Combine after the War of Davion Succession. Consisting of IX, XVI, XXIX, and LII Corps, Second Army is mainly deployed in the Draconis March region and the coreward regions of the Capellan and Crucis Marches of the Federated Suns. In addition to preventing military adventurism between the two member states, Second Army also ensures that supply lines from the Terran Hegemony remain open and relatively undisturbed to the more distantly-deployed Third, Fourth, Eighteenth and Nineteenth Armies.

Headquartered at the Robert Scott Castle Brian on Small World, Second Army's HQ is one of the best naturally defended Castle Brian's in Lockdale Province. Located in the center of the Ross Glacier Complex at the planet's northern arctic, Second Army relies on brutal snowstorms and thousands of kilometers of sheer ice help protect its walls.



COMMAND

Graduating near the top of his class from the War Academy of Mars, General George Roy has stood out as one of the most skilled officers in the SLDF. During the War of Davion Succession, the then-Major General Roy was in command of the Thirty-ninth Royal BattleMech Division when it was deployed to Klathandu IV. He was directly involved in the single brief battle between SLDF and DCMS forces on that world before he received the surrender of the Kurita forces. While General George Roy is a brilliant tactician and charismatic leader, he shares a proclivity with many of the leaders of the Federated Suns to command from the front lines. This has made him popular with the enlisted men and women of Second Army, but it puts a significant strain on his security detail and the command, control, and communications of his army.

General Roy spends most of his time touring the headquarters of the divisions in his command.

STRATEGIC OVERVIEW

Since the end of the War of Davion Succession, Second Army has seen almost continual low-level combat across its deployment theater. While no member state militaries have been involved—officially—in the cross-border raiding seen along the borders, the bandits and pirates that Second Army confronts are surprisingly well-equipped. This persistent tempo of attacks has forced Second Army to continually redeploy many of its divisions to better protect the citizens and industries of the Federated Suns.

The continual combat and wide dispersal of Second Army has led to a high level of skill and a wide range of capabilities in each of Second Army's corps. General Roy has made a point of moving each division every nine to twelve months since he took command, in order to broaden their experience with as many planetary conditions and unique cultures as the Federated Suns can provide.

OPERATIONS

The operations of Second Army are helped and hampered in many ways by the memory of the SLDF involvement—or lack thereof—during the War of Davion Succession. The attitude of the majority of the citizens of the Davion member state toward the SLDF is supportive. The deployment of both XXIX and LII Corps in the Crucis March is welcomed by the citizens of those worlds, and the relatively low bandit activity and piracy under XXIX and LII Corps has given many of the divisions in these corps the highest levels of combat readiness, but lowest relative combat experience in Second Army.

In contrast, IX and XVI Corps are seen in a negative light by the citizens of the Draconis March, where the majority of their divisions are deployed. The popular opinion is that the SLDF took far too long to involve itself in the War of Davion Succession and that the devastation of worlds the Draconis Combine invaded was the result of SLDF inaction.

FEDERATED SUNS MILITARY REGION (FSMR)

Army and Region Headquarters: Small World

SECOND ARMY

	2764	2765	2766	2767-2779	2784
IX Corps					
9th BattleMech Division (The Oliver Division)	FSMR D1	FSMR D2	-	destroyed	
39th Royal BattleMech Division (The Denebola Division)	FSMR D1	FSMR D2	-	survived	Exodus
69th Infantry Division	FSMR D1	FSMR D2	-	destroyed	
9th Mechanized Infantry Division (The Pride of Puget Sound)	FSMR D1	FSMR D2	-	survived	Exodus
78th Mechanized Infantry Division	FSMR D1	FSMR D2	-	destroyed	
111th Jump Infantry Division	FSMR D1	FSMR D2	-	destroyed	
90th Royal Light Horse Regiment	FSMR D1	FSMR D2	-	survived	Exodus
76th Royal Dragoon Regiment	FSMR D1	FSMR D2	-	destroyed	
XVI Corps					
75th BattleMech Division (The Atlas Division)	FSMR D1	FSMR D3	-	destroyed	
100th BattleMech Division (The Castor Division)	FSMR D1	FSMR D3	-	destroyed	
53rd Infantry Division	FSMR D1	FSMR D3	-	survived	Exodus
105th Mechanized Infantry Division (The Cameron Highlanders)	FSMR D1	FSMR D3	-	destroyed	
136th Mechanized Infantry Division	FSMR D1	FSMR D3	-	destroyed	
128th Jump Infantry Division	FSMR D1	FSMR D3	-	destroyed	
125th Light Horse Regiment	FSMR D1	FSMR D3	-	destroyed	
62nd Hussar Regiment	FSMR D1	FSMR D3	-	destroyed	
XXIX Corps					
159th BattleMech Division (The Wellington Division) (1008th Heavy Assault Regiment)	FSMR D1	FSMR D3	-	survived	Exodus joined FS
46th Infantry Division	FSMR D1	FSMR D2	-	destroyed	
163rd Mechanized Infantry Division	FSMR D1	FSMR D3	-	destroyed	
169th Royal Mechanized Infantry Division	FSMR D1	FSMR D3	-	survived	Exodus
215th Mechanized Infantry Division	FSMR D1	FSMR D2	-	destroyed	
148th Jump Infantry Division	FSMR D1	FSMR D2	-	destroyed	
184th Light Horse Regiment	FSMR D1	FSMR D2	-	destroyed	
38th Hussar Regiment	FSMR D1	FSMR D3	-	survived	Exodus
LII Corps					
175th BattleMech Division (The Katukov Division)	FSMR D1	FSMR D3	-	destroyed	
90th Mechanized Infantry Division (The Old Abe Division)	FSMR D1	FSMR D3	-	destroyed	
152nd Mechanized Infantry Division	FSMR D1	FSMR D2	-	destroyed	
222nd Mechanized Infantry Division (567th Striker Regiment)	FSMR D1	FSMR D2	-	heavy losses	disbanded joined LC
1st Jump Infantry Division (The Hellraisers From Heaven)	FSMR D1	FSMR D3	-	survived	Exodus
84th Hussar Regiment	FSMR D1	FSMR D3	-	destroyed	
35th Dragoon Regiment	FSMR D1	FSMR D2	-	survived	joined Periphery
57th Dragoon Regiment	FSMR D1	FSMR D3	-	destroyed	

6 BattleMech Divisions
17 Infantry Divisions
9 Independent Regiments
Divisions in District: 24



IX CORPS

Deployed in the Draconis March, IX Corps has had a strong presence in the region since before the War of Davion Succession. IX Corps is known by two names, one from each side of the Federated Suns-Draconis Combine border. The citizens of the Federated Suns call this corps the "Centerfield Nine," and the citizens of the Combine refer to it as the "*Urameshii Fukei,*" or "Hateful Guardians." IX Corps has seen significant combat in the past fifty years, against both small and large bandit groups, granting IX Corps a high level of skill when compared to other corps in Second Army.

COMMAND

Headquartered on Schedar, IX Corps is commanded by Major General Tatyana Verschaffelt. Verschaffelt was friends with, and served in the same regiment and brigade of the 160th BattleMech Division, then-Captain Aleksandr Kerensky during Operation SMOTHER..

Through her actions during Operation SMOTHER and after as she rose through the command ranks, Major General Verschaffelt proved herself to be a fine leader. Promoted in 2755 to command IX Corps, Major General Verschaffelt has shown that she is more than capable of handling the command of the eighteen brigades in IX Corps, spread across hundreds of light years and dozens of solar systems.

Verschaffelt's long friendship with General Kerensky has been seen as a point of pride amongst IX Corps, and has kept morale high despite the near-constant low-level combat the Corps sees.

LOGISTICS

Situated with its headquarters close to the Terran Hegemony border for ease in its logistical chain, IX Corps sees munitions and equipment flow with ease from the Hegemony into its ranks. Under the orders of General Roy, the rotation of Second Army divisions actually makes resupply easier. As the divisions of IX Corps are rotated through logistical hubs such as Schedar, Mirach and Elbar, needed equipment is delivered and ready for the arriving division months before their redeployment.

To simplify the logistical needs of IX Corps, Major General Verschaffelt has made a point of utilizing BattleMechs and other units that can accept spare parts produced in the Federated Suns. This has endeared Second Army, and specifically IX Corps, to the Davion member-state's military-industrial complex.

INDEPENDENT REGIMENTS

The independent regiments of IX Corps are some of the best-equipped independent commands outside of First Army. Both regiments, the Ninetieth Royal Light Horse (known as the Dark Riders) and the Seventy-sixth Royal Dragoons (known as the Spirit of '76) were mustered together on Terra before the formation of the Star League as a paired planetary assault force.

Currently deployed on Mirach, the Dark Riders received their nickname from their skill at zero and low gravity combat. Used as escorts by the Quartermaster Command for large shipments of munitions from asteroid or orbital manufacturing facilities, the units of the Ninetieth Royal Light Horse are often the first to respond to pirate attacks on military or civilian transports, and they are almost always the first to be called upon to lead the attack on space based facilities.

The Spirit of '76 received its name due to its number and the fact that many of its officers and enlisted originated from the New York and Pennsylvania areas of North America on Terra. Deployed on the tropical world of Sonnia, the Spirit of '76 sees far less movement and redeployment than the rest of the IX Corps. The Seventy-sixth Royal Dragoons are used as a garrison force at the uranium mining areas and refinement facilities on Sonnia. The Seventy-sixth's presence ensures that the produced uranium is properly secure.

9TH BATTLEMECH DIVISION

(The Oliver Division)

CO: Major General Jeannette Marko

Headquartered on the lush and verdant Mallory's World, the Oliver Division is permanently deployed on Mallory's World rather than being moved from world to world like the rest of Second Army. Protecting the massive investment in the terraforming technologies installed by the Department of Mega-Engineering, the planet requires to maintain its human compatible biosphere is a high priority for IX Corps.

The Ninth BattleMech Division has seen more combat than most other divisions in IX Corps. The concentration of expensive terraforming technologies and large quantities of agricultural products grown locally for shipment to less-productive worlds make this planet a favored target for banditry.

39TH ROYAL BATTLEMECH DIVISION

(The Denebola Division)

CO: Major General Tyrell Kaspar

The Thirty-ninth Royal BattleMech Division was mustered together on the Hegemony world of Denebola. Denebola has higher-than-standard gravity and cooler temperatures for an inhabited planet, and greatly influenced the equipment used by the Denebola Division. Using lighter BattleMechs and armor, on average, than typically seen in an SLDF BattleMech division, the Thirty-ninth excels at fast cavalry tactics and hit and fade operations.

The Thirty-ninth's homeworld also allowed it to focus more on combat units that were energy-weapon heavy; the cold temperatures of Denebola offset the heavy heat loads. This focus has continued through recent decades, allowing the Denebola Division to operate for long periods out of logistical contact.

9TH MECHANIZED INFANTRY DIVISION

(The Pride of Puget Sound)

CO: Major General Nicole Snaaijer

Headquartered on Cartago, the Ninth Mechanized Infantry Division is continually moved between the planets of Cartago, Elbar, and Kentares IV, all worlds with significant amounts of their surface area covered in oceans. The Pride of Puget Sound specializes in amphibious warfare, with significant numbers of hover and VTOL infantry. Major General Snaaijer ensures her troops are well prepared for any eventuality with war games every six months.

The Ninth Mechanized Infantry Division proved their skill when bandits attacked the aquaculture fields of the Bianca Sea on Cartago in 2762. Unprepared for the heavy gravity of Cartago, the bandits were quickly surrounded and destroyed by the fast hovercraft of the infantry regiments and the division's LAMs.

111TH JUMP INFANTRY DIVISION

(The Silver Lining Division)

CO: Major General Kapena Artz

The 111th Jump Infantry Division has seen a large shakeup in its command structure since Major General Artz took command in 2760. Like most jump infantry divisions, the 111th was to be used as shock troops in situations where speed was more necessary than raw firepower. In the decades before Artz took command, the Silver Lining slipped from focusing on speed and skill and instead began focusing on survivability. In an attempt to recapture the lightning-strike capabilities the 111th was known for in the early twenty-eighth century, Artz has slowly been replacing the second aerospace wing of the division with Land-Air 'Mechs.

78TH MECHANIZED INFANTRY DIVISION

(The Wyandot Warriors)

CO: Major General Lorna Chance

The Seventy-eighth Mechanized Infantry Division is currently under the command of Major General Lorna Chance. General Chance has reorganized the two infantry and one BattleMech brigades in her command to mix the forces together into three brigades that consist of two infantry regiments and a BattleMech regiment.

Using the BattleMech forces as the center of the Wyandot Warriors' formations, with the infantry in supporting roles, Major General Chance flips the usual use of BattleMechs in mechanized infantry divisions on its head. These combined-arms brigades are frighteningly effective against the bandit forces it faces.

69TH INFANTRY DIVISION

(The Woodstock Division)

CO: Major General Mahmood Roncalli

The Sixty-ninth Infantry Division is a highly specialized anti-insurgency division. The division's two infantry brigades are deployed on Edwards and Caselton, concentraed in the two sparsely-populated worlds' capital cities where the division's psy-ops teams promote heavy SLDF recruitment.

The division's BattleMech brigade is deployed on the heavy-populated, industrialized planet Johnsondale. The Woodstock Division's 'Mechs help provide security for the manufacturing facilities of Valiant Systems in the planet's capital city, Rio. The Sixty-ninth's presence at the production lines on Johnsondale also ensured the restrictions of the Council Edict of 2650 until its repeal in 2752.



XVI CORPS

XVI Corps is the center of Second Army's forces along the shared border between the Federated Suns and Draconis Combine. Arranged near Robinson and Marduk, XVI Corps occupies the space where the bulk of the fighting took place during the War of Davion Succession. While none of XVI Corps' divisions took part in Operation SMOTHER, it takes the brunt of the public hatred of the SLDF from the citizens of the Davion member-state.

While XVI has no official nickname, the corps is known as the Sweet Sixteen in the Federated Suns media.

COMMAND

Due to the history of the conflict between the Federated Suns and Draconis Combine in XVI Corps' deployment area, corps command has always kept a tight leash on even individual regiments and their behavior, to ensure that the SLDF's reputation isn't further tarnished.

Currently in command of XVI Corps is Major General Titos Schwarz, an 85-year-old veteran of the War of Davion Succession. During Operation SMOTHER, Schwarz was a colonel, commanding the 2775th Royal Dragoon Regiment, a part of the First Jump Infantry Division. Schwarz is a skilled strategist, but most importantly for the area he is in, he is skilled in public relations and has done much to improve the image of the SLDF in the Draconis March.

LOGISTICS

Heavy combat against bandits and pirates in the region of space near the capital of the Draconis March means that XVI Corps requires more resupply and new equipment than other corps in Second Army. Thankfully, the SLDF Quartermaster Command has made extensive contacts with the heavy industry in the area. Contracts with Norse BattleMech Works on Marduk allows the production of *Wolverine* and *Griffin* BattleMechs outfitted with cutting edge technology from the Hegemony, amongst other units.

Other contracts bring in other Federated Suns equipment that allow any public show of SLDF forces to be similar to well equipped AFFS forces. This has given General Schwarz an easier time to show the citizens of the Federated Suns what the SLDF has done for them, supporting the local economic situation and helping ensure the peace.

INDEPENDENT REGIMENTS

The two independent regiments attached to XVI Corps are both able to rapidly redeploy to any solar system within two jumps of XVI Corps headquarters on Dobson, where both of the regiments are nominally headquartered. To achieve this, each regiment has two permanently attached *Tramp*-class JumpShips equipped with lithium-fusion batteries.

The 125th Light Horse Regiment, known as Paris' Palominos gained its nickname on the planet Paris in 2754. A full regiment of Kuritan *ronin* crossed the border and made a combat drop on the planetary capital's spaceport. The 125th was on-world and engaged the *ronin*. The media labeled the battle the Battle of Palomino Bay. The 125th and the *ronin* engaged each other in a four-hour firefight along the city's dockyards. The 125th suffered fifty percent losses before the *ronin* were wiped out. Paris' Palominos' attached JumpShips are the SLS *Libyan Sands* and the SLS *Fool's Gold*.

The Quickdraw Hussars, officially the Sixty-second Hussar Regiment, uses less equipment produced in the Federated Suns than other XVI Corps formations. The Quickdraw Hussars act as op-for in XVI Corps' war games and anti-bandit training. Equipped with units produced in the Draconis Combine, the Sixty-second Hussars are stationed away from HQ in order to keep Kurita units away from the public eye. The unit's attached JumpShips are the SLS *Scotland Mist* and the SLS *Outrigger*.

75TH BATTLEMECH DIVISION

(The Atlas Division)
CO: Major General Gyatso Skala

The Atlas Division stands at the center of the forces of XVI Corps and, like its namesake suggests, supports other SLDF forces in the region. Primarily deployed on the border world Barlow's Folly, the Atlas Division rarely rotates off the important agricultural world. The Seventy-fifth is commanded by Gyatso Skala, born on the Draconis Combine world Agematsu. Having a man born in the enemy of the Draconis March in charge of an SLDF division has caused some friction, but the grace General Skala shows goes quite a way toward soothing ruffled feathers.

100TH BATTLEMECH DIVISION

(The Castor Division)
CO: Major General Jeri Courtemanche

Headquartered on Robinson, the capital of the Draconis March, the 100th BattleMech Division is used primarily as a deterrent against the buildup of large military forces on the important Davion world. The Castor Division was initially paired with a second division, the 101st BattleMech Division (the Pollux Division), but the fledgling 101st was meshed into the 100th.

The Castor Division is commanded by Major General Jeri Courtemanche, a graduate of the War Academy of Mars who holds a graduate degree in theology from Oxford University on Terra. She attends the same temple as the ruling Sandoval family, and is referred to as the Fighting Rabbi by her troops.

105TH MECHANIZED INFANTRY DIVISION

(The Cameron Highlanders)
CO: Major General Quidel Josephs

The Cameron Highlanders gained fame from their performance during the Reunification War, when they were commanded by the second cousin of the First Lord Ian Cameron. He felt that the men and women of the 105th fought with the bravery of the "Highlanders of old," and the name was officially given to the division at the end of the war. Since then, the 105th has had the distinction of being commanded by deserving friends of the First Lord's family.

The 105th is tasked with guarding the production lines of Norse BattleMech Works on Marduk. The world is a high-profile target; the division hasn't been rotated off Marduk for over twenty years.

53RD INFANTRY DIVISION

(*The Silver Sword Division*)
CO: Major General Bharat Heintze

The Fifty-third Infantry Division is one of the smallest foot infantry divisions active. Each of the division's regiments is short a one or two companies, but retains the transportation assets of a full division. Normally a shortage of manpower would quickly be solved by bringing in Reserve units, but the current commander, Major General Heintze, has proven that the situation works to the Silver Sword Division's advantage. After a significant amount of drilling and training, the smaller number of troops allows the Fifty-third to move and redeploy almost as quickly as mechanized infantry divisions.

The Fifty-third is deployed on New Ivaarsen, helping to maintain security around the planet's industrial facilities.

136TH MECHANIZED INFANTRY DIVISION

(*The Battle of Vladivostok Division*)
CO: Major General Sechnaill Abrahamsson

Initially formed from the worlds of Mirach and Alrescha, both heavily influenced by settlers from the old Soviet bloc on Terra, the 136th gains its unofficial nickname from the only three-way naval engagement of the Second Soviet Civil War. Fought between the forces of the Western Alliance, Soviet Union, and Japan, the Battle of Vladivostok was important in that it would see the Western Alliance gaining control of the Pacific.

The 136th has at least a battalion of infantry in each of its regiments trained in SCUBA operations. The 755th Amphibious Mechanized Infantry Regiment is entirely equipped with one- or two-man submersibles, and is often used to guard important underwater facilities.

128TH JUMP INFANTRY DIVISION

(*The Yucatan Division*)
CO: Major General Sabina Henriques

The 128th Jump Infantry Division gains its unofficial nickname from its constant training in the Yucatan Jungle in the equatorial regions of its headquarters world of Dobson. The 578th Jump Infantry Brigade is adept at jungle warfare and the Quartermaster Command is tasked with keeping the 578th equipped with all possible jungle camouflage for areas of vegetation across XVI Corps deployment area. The Ninety-eighth Jump Engineering Brigade, trained in combat engineering, is used to clear dense vegetation for the division to funnel enemies into or to use for forward operational facilities.



XXIX CORPS

The Copper Corps, as XXIX Corps has come to be known in the Federated Suns media, is headquartered on the swampy world of Muskegon. XXIX Corps is dedicated to the garrison of Star League assets in the coreward sections of the Kathil Operational Area and the far anti-spinward systems of the Markesan Operational Area of the Federated Suns. While XXIX Corps sees less combat action than IX and XVI Corps, The Copper Corps has proven itself to be staunch defenders of the Suns against bandits operating along the Capellan Confederation border.

COMMAND

Major General Toboric Latiff commands XXIX Corps. He is a native of Kluane in the Federated Suns. General Latiff attended the Combat College of New Earth, where he graduated with honors in 2731. When he took command of XXIX Corps in 2758, he began a policy to build further camaraderie amongst the men and women serving under him. In addition to the standard SLDF parade colors, Major General Latiff has allowed copper-colored kill markers to be added to the left side of all XXIX Corps units, to help the corps live up to its unofficial nickname.

Major General Latiff has a *laissez-faire* attitude toward the conduct of his corps' division commanders. This allows a rapid response from the corps' divisions to changing situations on the strategic level, but has also caused a lack of consistency in command decisions across XXIX Corps.

LOGISTICS

The region of space that XXIX Corps occupies has little in the way of heavy. The planet Muskegon supplies the petrochemical needs of the ICE-powered vehicles of the Copper Corps from its massive oil fields. Much of the easy-to-produce equipment for the corps' armored assets are produced on Chesterton. The more advanced equipment required for XXIX Corps' BattleMechs and Land-Air 'Mechs have to be shipped from the Terran Hegemony, or from factories on Kathil and New Syrtis.

This lack of local high-tech industry has been a problem in keeping XXIX Corps BattleMech regiments in a state-of-the-art condition. Conversely, the easy-to-acquire infantry and armor technologies have kept the Copper Corps' conventional forces at full strength even after heavy fighting with bandits.

INDEPENDENT REGIMENTS

XXIX Corps has two independent regiments. The Thirty-eighth Hussar Regiment originated in the Free Worlds League, when forces from the Rim Commonality were gifted to the SLDF at its formation. Initially the soldiers of the Thirty-eighth would paint the right arm or right side of their unit orange after they achieved their first combat kill. 100 years later, the Orange Prince Regulars outline the copper kill markers used in XXIX Corps in orange. Colonel Yuri Thompson, commander of the Thirty-eighth Hussars, commands the only 'Mech to break SLDF standards while piloting his bright orange *Ostroc*.

The First Somerset Guards, officially the 184th Light Horse Regiment, mustered on Somerset in the Lyran Commonwealth at the same time as the Thirty-eighth Hussars were mustered into the fledgling SLDF. A highly skilled regiment once commanded by a nephew of the archon of the Commonwealth, the First Somerset Guards has continued its tradition of excellence and is often used by XXIX Corps as a fast strike regiment against small bandit forces. The 184th Light Horse Regiment is also used by XXIX Corps as a recruitment aid in the rimward regions of the Kathil Operational Area, showing its skill at military demonstrations and driving up recruitment numbers from the local citizenry.

159TH BATTLEMECH DIVISION

(The Wellington Division)

CO: Major General Chariton Amilcar

The lack of large numbers of BattleMech production facilities in XXIX Corps operations area has made the 159th BattleMech Division the only BattleMech division in XXIX Corps, headquartered on the heavily industrialized world of Chesterton. While BattleMechs can be found in all of the corps' divisions, the best of the imported units from the Hegemony are located in the Wellington Division's ranks. Major General Amilcar commands the 159th from the command couch of his new *Atlas*, the only one of its kind in the 1008th Heavy Assault Regiment. Also known as the Uxbridge Regiment, many of the 1008th's command positions are filled by citizens of the Federated Suns that have requested a post in their homeland.

46TH INFANTRY DIVISION

(*The Battle of Navapolatsk Division*)

CO: Major General Cheyenne Donaldina

Headquartered on the lightly populated world of Scudder, the Forty-sixth Infantry Division is tasked with guarding the widely-separated mining settlements located on the planet's four large continents. The mining and refinement of germanium on Scudder is of vital importance to the SLDF and the Federated Suns; any disruption to the export of the valuable metalloid would have adverse effects on K-F drive production across dozens of shipyards.

The division earned its nickname after a bandit raid on Scudder. Fought outside the spaceport of the capital city, Navapolatsk, the bandits attempted to hijack three *Mule*-class DropShips filled with refined germanium. The Forty-sixth defeated the bandits after the battle became a deck-to-deck battle aboard the DropShips.

163RD MECHANIZED INFANTRY DIVISION

(*The Black Sea Division*)

CO: Major General Shavonne Sharyl

The world of Monongahela isn't an obvious choice for the headquarters of an SLDF division. It is a planet whose wide-open plains are used for meat animal production; its seas are used to farm the immense Monongahela Tuna Shark. But the strategic placement of Monongahela between Kathil and Novaya Zemlya, as well as being within a single jump of the Capellan Confederation border, makes it the ideal deployment for the 163rd Mechanized Infantry Division.

The 163rd has a large number of wet naval vessels that it uses to help patrol the rivers and seas of Monongahela.

169TH ROYAL MECHANIZED INFANTRY DIVISION

(*The Punaluu Division*)

CO: Major General Tristan Dardan

Based on the important industrial world of Kathil, the 169th Royal Mechanized is tasked with guarding the production lines of GM that produce high-quality BattleMechs under license from Hegemony design and technology firms, as well as the McKenna Shipyards. With both a ground and space mission profiles, the Punaluu Division has highly specialized regiments in all three of its brigades.

The 2509th, 2612th, and 2670th Royal Battle Regiments are skilled at fighting in the heavily industrialized areas around the GM production lines. The 1335th, 1400th, and the 1492nd Royal Mechanized Infantry Regiments are all trained in zero-gravity operations.

215TH MECHANIZED INFANTRY DIVISION

(*The Summit of Chara Division*)

CO: Major General Virgo Truman

When Major General Virgo Truman took command of the 215th in 2741 he inherited a division that had morale issues. Equipment—and manpower—suffer under the harsh high oxygen, low temperature environment of Farwell. The subarctic conditions across the planet's vast petrochemical deposits and rare earth mines keep the men and women of the Summit of Chara Division shut inside their units or their specially built habitats.

General Truman has used the limited combat engineering vehicles at his disposal to construct large open green houses filled with imported Terran vegetation. While this hasn't solved the cold impacting sensitive equipment, it has improved the morale of the 215th significantly.

148TH JUMP INFANTRY DIVISION

(*The Handmaiden Division*)

CO: Major General Maxwell Kai

The Michigan Moor is a continent on Muskegon where a sizable portion of the oil and plastics industry of the Kathil Operational Area is produced. The widely-spaced drilling fields have necessitated the SLDF to deploy a high mobile force capable of traversing the swampy moor with ease. The Handmaiden Division, officially known as the 148th Jump Infantry Division, was chosen for this task. The 148th Division's BattleMech brigade is composed of three light horse regiments of jump capable BattleMechs. The division gained its local nickname from its ability to sail over the tall Handmaiden Maples native to the Michigan Moor.



LII CORPS

Like XXIX Corps, LII Corps has gained a common name in the Federated Suns media: the Tellurium Knights. LII Corps has been seen in a positive light by the citizens of the Federated Suns, as political correspondents often encounter divisions that are a part of LII Corps when they are being transported between the Court of the Star League on Terra and New Avalon. While not deployed directly against the borders of the Combine or Confederation, LII Corps does see a high level of bandits and piracy due to the large amount of industrial material moving through its area.

COMMAND

Major General Ilene Sullivan, commanding officer of LII Corps, is a savvy officer that uses her high profile to provide luxury items from the core worlds of the Federated Suns to her troops, keeping morale high. This has helped keep the men and women of the Tellurium Knights happy through long periods of escort duty or parading the flag. While these duties are considered essential to the SLDF, men and women trained for combat are often put off by such duties.

The luxuries lavished on the men and women of LII Corps come at a price. General Sullivan demands a high level of professionalism from her divisions. The command staff of LII Corps remains constantly on the move, inspecting divisional readiness and ensuring that the units in her command are putting their best foot forward when dealing with Davion citizens.

LOGISTICS

The large number of Star League JumpShips passing between Terra and New Avalon allows LII Corps easy access to BattleMechs and equipment produced in the Hegemony and deep inside the Federated Suns. Movement of supplies through LII Corps' deployment area is also made easier due to the large number of civilian merchant JumpShips that move through the region. While co-opting them for SLDF is rare, captains of these vessels are often more than happy to help transport munitions to help LII Corps defeat local piracy.

Many planets in LII Corps' deployment area have developed heavy industry, but unfortunately facilities capable of producing BattleMechs under contract from Hegemony designers is severely limited. The production lines of Jolassa-Kumbold Armored Weapons on Bristol, which produce both the Fury and Fury II Command and Support vehicles is close to opening a BattleMech production line. Pelorian Motors on Marlette also produces mechanized infantry vehicles that LII Corps sometimes purchases directly, bypassing the SLDF Quartermaster.

INDEPENDENT REGIMENTS

The Eighty-fourth Hussar Regiment, nicknamed The Perched Eagles by LII Corps, originated in the Marik Commonwealth of the Free Worlds League. Since the beginning of this century the Perched Eagles have been the most commonly used as opposing force in LII Corps war games. This has made the Eighty-fourth one of the most highly-trained regiments in the LII Corps. The Eighty-fourth continues a tradition of carrying a tame silver-beaked eagle from New Olympia on a perch while doing public relations parades or battle demonstrations for the public.

LII Corps has two Dragoon regiments, the Thirty-fifth (Robinson's Mountebanks), and the Fifty-seventh (Ichabod's Irregulars). The Thirty-fifth gained its nickname in the media only recently when Colonel Westcott Robinson played a shell game with his regiment's DropShips, hiding exactly where his forces were on-world when bandits struck. When the bandit commander thought he knew exactly where the Thirty-fifth's forces were, they attacked their intended target, a small civilian fusion power plant production line, only to find that the Thirty-fifth was hiding nearby.

Like many independent regiments in Second Army, the independent regiments assigned to LII Corp are used as op-for in divisional war games. Outside of these war games each of the regiments is deployed at LII Corps headquarters on Batavia. This keeps all three regiments within a jump of the capital of the Markesan Operational Area.

175TH BATTLEMECH DIVISION

(The Katukov Division)
CO: Major General Aquilinus Filbert

As the only BattleMech division in LII Corps, the 175th BattleMech Division is stationed on the garden world of Marlette. Headquartered in the capital city, Achemar, Major General Filbert is tasked with garrisoning the facilities of Pelorian Motors, a Star League contractor. The 1751st BattleMech Brigade is almost always deployed in the capital city for this reason, as well as to guard the primary spaceport of Marlette.

The other two brigades are kept in constant motion, moving across the three primary continents of Marlette. The rich dark soil of the primary agricultural areas have made Marlette a breadbasket world, able to help feed nearby systems, but it has also made the vast agribusinesses a tempting target for raiders.

90TH MECHANIZED INFANTRY DIVISION

(The Old Abe Division)
CO: Major General Irfan Uzzi

The Ninetieth Mechanized Infantry Division gains is named from a tradition started by its first commanding officer, George Hu. Hu owned an ancient coin called a penny from the Western Alliance nation the United States. Before each battle during the Reunification War, he would hold up the penny in front of his troops and repeat the history of that nation's civil war. After the Reunification War Hu retired, but he passed the penny along to his replacement.

Beginning in the 2690s, vehicle crews and MechWarriors began to paint a stylized penny on the outside of their vehicles, with the words "United We Stand, Divided We Fall" along the outside edges of the coin.

152ND MECHANIZED INFANTRY DIVISION

(*The North Africa Division*)
CO: Major General Aino Geena

Deployed on the dry and sandy world of Bristol, the North Africa Division is in an environment that makes them live up to their name. When Major General Geena took command of the 152nd in 2760, she had difficulty adjusting her division's tactics to the new conditions. The low gravity and cold, dry temperatures were far different than the division's previous posting. Many tanks and 'Mechs were lost when drive systems failed from crews and MechWarriors pushing their units past their recommended top speeds. It took a full year of war games at the planet's large Ashwood Desert, fighting against the Fifty-seventh Dragoons, to acclimatize the men and women of the 152nd to their new posting.

222ND MECHANIZED INFANTRY DIVISION

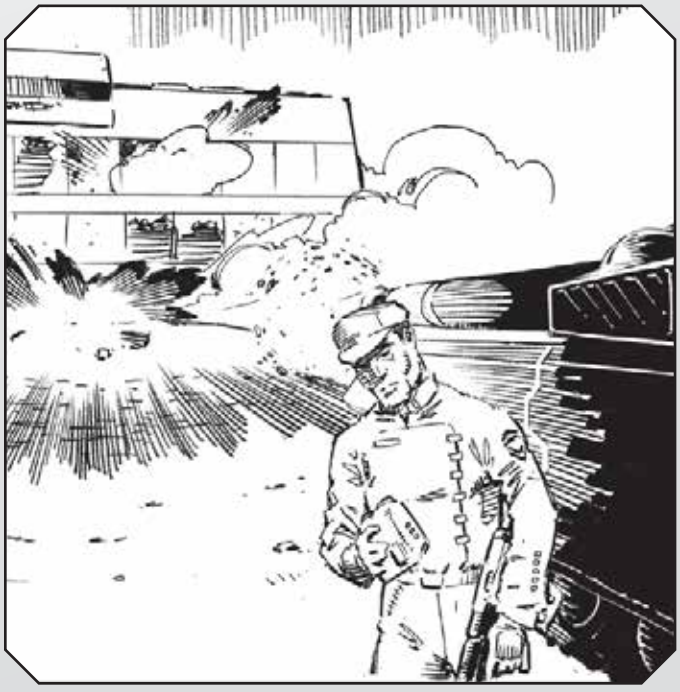
(*The Reichenbach Regulars*)
CO: Major General Chiyo Yuki

Stationed on young and geologically active world of Rosamond, the 222nd Mechanized Infantry suffered a tragedy to its command staff that impacted the public's view of the division. The division gained its nickname after a pitched battle with a highly skilled bandit group in 2723, which saw the commanding officer ram his Demon into the enemy commander's *Phoenix Hawk* at the top of a sheer cliff. Unable to stop his tank in time, the commanding officer and the bandit leader both toppled off the top of the cliff to die. The Federated Suns media likened it to the final standoff between Sherlock Holmes and his nemesis, Moriarty, at Reichenbach Falls.

1ST JUMP INFANTRY DIVISION

(The Hellraisers from Heaven)
CO: Major General Angelia Drina

As the first non-Hegemony jump infantry division to be formed out of the forces gifted to the SLDF at its birth, The Hellraisers from Heaven have a record of distinction stretching back to the Reunification War. Empty positions in the First are quickly filled; serving in the division is a highly-sought-after posting. The current commander is Major General Drina, a veteran of the fighting on Breed during the War of Davion Succession. During that conflict, she was in command of one of the First's jump infantry regiments. Her tactical know-how and passion for her job hasn't slowed, despite her age.



SECOND FLEET

Outside of First Fleet, Second Fleet is arguably the most highly trained and powerful fleet in the Star League Naval Command. Second Fleet is highly decorated, with combat honors dating back to the Reunification War including the Siege of Horsham and the Siege of New Vandenburg. Second Fleet also took part in support operations during Operation SMOTHER, and was responsible for the destruction of four Kurita WarShips during that conflict.

COMMAND

Second Fleet is currently commanded by Admiral Illaria Setiawan. Admiral Setiawan commands from the flag bridge of SLS *New Earth*, a modified *McKenna*-class WarShip with dedicated command and control functions similar to those of the SLS *McKenna's Pride* and SLS *Enterprise* of First Fleet. Admiral Setiawan graduated the Military Academy of Aphros at the top of her class in 2738, and has distinguished herself as an excellent strategic thinker. Admiral Setiawan has a hands-on approach to command, and holds full admiralty briefings every three months at Second Fleet's homeport.

DEPLOYMENT

Second Fleet is based in the Terran Hegemony, but instead of a single station, it is given independent operations. Current deployment has Second Fleet moving along the edges of the Hegemony, patrolling uninhabited solar systems, looking for any intrusions by the other member-states of the Star League such as deep space reconnaissance outposts or forward operating bases for a hostile fleet. Each of the squadrons is given a specific border to protect of the four outlying Hegemony provinces.

HOMEPORT

The homeport of Second Fleet is the massive Titan Shipyards found in the Terran system, and these shipyards also play host to First Fleet. With the patrols that range far from the Terran system, Second Fleet also calls into port at all of the Hegemony fleet yards, but primarily the shipyards at the jump points of the provincial capitals of the Hegemony.

SECOND STAR SQUADRON

(*The Cassini Squadron*)
CO: Vice Admiral Alma Cross

The Cassini Squadron is an overstrength line squadron, due to the attachment of the SLS *New Earth*. Consisting of a total of fourteen WarShips, one of which is always patrolling near Cassini's duty station at the zenith jump point at Lone Star, the primary duty of the Second Star Squadron is patrolling and protecting the Lone Star Province border region with the Lyran Commonwealth and Draconis Combine. Vice Admiral Cross has been known to divide her squadron when searching for bandit forces operating along the borders in order to more quickly find them.

21ST STRIKE SQUADRON

(*The Orion Spur Squadron*)
CO: Vice Admiral Inga Abbascia

Centered on the *Texas*-class WarShip SLS *Nimbus* with Vice Admiral Abbascia in command, the Orion Spur Squadron is a typical line squadron consisting of a dozen WarShips. The Twenty-first Strike Squadron is tasked with maintaining the peace along the Lockdale Province border with the Draconis Combine, Federated Suns, and the Capellan Confederation. In Second Fleet, the Twenty-first Strike Squadron has seen the highest number of engagements of any of the squadrons.

22ND ESCORT SQUADRON

(*The Cygnus-X Squadron*)
CO: Vice Admiral Amhlaidh Selvaggio

The Twenty-second Escort Squadron sees almost constant deployment in the Tyrfing Province of the Terran Hegemony. The Twenty-second Escort Sqaudron also acts as the honor guard for travelling state diplomats, and thus, has seen more nobility and admiralty walk the decks of its vessels than most squadrons in the SLDF, save those in First Fleet.

23RD RECON SQUADRON

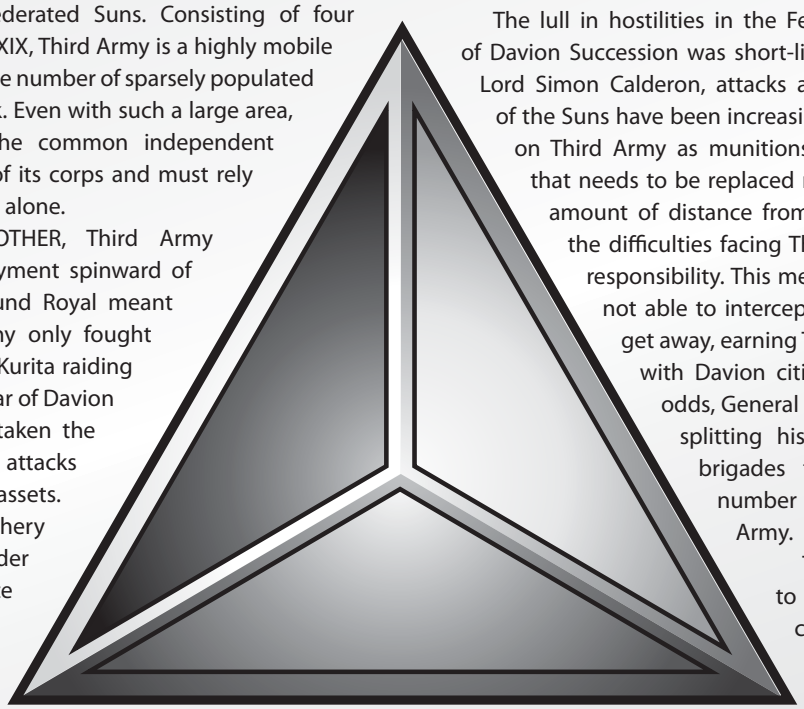
(*The Honor of Admiral Hamilton Squadron*)
CO: Vice Admiral Metin Lupo

As the sole recon squadron in Second Fleet, Vice Admiral Lupo keeps his squadron busy in the Terra Firma Province of the Hegemony. Vice Admiral Lupo often has to split his overstrength recon squadron in order to scout for both the line squadrons in Second Fleet. All WarShips in the Honor of Admiral Hamilton Squadron are equipped with lithium-fusion batteries in order to keep transit times to a minimum.

THIRD ARMY

Third Army is tasked with garrisoning large sections of the spinward reaches of the Federated Suns. Consisting of four corps, XVII, XXXIII, LXVI, and LXIX, Third Army is a highly mobile defensive force due to the large number of sparsely populated worlds of the Davion Outback. Even with such a large area, Third Army doesn't have the common independent regiments attached to each of its corps and must rely on the mobility of its divisions alone.

During Operation SMOTHER, Third Army had a limited role. Its deployment spinward of the major conflict zone around Royal meant that the corps of Third Army only fought peripheral battles with small Kurita raiding forces. Since the end of the War of Davion Succession, Third Army has taken the brunt of highly organized attacks against the Federated Suns' assets. Piracy along the long Periphery border and the shared border with the Outworlds Alliance has been on the increase since the death of First Lord Simon Calderon in 2751.



STRATEGIC OVERVIEW

The lull in hostilities in the Federated Suns after the War of Davion Succession was short-lived. After the death of First Lord Simon Calderon, attacks across the spinward reaches of the Suns have been increasing steadily. This puts a strain on Third Army as munitions expended and equipment that needs to be replaced must be moved a significant amount of distance from the Hegemony. Adding to the difficulties facing Third Army is the vast area of responsibility. This means that Third Army is often not able to intercept bandit groups before they get away, earning Third Army a poor reputation with Davion citizens. In order to better his odds, General Stangher has recently begun splitting his divisions into component brigades to better cover the large number of worlds assigned to Third Army.

The area of space designated to Third Army stretches from close to New Avalon to the border of the Outworlds Alliance and as far rimward as Filtvelt and Merowinger.

COMMAND

Third Army is commanded by General Cornel Stangher, former commanding officer of the 129th BattleMech Division. His long-lasting assignment in Third Army's deployment area has given him a unique insight into the most effective way to command the widely dispersed army. General Stangher keeps a close eye on reports of hostile forces and has Third Army's data analysts see if there are any clusters of attacks. If there seems to be, General Stangher will redeploy one of his divisions to the center of the cluster of attacks rather than the latest one. From there he gives a large amount of freedom to division commanders to make proper tactical decisions.

Third Army's wide deployment makes army level command meetings difficult. General Stangher has made it a point to call together a single corps once every year since he took command. This allows him to be involved in the operations of divisions that next week may be hundreds of light years away.

OPERATIONS

Third Army's primary concern is garrisoning Periphery border worlds against hostile bandit forces and piracy against civilian merchant transports and private businesses. The inhabited systems of the former Periphery March of the Federated Suns are filled with untapped resources that the light populations of most worlds in the region are unable to fully exploit. It is in the best interests of the Star League to keep these burgeoning worlds protected in order to keep industry growing.

The secondary duties of Third Army are to maintain the status quo along the Federated Suns-Draconis Combine border. The long border stretching from Crossing to Tancredi IV is a porous one; forces from both sides are able to sneak through raiding parties.

THIRD ARMY

Army and District Two Headquarters: Sullivan

	2764	2765	2766	2767-2779	2784
XVII Corps					
8th BattleMech Division (The Teutobochus Division)	FSMR D2	Periphery, destroyed			
26th Royal BattleMech Division (The Graham Division)	FSMR D2	Periphery	-	survived	Exodus
159th Royal Mechanized Infantry Division (The Athena Division)	FSMR D2	Periphery	-	survived	Exodus
219th Mechanized Infantry Division	FSMR D2	Periphery, destroyed			
225th Mechanized Infantry Division	FSMR D2	Periphery, heavy losses	disbanded	-	elements joined DC and FS
235th Mechanized Infantry Division	FSMR D2	Periphery	-	destroyed	
XXXIII Corps					
129th BattleMech Division (The Despair Division)	FSMR D2	Periphery, heavy losses	disbanded		
154th BattleMech Division (The Small World Division)	FSMR D2	Periphery	-	survived	Exodus
59th Infantry Division	FSMR D2	Periphery	-	destroyed	
242nd Royal Mechanized Infantry Division	FSMR D2	Periphery	-	survived	Exodus
247th Mechanized Infantry Division	FSMR D2	Periphery, destroyed			
253rd Mechanized Infantry Division	FSMR D2	Periphery	-	destroyed	
257th Mechanized Infantry Division	FSMR D2	Periphery	-	survived	Exodus
LXVI Corps					
179th BattleMech Division (The New Home Division)	FSMR D2	Periphery, destroyed			
261st Mechanized Infantry Division	FSMR D2	Periphery, destroyed			
268th Mechanized Infantry Division	FSMR D2	Periphery	-	heavy losses	disbanded
280th Mechanized Infantry Division	FSMR D2	Periphery	-	-	unknown
294th Mechanized Infantry Division	FSMR D2	Periphery	-	survived	Exodus
296th Mechanized Infantry Division (The Oregonians)	FSMR D2	Periphery	-	destroyed	
LXIX Corps					
205th BattleMech Division (The Alamo Division)	FSMR D2	Periphery	-	destroyed	
299th Mechanized Infantry Division	FSMR D2	Periphery, destroyed			
300th Mechanized Infantry Division (The Martians)	FSMR D2	Periphery	-	survived	Exodus
53rd Jump Infantry Division (The Cyclones of Castle Rock)	FSMR D2	Periphery, destroyed			
123rd Jump Infantry Division	FSMR D2	Periphery	-	destroyed	
132nd Royal Jump Infantry Division	FSMR D2	Periphery, destroyed			

6 BattleMech Divisions
19 Infantry Divisions
Divisions in District: 25



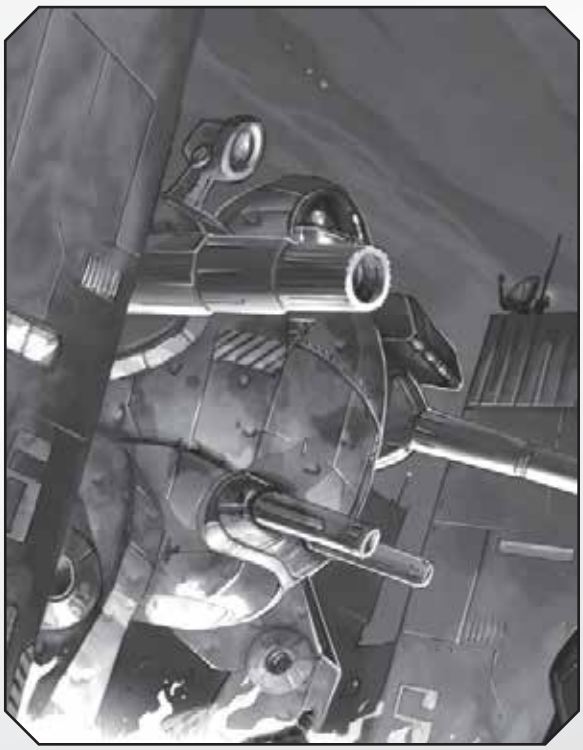
XVII CORPS

XVII Corps is based on Stratford in the far spinward reaches of the Draconis March. XVII Corps is known as the Heart of Winter Corps by military pundits in the Federated Suns and Outworlds Alliance media. XVII Corps hosts two full BattleMech divisions and two Royal divisions, making the Heart of Winter a formidable corps. The deployment of these forces in XVII Corps is due to the large number of bandit incursions on worlds in its deployment zone, and also the possibility of being used in a supporting role against the Outworlds Alliance in case of large scale civil unrest.

COMMAND

Major General Matthew King commands XVII Corps. A graduate of Yale University on Terra with postgraduate degrees in economics and political science, General King joined the SLDF accelerated officer program in 2729 at the end of Operation SMOTHER. King is known publically for inaction, but from a military standpoint, King is a strategic thinker and rarely takes rash action, ignoring some attacks to better prepare XVII Corps for what almost inevitably turns out to be a larger assault elsewhere in his corps' deployment region.

His style of command doesn't mesh well with some of his division commanders' tactical specialties, but as General King doesn't micromanage his divisions' movements, it rarely becomes an issue. King rarely leaves his command post on Stratford, but he does summon the division commanders of XVII Corps to the headquarters semi-regularly.



LOGISTICS

Locally-produced BattleMechs are a rarity in the deployment region of XVII Corps. The majority of the battlefield replacements needed for the BattleMech brigades in XVII Corps must be imported from the Hegemony or from worlds closer to Terra in the core of the Federated Suns. Thankfully, there are many producers of advanced laser weapon systems on Tancredi IV and nearby in the Outworlds Alliance. Other minor producers of ammunition, ICE engines and armor plating throughout the Davion Outback are able to handle the rest of the demands of XVII Corps.

With such a long supply chain from Terra, one of the common duties of the Navy in the region is to escort the transport JumpShips from the edge of XVII Corps' deployment zone to the munitions dumps on Tancredi IV and Stratford. From these well-defended munitions dumps, the transports of each division can then distribute the goods to their individual headquarters supply dumps.

8TH BATTLEMECH DIVISION

(The Teutobochus Division)

CO: Major General Alexsandras Haueisen

The oldest BattleMech division in XVII Corps, the Eighth BattleMech Division mans a place of honor on the important Davion world of Tancredi IV. XVII Corps is tasked with garrisoning the massive SLDF supply depot that was initially set up to supply the SLDF Task Force Outworlds during the Reunification War. With Tancredi IV falling under the control of the Federated Suns after the Treaty of Cerberus in 2585, Third Army and the newly formed XVII Corps were entrusted with the sizable logistical operation still operating today. Tancredi IV is now a hub for the Department of Mega-Engineering's terraforming efforts in the far spinward regions of the Outworlds Alliance and a growing spaceport. The presence of the Eighth ensures the security of these essential supplies and bases.

26TH ROYAL BATTLEMECH DIVISION

(The Graham Division)

CO: Major General Serafino Glaisyer

The Twenty-sixth is the best equipped division in XVII Corps, receiving replacement equipment from sources as far ranging as Hesperus II through the Royal Command. The Twenty-sixth Royal BattleMech Division was mustered together prior to the formation of the Star League on the Hegemony planet Graham. After the Treaty of Vega solidified the Star League into a viable interstellar entity in 2569, the Twenty-Sixth was folded into the new SLDF.

Stationed on Pitkin, the 261st Royal BattleMech Brigade garrisons the division headquarters. The other two brigades, the 262nd Royal Infantry and 263rd Royal BattleMech Brigades, are rotated through the former Outworlds Alliance systems of Pajarito and Kennard in order to better patrol the border.

159TH ROYAL MECHANIZED INFANTRY DIVISION

(The Athena Division)

CO: Major General Hanne Senft

The Athena Division was part of Operation SMOTHER. Currently under the command of the charismatic Major General Senft, the 159th is popular with the citizens of its headquarters world, Hazelhurst. Senft uses embedded journalists in her division as a way to display the strength of the SLDF and the good it does. Because of this, the 159th has become incredibly media savvy and, due to *Athena's Bow*, the reality tri-vid that follows the men and women of the 159th through combat and their personal lives, the Athena is one of the most popular SLDF divisions in Davion space.

219TH MECHANIZED INFANTRY DIVISION

(*The Double Sigma Division*)

CO: Major General Jarrod Archambault

Deployed over a jump away from the Outworlds Alliance border on Brookeland, the 219th Mechanized Infantry Division sees few bandit attacks on its headquarters world. Brookeland is important to the SLDF because of its bright star can quickly recharge K-F drives, and because the recharge stations located at the zenith and nadir jump points.

Another reason is that Brookeland's crust contains untold quantities of easily minable titanium, iridium, uranium, and silver. In the nearly 200 years since its colonization, Brookeland's mining towns have boomed as mining and refining industries have expanded. As such, the 219th is there to help secure the valuable materials for use in industry in the Federated Suns and the Hegemony.

225TH MECHANIZED INFANTRY DIVISION

(*The Red Eagle Division*)

CO: Major General Mato Salvai

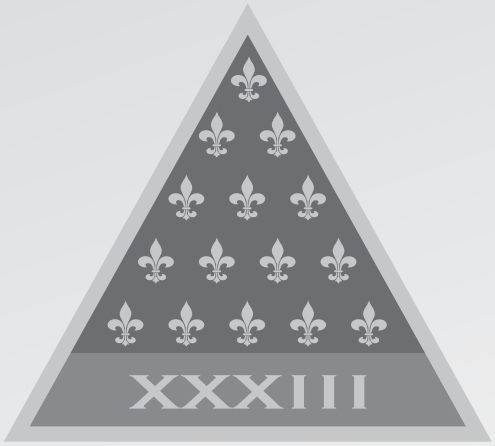
The Red Eagle Division is deployed in the scientifically fascinating system of Altoona to garrison the Star League and Federated Suns research facilities there. Altoona itself is one of many moons of a lone gas giant named Red Eagle that circles a small red dwarf star. While this is uncommon, what makes the Altoona system unique is that Red Eagle has two other moons with life on them. The Department of Mega Engineering estimates terraforming both of the other moons to support colonies would only take a decade or less. The 225th has become adept at micro-gravity environments, as they are often tasked with securing DoME equipment being brought in from the Hegemony.

235TH MECHANIZED INFANTRY DIVISION

(*The Crest of the Wave*)

CO: Major General Ginger Hunnisett

The large polar continents of the planet Stratford and their many fjords provide a natural protective environment for the breeding grounds of the Stratford narwhal, as well as making the headquarters of XVII Corps much more defensible by the garrison of the 235th Mechanized Infantry Division. The hard environment (cold, wet, and rocky) has given the regiments of the 235th ample time to develop a multitude of cold weather and harsh condition tactics that are useful not only on Stratford, but the nearby world of Kirbyville, which is currently in the middle of a global ice age, and Kountze and its capital city known for its powerful tropical cyclones.



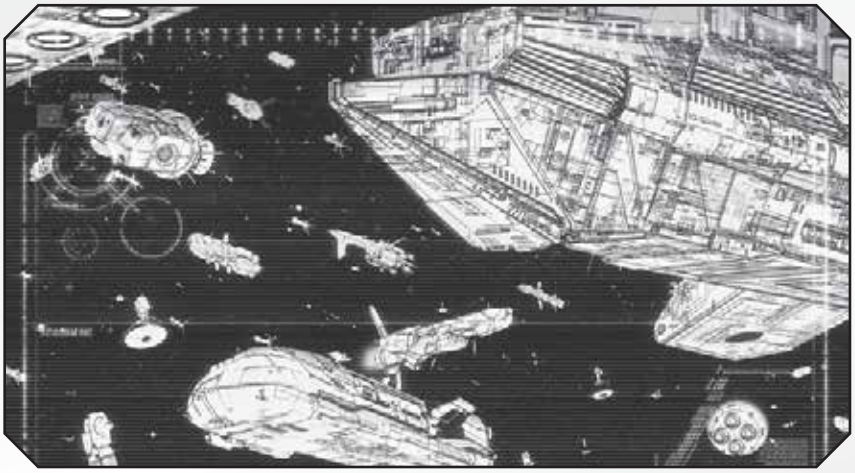
XXXIII CORPS

Deployed in the region coreward of New Avalon, toward the border of the Draconis Combine and headquartered on Lexington, XXXIII Corps is tasked with garrisoning Star League interests amongst the heavily industrialized and populated worlds of the central Crucis March. XXXIII Corps jokingly refers to themselves as the Defenders of Heaven, due to the adulation of the Federated Suns citizens of New Avalon and the ruling Davion family. Many Suns citizens recall that it was the Regular Army, during Operation SMOTHER, that halted the Kurita invasion. And in a realm as pro-military as the Suns, that memory doesn't fade.

COMMAND

In command of XXXIII Corps is Major General Lars Switzer. As a graduate of the Albion Military Academy on New Avalon, General Switzer was an obvious choice for this corps command. Despite the pro-military culture of the Federated Suns, and his innate loyalty to the realm, Switzer felt that his best chance at commanding men and women in battle would be in the SLDF rather that the Armed Forces of the Federated Suns.

The density of inhabited star systems in XXXIII Corps' deployment area allows General Switzer to maintain a rigid command style. Little operational freedom is given to the division commanders; General Switzer feels that the planetary systems he has assigned to his divisions are perfect for guarding Star League assets in the region.



LOGISTICS

With the headquarters and primary shipyards of Universal Air located in the Delavan system, there are plenty of JumpShips and DropShips able to move supplies into and through XXXIII Corps' operational area. The production lines of both Dynamico, Limited, a producer of DropShips, and ExoStar Laser Technologies are also located in the Delavan system. A multitude of heavy assault tank production lines are also located in this region, helping provide large numbers of conventional units to help garrison the worlds of XXXIII Corps' deployment zone.

While there are no major BattleMech producers located on the worlds garrisoned by XXXIII Corps, the proximity of New Avalon and the other Golden Worlds of the Federated Suns allow easy access to replacement equipment for damaged BattleMechs. Thus, XXXIII Corps BattleMech formations are weighted heavily toward designs produced under license in the Federated Suns.

129TH BATTLEMECH DIVISION

(The Despair Division)

CO: Major General Cordula Dahl

Assigned to garrison XXXIII Corps headquarters and supply dumps on Lexington, the 129th BattleMech Division is charged with ensuring the proper security around the sprawling SLDF Fort Ballycastle. Cut out of the center of a forest of Terran trees imported during the initial colonization, the Despair Division's barracks look like a military fort from ancient Terran history. The timber hides standard SLDF construction materials, but the men and women of the 129th feel that it makes life feel more rustic. The wide-open spaces outside of Lexington's large forests give the 129th ample room for practicing division maneuvering. Major General Dahl takes advantage of this at any opportunity, having her division on almost nonstop exercises to hone their training.

154TH BATTLEMECH DIVISION

(The Small World Division)

CO: Major General Flannan Biskup

Needing a BattleMech division to plug a hole in SLDF garrisons along the Federated Suns-Draconis Combine border, General Switzer has deployed the 154th BattleMech Division to Fairfax in the Draconis March. The Small World Division suffers from a large number of equipment shortages when compared to other divisions in XXXIII Corps, as its HQ isn't on any direct supply chain routes. Aggravating the situation is that the 154th sees more direct bandit attacks on the worlds it garrisons than any other division in XXXIII Corps. Responsible for more than a half dozen worlds, Major General Biskup has gotten the reluctant approval of General Switzer to deploy the 154th in brigade strength across Fairfax, Bremond, and Sun Prairie.

59TH INFANTRY DIVISION

(*The Vancouver Division*)

CO: Major General Dionisie Benes

The sprawling mega-city of Rough Patch, the capital city of Barlow's End, is a dense network of tunnels and habitation domes on the surface of the planet. Since the end of terraforming, the city has continued to sprawl underground to protect its citizens against the solar flares from the planet's sun. Covering over sixteen thousand square kilometers, Rough Patch and the mother lode of germanium and iridium that caused the planet to be colonized in the first place is garrisoned by the Fifty-ninth Infantry Division.

The tight corridors and urban environment necessitated the SLDF to deploy an infantry division, as the value of the minerals being shipped from the world makes it an obvious choice for raiding parties.

242ND ROYAL MECHANIZED INFANTRY DIVISION

(*The Cape Town Division*)

CO: Major General Gaia London

Garrisoning the dry world of Sakhara V, the 242nd Royal Mechanized Infantry is in its element. Raised on Terra in 2606, the Cape Town Division is used to dealing with the extremes of desert warfare. Over a century and a half later, the 242nd still receives most of its recruits from Terra and Mars.

As the only Royal division in XXXIII Corps, the Cape Town Division is overstrength compared to a standard division. Each of the division's regiments has an additional company of *Phoenix Hawk* Land-Air 'Mechs to act as scouts to pinpoint enemy movements for the VTOL and hover infantry of the 242nd.

247TH MECHANIZED INFANTRY DIVISION

(*The Matadors*)

CO: Major General Laurentia Agnelli

Headquartered in the Northfield star system, the 247th Mechanized Infantry is tasked with the garrison of three of the most important star systems in XXXIII Corps' deployment zone. The Matadors gained their nickname from the constant nimble redeployments the division's individual brigades perform on a monthly basis as Major General Agnelli rotates her brigades to keep them active and ready for rapid response. In addition to protecting the germanium mines and refineries on Northfield, the 247th also protects the assault tank production lines of Kallon Industries on Kirklin, as well as the ground-based facilities of Universal Air and Dynamico, Ltd. on Delavan.

253RD MECHANIZED INFANTRY DIVISION

(*Costanza's Irregulars*)

CO: Major General Hudson Apostolov

The 253rd Mechanized Infantry call Kestrel home. The 253rd was initially stationed on Kestrel to monitor the sizable number of recruits coming from the world into the ranks of the AFFS under the terms of Council Edict 2650. The industrial output of Kestrel rivals that of nearby New Avalon or Galax, but instead of being focused on military equipment the majority of factories on Kestrel feed the civilian market. Since the Edict of 2650 was repealed, Costanza's Irregulars have continued their garrison, assisting the local planetary militia in law enforcement and the garrison of offworld assets in the Kestrel solar system.

LXVI CORPS

Deployed further spinward than XXXIII Corps, LXVI Corps is heavily with mechanized infantry brigades in order to more effectively garrison the dozens of inhabited star systems under its purview. The wide variety of environments on the inhabited worlds in the Rimward Regulars' deployment zone, both currently under terraforming and post-terraformed, have made necessary the addition of a light horse regiment to each division. These Rapid Response Regiments, or R3, have each spent time training with the SLDF's Foul Weather Fiends in order to ensure proper readiness for all conditions.

COMMAND

Major General Harold Inim leads LXVI Corps from its headquarters adjacent to Third Army's base of operations on Sullivan. A citizen of the Draconis Combine, Imim graduated from the University of Proserpina with a specialty in infantry tactics before joining the SLDF. He completed further training at the War Academy on Mars, where he expanded his command knowledge to include LAM tactics.

Normally such a high-profile officer from the Combine would cause issues with the citizens of the Federated Suns, but LXVI Corps' distance from the Draconis March has largely insulated him from racial hatred. Born on the world of Markab, General Imim is also a member of the Azami minority of the Combine. His cultural heritage has given him clout with the small Muslim communities across LXVI Corps' deployment area.



LOGISTICS

There are few major manufacturers of BattleMechs inside the deployment area of LXVI Corps, with the sole exception of the incomplete production lines of StarCorps Industries on the heavily-industrialized world of Crofton that will produce *Warhammer* and *Longbow* BattleMech's under contract to the SLDF. This lack of local BattleMech production means that LXVI Corps contains a disproportionally high number of Terran-produced 'Mechs.

Local infantry recruitment centers (most prominently on Crofton, Point Barrow, and Sullivan) provide the recruitment needs for LXVI Corps' large number of infantry brigades and there are enough industrialized worlds to keep the vehicles of those mechanized brigades supplied indefinitely. Current plans to expand Terran BattleMech industries into this area are currently on hold.

179TH BATTLEMECH DIVISION

(The New Home Division)
CO: Major General Zbynek Maly

As the sole BattleMech division in LXVI Corps, the 179th is the blockbuster formation of the corps. The New Home Division is deployed on the planet of Hoyleton, a planet that is an important exporter of processed meat products from the thousands of ranches that raise a hybrid of Terran buffalo and the native Hoyleton forest steer that dot the planet's large temperate zone. The food produced on Hoyleton provides a sizable percentage of the protein found in SLDF field rations used in the Federated Suns Military Region.

261ST MECHANIZED INFANTRY DIVISION

(*The Trireme Division*)
CO: Major General Denis Bellomi

Nicknamed the Trireme Division by the population of Nagel, the 261st Mechanized Infantry boasts a larger than normal proportion of hover and amphibious mechanized assets. These water-capable assets are required for duty on Nagel, as much of the inhabited landmass of the planet lays close to sea level and the clumps of Nagel mangrove trees are dense enough that movement over the water is much easier than pushing though the groves.

Major General Bellomi, since taking command in 2750, personally funded the construction of a trireme that skilled personnel from the division sail in the boat parade that celebrates the colonization Nagel each local year.

268TH MECHANIZED INFANTRY DIVISION

(*The Defenders of Mycenae*)
CO: Major General Anastazie Macaslan

Stationed on the heavily-terraformed world of Mayetta, the 268th Mechanized Infantry Division is tasked with maintaining security around the capital world of the Mayetta Polymorphic Defense Zone (PDZ) in the Draconis March. The initial investment by DoME to terraform the system was offset by the truly massive mineral wealth found on the planet's surface, along with its two large moons. Because of the sizable mining operations on the two moons, the 268th is split, a brigade on the surface and a brigade each on the moons. This provides adequate deterrence for any would-be pirates willing to brave vacuum to gain access to refined uranium, high grade titanium and iridium.

280TH MECHANIZED INFANTRY DIVISION

(*The Cygnus Arm Division*)
CO: Major General Iris Carman

The planet Cerulean hosts a research facility staffed by the Department of Mega-Engineering that is focused on developing new techniques for water purification. This sprawling complex outside the capital city of Thousands Springs City is adjacent to the planetary headquarters of the 280th Mechanized Infantry Division. The Cygnus Arm Division sent to Cerulean in 2709, after a series of devastating attacks by bandit forces destroyed billions of dollars in experimental equipment.

The division destroyed the bandit group responsible for the attack by seeking out their base of operation in a nearby uninhabited system. While attacks have been greatly reduced, the research performed on Cerulean is worth far too much to leave unprotected, thus the 280th remains on Cerulean.

294TH MECHANIZED INFANTRY DIVISION

(*Zodiac's Light*)
CO: Major General Isaias Cornelius

The system of Gambier was initially used as a stopover point for colony ships in the twenty-third through the twenty-fifth centuries, before they continued further out spinward. Recharge stations were constructed at each of the primary jump points in order to ease congestion of JumpShips. Since the surge of colonists is a thing of the past, Gambier has become an important link in the logistical chain between Terra and LXIX Corps.

The troopers of Zodiac's Light, recently redeployed from the Taurian Concordat, don't argue with the quiet posting. After four years of near-constant Taurian militantism, a pastoral assignment is just what they needed.

296TH MECHANIZED INFANTRY DIVISION

(The Oregonians)
CO: Major General Seve Marqueringh

The 296th Mechanized Infantry defends LXVI Corps' headquarters on Sullivan. The Oregonians were chosen to serve on this world due to the mountainous terrain surrounding the headquarters barracks and maintenance facilities. Major General Marqueringh started his career in the Foul Weather Fiends and trained to lead special forces mountain infantry. Now serving as the commanding officer for the 296th, General Marqueringh drills his infantry and BattleMech forces alike in combat on the slopes of mountains around headquarters. In order to help fight on steep slopes and get to where normal BattleMechs can't, each brigade of the 296th has an additional company of Land-Air 'Mechs permanently assigned.



LXIX CORPS

LXIX Corps straddles the outer edge of the Federated Suns' territorial claims, ranging from Filtvelt and Broken Wheel to Offerman on the Draconis March border. The Wall of Light, as LXIX Corps has come to be known, assists the AFFS in garrisoning those sparsely inhabited worlds against piracy, bandit raids, and attacks believed to originate from the Taurian Concordat. Despite the remoteness of the worlds in the Federated Suns Outback region, LXIX Corps sees its fair share of combat, with each division engaging hostile forces on average of once every two months. The lure of refined minerals or processed foodstuffs is too great for many bandits to pass up.

COMMAND

LXIX Corps is currently commanded by the oldest serving officer in Third Army, Major General Conrad Fath-Azam. Now 104 years old, General Fath-Azam served as the commanding officer of the Second Brigade of the Sirius Division during Operation SMOTHER. After the War of Davion Succession, he was promoted to major general with the expectation that he would retire; he was severely injured in a ground vehicle accident in the closing days of the conflict. Instead, when Fath-Azam had recovered, he asked to be given his command back. Regular Army Command felt that his injuries would prevent him from performing at his old capacity, so he was promoted to be the commanding officer of LXIX Corps.

Fath-Azam has since refused to retire, and has outlasted the generals that assigned him LXIX Corps. He has brought a level of professionalism to LXIX Corps where the remoteness of the assignment might cause soldiers to lose discipline.

LOGISTICS

There are few divisions in Third Army more remote than the divisions of LXIX Corps. This distance causes any replacements required by LXIX Corps to take sometimes up to six months to arrive. The limited manufacturing base of the deep Outback of the Federated Suns means that stockpiling equipment and munitions is generally limited to infantry arms and armor. BattleMechs are sometimes purchased from factories operating deep in the Crucis March, thus some of the newest BattleMechs found in the brigades of LXIX Corps are Federated Suns 'Mechs or Hegemony 'Mechs produced under contract. This logistical trouble generally results in the divisions of the Wall of Light operating at less than full strength.



205TH BATTLEMECH DIVISION

(The Alamo Division)

CO: Major General Zahir Rijnders

The 205th is deployed on Minette and is commanded by Major General Rijnders, a graduate of the Nagelring Academy in the Lyran Commonwealth. The Alamo Division earned that name after an amazing battle on Valois in 2710. The 205th was in pursuit of a rogue regiment of BattleMechs that had defected from the Taurian Concordat. Catching the regiment on Valois. The 205th was almost wiped out when a Taurian DropShip launched an Alamo nuclear weapon. Seeing the hostile forces fleeing the area, one of the LAMs attached to the 205th knew what the incoming orbit-to-surface missile was, intercepted it, and destroyed it. The weapon still detonated, but in the upper troposphere, only killing the LAM pilot.

299TH MECHANIZED INFANTRY DIVISION

(*Oppenheimer's Honor*)

CO: Major General Elizabeth Horvath

Stationed on Offerman, the 299th Mechanized Infantry is named after the planet's capital city, Oppenheimer. The lightly populated world is primarily an industrial world where most of the civilians, outside of the agricultural sector, are employed by the local strip mining company that extracts the uranium and thorium found on the planet. The secondary employer is Offerman Atomics Limited, a major producer of civilian fission power plants in the Davion Outback. The 299th is stationed there in order to monitor the production of fissile material and to secure the finished products so unauthorized groups don't gain access to material and equipment that could be reconfigured into nuclear weapons.

300TH MECHANIZED INFANTRY DIVISION

(The Martians)

CO: Major General Olga Queen

Currently undergoing terraforming by DoME, Andalusia is a world wracked by storms as the solar mirrors in orbit focus more solar energy onto the surface of the world to warm it. When first discovered, Andalusia only had a small habitable band around its equator. Most of this life had great biomedical possibilities. As DoME expands the area where life can survive on the planet, the 300th Mechanized Infantry garrisons DoME's ground facilities as well as the Star League's biomedical research station.

The Martians, taking their name from an old Terran Alliance infantry division that garrisoned Mars in the Terra system, are equipped with specialized cold weather gear. Even the unit's tracked mechanized infantry is equipped with ski outriggers.

53RD JUMP INFANTRY DIVISION

(The Cyclones of Castle Rock)

CO: Major General Nirmala Wruck

The Cyclones of Castle Rock are stationed on the ocean planet Lackland. With few islands on the planet larger than sixty kilometers across, the Fifty-third Jump Infantry is split into individual infantry regiments across the planet's largest islands. Trained to deal with the powerful hurricanes that the sauna-like ocean surface temperatures of the equatorial regions produce, the Cyclones use their jump packs even under conditions that would normally ground all but the strongest DropShips.

The Fifty-third is commanded by Major General Wruck, who remains in command of the 245th Jump Infantry Regiment. This command regiment is stationed on the capital island, Castle Rock.

123RD JUMP INFANTRY DIVISION

(*The Filtvelt Fusiliers*)

CO: Major General Also Baarda

Centered on Hortense, the 123rd Jump Infantry Division is tasked with guarding that world as well as Jesup, Molino and Vaucluse. The 123rd gained their name in 2725, when a recently-promoted Major General Baarda received a plea for help from Filtvelt after it was attacked by a company of BattleMechs under the command of a notorious local pirate. The 691st Jump Infantry Brigade, along with its attached company of Land-Air 'Mechs, was already at a stable jump point in the Vaucluse system. Quickly responding, the 691st arrived at a pirate point above Filtvelt. Using the planet's low gravity to their advantage, the troops of the Filtvelt Fusiliers were able to easily surround the pirate band and destroy them.

132ND ROYAL JUMP INFANTRY DIVISION

(*Sherwood's Sheriffs*)

CO: Major General Jonas Tyler

The 132nd Royal Jump Infantry Division was assigned to garrison the primarily western European-settled worlds of Brockton, Ebro, Metter and Sherwood. This group of worlds is rural, with only small population centers dotting untouched wildernesses.

The 132nd is commanded by Major General Tyler. As the youngest division commander in LXIX Corps, Tyler has been fanatical in his defense of the worlds in his deployment area. His division gained the nickname Sherwood's Sheriffs after the 132nd was able to root out a group of well armed bandits that had been lurking in the forests near Sherwood's capital city, Marion, for over a decade.

THIRD FLEET

Along with Second Fleet, Third Fleet tooa significant part in the Reunification War, and elements of Third Fleet took part in Operation SMOTHER. As the Federated Suns Navy had a strong presence in and around the New Avalon system and along the spinward area of the Draconis Combine border, Third Fleet was focused on providing space superiority to SLDF supply chains to and from the Hegemony during that conflict. Third Fleet provides security for DoME operations inside the Hegemony.

COMMAND

Third Fleet is under the command of Admiral Renata Dokovic. Her flagship is the SLS *Iona*, a *McKenna*-class WarShip that is a former champion of the Martial Olympiad. Admiral Dokovic rotates her flagship through each squadron in Third Fleet in order to best see her forces in action and to directly oversee training operations for the crews of her squadrons' WarShips. When overseeing the far faster pursuit and recon squadrons, Admiral Dokovic keeps the *Iona* back from the operations in order to not slow down the faster WarShips.

DEPLOYMENT

Third Fleet is deployed in much the same way as Second Fleet, with a squadron of WarShips in each of the outlaying provinces of the Hegemony and sharing responsibility for the Alliance core worlds. Third Fleet elements are adept at using the many recharge stations found in the Hegeony, and have mapped many of the nearest uninhabited star systems that boast stars with short recharge times, in order to improve their strategic flexibility. Many opponents, in fact, believe Third Fleet has refitted their vessels with lithium-fusion battery system, though this is not the case. Third Fleet has also been known to use uninhabited systems to shave light-years off distances between far apart star systems to respond faster to border incidents.

HOMEPORT

The primary port for Third Fleet New Earth, collocated with the Regular Army Command headquarters and the Combat College of New Earth. Shipyards in border systems provide local support to the squadrons away from New Earth, but Admiral Dokovic urges her squadron commanders to bring their squadrons home at least once every two years. When in-system with DoME assets, Third Fleet will use the temporary shipyards that DoME vessels use as *ad hoc* repair and resupply facilities.

31ST BATTLE SQUADRON

(*The Battle of Midway Squadron*)

CO: Vice Admiral Anatoly Lagunov

Based at the fleet yards around Telos IV, the Battle of Midway Squadron is the sole line squadron in Third Fleet. Vice Admiral Lagunov is tasked with ensuring the security of the space assets of DoME and other Star League programs in the Lone Star Province of the Hegemony. The heavy ships of the Thirty-first are rarely needed against raiders—the sight of SLDF Navy battleships in-system is often enough to cow bandits.

32ND PURSUIT SQUADRON

(*The Battle of Surigao Strait Squadron)*

CO: Vice Admiral Mael Levesque

The shipyards and drydocks of New Rhodes III are where the Thirty-second Pursuit Squadron calls home. The strategically important shipyards produce replacement parts for much of Third Fleet, and this requires an almost constant presence. At any given time, Vice Admiral Levesque in the *Texas*-class WarShip *William Halsey* or the *Black Lion*-class SLS *Port Hope* are guarding the shipyards, preventing the theft of equipment or destruction of this vital port of call.

33RD RECON SQUADRON

(*The Falkland Islands Squadron*)

CO: Vice Admiral Daniella Fear

The Thirty-third Recon Squadron calls the system of New Dallas home. Vice Admiral Fear uses the former ice mining facilities associated with the outermost gas giant as the homeport for her squadron. Outside of the standard stellar jump distance, and already stationed at a gravitationally stable Trojan point, the Falkland Islands Squadron requires less than a half hour to undock and perform a hyperspace jump out of system. Vice Admiral Fear prides herself on her squadron's rapid response times.

34TH RECON SQUADRON

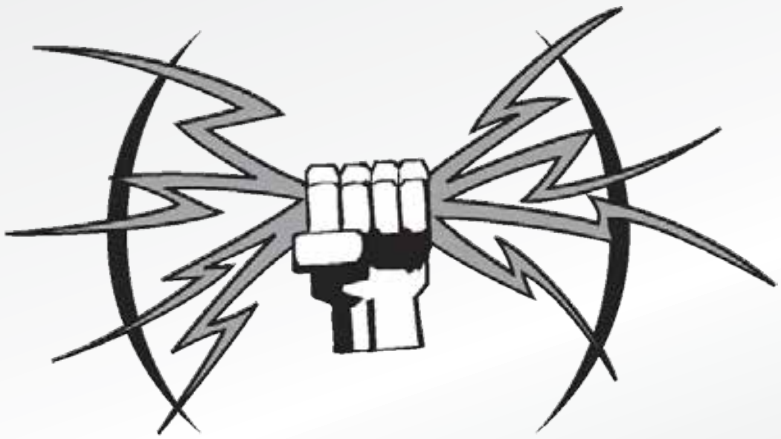
(*The Battle of Trafalgar Squadron*)

CO: Vice Admiral Petronia Anat (*SLS Pierrepoint)*

The Thirty-fourth Recon Squadron has one of the smallest shipyard homeports for Third Fleet, at the nadir jump point in the Woodstock system. Vice Admiral Anat's primary duties include securing DoME assets, but also patrolling the rimward Hegemony border against infiltration by member-state fleets.

The 343rd Division is only recently assembled, under Captain Jennifer Haze aboard SLS *Mercator*. The four ships are still working up in the outer reaches of the Woodstock system, though they expect to join the squadron's next deployment.

FOURTH ARMY



Deployed across The Federated Suns' Capellan and Crucis Marches rimward worlds, Fourth Army has the task of bandit-hunting and acting as part of the buffer between the Suns and the Confederation, as well as between the Suns and the Concordat. Due to the still-raw feeling on both sides from the recent border war, units of XXXVII Corps are constantly on the move along the Capellan-Suns border to foil bandit raids from either side of the border. Many populations along the border don't like the idea of an SLDF presence, but discontent rarely moves beyond a few protest marches and demonstrations.

Along the Taurian and Periphery border, Fourth Army finds better hospitality, as pirates, either Taurian-backed or actual pirates, are common along the border. With only a few scattered AFFS units available, it is up to LXX and LXII Corps to defend the border and to assist Nineteenth Army in case of Taurian trouble. LIV Corps is kept in reserve.

COMMAND

General Tatjana Baptiste was born in one of the worst slums on New Canton, orphaned when she was fourteen, and enlisted in the SLDF at eighteen. She worked hard to fill the holes in her education, enough so she was able to enter officer training school at twenty-six. After graduating, she served in a series of combat positions until she reached command of LXII Corps. Upon the retirement of General Hunter Mellon, Baptiste was promoted to command Fourth Army.

General Baptiste is a quiet and introspective woman who rarely raises her voice, except those rare times when she loses her temper. She wants to be more proactive along the border, but cannot because of political and military reasons.

Her relationship with her corps commanders ranges from quiet, in the case of LIV Corps' General Ripley, to turbulent, as in the cases of XXXVII Corps' General Borden and LXII Corps' General McGuiness. Only LXX Corps' General Mitchell Cussler seems to have a cordial relationship with General Baptiste.

STRATEGIC OVERVIEW

The army is responsible for the rimward section of the Confederation-Suns border, down to the Concordat-Suns-Confederation border and along the entire Concordat-Suns border, and a section of the Suns-Periphery border. The border is active with state-sponsored bandits, normal pirates, and insurgents, all looking to disrupt the peace for their own purposes. Fourth Army units are among the targets by these groups. There have been several major incidents, the most serious being the bombing of the 166th Mechanized Infantry Division's command staff. General Baptiste has requested more special forces, but the Special Forces Command cannot spare units at this time.

SLIC is very active in this area, mostly SI5, SI6 and SI7. However, the large number of groups and their different goals make it difficult to see any clear pattern to these incidents. Infiltration of these groups is slow because they all share a strong suspicion of strangers. It is expected to take another three to four years before SLIC will have enough infiltrators in these groups to make a difference.

OPERATIONS

With three of her corps on actively hostile borders, General Baptiste and her staff are kept busy. Despite two of her corps commanders' wishes, the general has chosen a defensive posture, using her divisions as anvils and the independent regiments as the hammer. In case of trouble, LIV Corps can be brought up to reinforce either border or to go on a limited offense. General Baptiste would prefer to use special forces, but has only a few platoons, all of which are currently busy engages in local antiterrorism efforts.

In part, this stance is taken because of General Baptiste is aware of the simmering tension along the border, a task made more difficult by the aggressive Generals Borden and McGuiness. Also strong factors in her decision are Fourth Armys lack both the military force and the transport needed for a more aggressive posture. Despite the best efforts of Fifth, Eleventh and Nineteenth fleets, they must cover a large amount of space and can do little to ease the constant raiding.

FOURTH ARMY

Army and District Three Headquarters: Hobbs

	2764	2765	2766	2767-2779	2784
XXXVII Corps					
35th BattleMech Division (The Anak Division)	FSMR D3	Periphery	-	destroyed	
60th Royal BattleMech Division (The Anakim Division)	FSMR D3	Periphery, destroyed			
62nd Infantry Division	FSMR D3	Periphery	-	destroyed	
166th Mechanized Infantry Division (Red Diamond Division)	FSMR D3	Periphery	-	heavy losses	disbanded, elements joined CC and FWL
229th Mechanized Infantry Division	FSMR D3	Periphery, destroyed			
142nd Jump Infantry Division	FSMR D3	Periphery, destroyed			
29th Hussar Regiment	FSMR D3	Periphery, destroyed			
159th Hussar Regiment	FSMR D3	Periphery, joined rebels			
LIV Corps					
116th BattleMech Division (The Gargantua Division)	FSMR D3	Periphery	-	survived	Exodus
173rd BattleMech Division (The New Earth Division)	FSMR D3	Periphery	-	survived	Exodus
50th Royal Infantry Division (The Flame Keepers of Greece)	FSMR D3	Periphery	-	survived	Exodus
248th Mechanized Infantry Division	FSMR D3	Periphery	-	destroyed	
249th Mechanized Infantry Division (The Force From Ford)	FSMR D3	Periphery, destroyed			
208th Jump Infantry Division	FSMR D3	Periphery	-	survived	Exodus
90th Dragoon Regiment	FSMR D3	Periphery	-	-	unknown
LXII Corps					
202nd BattleMech Division (The Waterloo Division)	FSMR D3	Periphery, destroyed			
255th Royal Mechanized Infantry Division	FSMR D3	Periphery	-	survived	Exodus
270th Mechanized Infantry Division (The Rhodes Rifles)	FSMR D3	Periphery	-	destroyed	
281st Mechanized Infantry Division	FSMR D3	Periphery	-	destroyed	
101st Jump Infantry Division (The Screaming Eagles)	FSMR D3	Periphery	-	survived	Exodus
168th Jump Infantry Division	FSMR D3	Periphery	-	heavy losses	disbanded
255th Light Horse Regiment (member of 4th RCT)	FSMR D3	Periphery	-	destroyed	
111th Dragoon Regiment (member of the 4th RCT)	FSMR D3	Periphery	-	survived	Exodus
55th Royal Light Horse Regiment (member of 4th RCT)	FSMR D3	Periphery	-	survived	Exodus
247th Dragoon Regiment (member of the 4th RCT)	FSMR D3	Periphery	-	destroyed	
LXX Corps					
263rd BattleMech Division (The Zollikofen Division)	FSMR D3	Periphery, heavy losses	disbanded		
41st Infantry Division	FSMR D3	Periphery, destroyed			
52nd Mechanized Infantry Division (The Pride of Sevastopol)	FSMR D3	Periphery, destroyed			
238th Mechanized Infantry Division (The Czech Lancers)	FSMR D3	Periphery, heavy losses	disbanded	-	elements joined rebels and LC
152nd Jump Infantry Division	FSMR D3	Periphery, destroyed			
191st Royal Jump Infantry Division	FSMR D3	Periphery, heavy losses	disbanded		
31st Light Horse Regiment	FSMR D3	Periphery, destroyed			
129th Dragoon Regiment	FSMR D3	Periphery	-	survived	Exodus

6 BattleMech Divisions
18 Infantry Divisions
9 Independent Regiments
Divisions in District: 25
Total Number of Divisions: 74



XXXVII CORPS

XXXVII Corps is responsible for the rimward half of the Federated Suns-Capellan Confederation border. Headquartered on Hobbs, they are a buffer between the member-states.

During the recent Confederation-Suns border war, the High Council ordered the SLDF to withdraw from the Capellan border. When Major General Simone Ffolkes-Smyth, XXXVII's commander, refused the order, General Baptiste replaced her with Major General Anne Borden, the only qualified officer available. The choice has proved to be a two-edged sword. When the war ended, Borden seized the opportunity to reassert the SLDF's authority by returning her troops in.

Relations between Borden and Baptiste are poor, and the two have clashed over numerous issues, the latest being Borden's request to move her headquarters closer to the border.

COMMAND

Major General Anne Borden assumed control of the corps after Major General Simone Ffolkes-Smyth was relieved of command. An aggressive, competent commander with a hard-charging personality, she was Fourth Army's operations officer before her promotion to corps command. She has been working to repair the SLDF's relationship with the local populations and stopping bandit raids, and has been successful in both areas.

Despite the circumstances, Borden has retained Ffolkes-Smyth's staff, with her predecessor's blessing. This has made the transition smoother, through not without problems. The friction between the corps and army staffs is resulting in delays of supplies and personnel to the corps, exasperating the problem and frustrating Borden's future operational plans

Borden and Baptiste have clashed over military philosophy, strategic aims, and divisional readiness. Baptiste wants to replace her, but without a reliable replacement available, Borden will remain XXXVII's commander for the foreseeable future.

LOGISTICS

The supply situation varies from division to division. For the 142th Jump Infantry Division, being on the same planet as both army and corps headquarters makes their resupply efforts simple. Both BattleMech divisions also have no trouble receiving supplies in a timely manner and are usually the first in Fourth Army to receive new BattleMechs.

There are problems with the other divisions. In the case of the independent Twenty-ninth and 159th Hussar Regiments, both regiments are almost always moving along the border, making resupply difficult. In the case of the Sixty-second Infantry and 166th Mechanized Infantry Divisions, constant bandit raids and terrorist attacks made supplies a prime target by both groups. The 229th also has supply problems, but they are due to local Suns officials putting up bureaucratic red tape because of the local distrust of the division's commander.

INDEPENDENT REGIMENTS

As mentioned, the Twenty-ninth and 159th Hussar Regiments are the fire brigade units along the border. The Twenty-ninth is clearly the better unit, racking up an impressive record of victories over bandits in the last two years. Colonel Dray Foster is a skilled soldier and is respected all along the border.

On the other hand, the159th, while not a poor unit, is suffering from a case of envy among its command staff. They have not had the success their sister hussar regiment has had. Colonel Jane Williams, the 159th's commanding officer, has called Foster a publicity hound, and refuses to speak to him directly at staff conferences.

This dislike has reached the rank and file, leading to fights between the units when they're on the same planet. After multiple bar brawls, both regiments were assigned to patrol separate sections of the border.

SLIC has reported both colonels loathe each other on a personal level, resulting from some incident early in their careers.

35TH BATTLEMECH DIVISION

(The Anak Division)

CO: Major General Byron Gerber

Headquartered on Marodzi, the Thirty-fifth routinely rotates two of its brigades to the border leaving one on-planet. Specializing in planetary assaults, the constant rotation has eroded division-level coordination. The 351st and 352nd BattleMech brigades each contain two heavy assault and a single battle regiment, giving the division a heavy punch. The 353rd Brigade is equipped with Goblin Tanks, and has the 410th Heavy Armor Regiment attached for urban assaults. The Thirty-fifth GAW flies heavy fighters, but is attached to each brigade in group strength.

Byron Gerber is XXXVII's senior division commander. Considered by his peers competent but unimaginative, he is furious that he wasn't given corps command. He continues doing his job, waiting for Borden to make a mistake.

60TH ROYAL BATTLEMECH DIVISION

(The Anakim Division)

CO: Major General Athena Vasilakis

Vasilakis worked her way up from lieutenant to major general in only twenty years. Born in the Hegemony, her record is outstanding. As the corps' junior division commander, she has often clashed with Gerber over strategy, leading to a mutual dislike for each other.

Headquartered on Firgrove, Sixtieth Royal is the premier division in the corps and specializes in high-risk offensive operations. Not willing to sit back, they are always pushing themselves to be worthy of their Royal status. Not as powerful as the Thirty-fifth, the Anakim is more flexible, with two heavy assaults, three battle and a striker regiment in its BattleMech brigades. 603rd Infantry Brigade uses Maxim hover transports for scouting and exploiting holes in the enemy's defenses.

62ND INFANTRY DIVISION

(*The Void Guards*)

CO: Major General Davin Jordan

As one of the infantry divisions stationed along the border, the Sixty-second is constantly on alert. Headquartered on Carmacks, a major commercial and transport hub, the brigades regularly respond to bandit raids. The constant low-level warfare has resulted in the division being ten percent understrength due to causalities. RepDep Command has been slow to respond, resulting in a constant stream of caustic reports from Jordan to both Borden and RepDep Command. The division has become adept at ambushes and accurate artillery strikes.

Davin Jordan has spent thirty-nine years working his way up the ranks and knows his division inside and out. He's a fitness fanatic, spending two hours every day doing physical training, and has been known to conduct meetings during these sessions.

166TH MECHANIZED INFANTRY DIVISION

(The Red Diamond Division)

CO: Major General Nassar "Thunderbolt" Maloof

Like the Sixty-second, the 166th is stationed along the border. The Red Diamonds have suffered severe casualties in the last eighteen months, under the brunt of heavy bandit raids. The most serious incident was late last year when a bomb exploded at a senior staff meeting, leaving the 166th's commander and two of the brigade commanders dead and seriously wounding most of the staff. SLIC is investigating, and believes the bomb was planted by Capellan intelligence agents.

Major General Maloof was to take command of the 270th Mechanized Infantry Division, but in the wake of the bombing, he was ordered to take command of the 166th. A veteran commander, he has stabilized the situation and hopes to end the terrorist threat soon.

229TH MECHANIZED INFANTRY DIVISION

(*The Steel Alchemists*)

CO: Major General Chu-hau Ling

The 229th is a reliable unit, but its commander is the focal point of local anti-SLDF protests. Major General Chu-hau Ling is from Terra, but is treated by the local AFFS and political leadership as a Capellan spy. Ling is committed to the Star League and has performed admirably against bandit raids. SLIC has investigated Ling and cleared him of any suspicion, but hostility remains. The SLDF is reluctant to transfer Ling, but may have to if the situation gets any worse.

Stationed on New Syrtis, the 229th have become experts in cold-weather warfare. They excel at defensive actions, able to quickly dig in and hold ground. Each infantry brigade has an additional armor regiment and an artillery battalion attached to them.

142ND JUMP INFANTRY DIVISION

(*Wind Wasps*)

CO: Major General Helena Lopez

With the 142nd stationed on Hobbs, Major General Lopez has done her best to avoid her superiors' quarrel. She does this by spending most of her time with her division, either with the brigades training on Hobbs, or the single brigade stationed on Wernke. Staffers around both the army and corps headquarters have nicknamed her the Ghost, because she's rarely at either headquarters. Despite that, Lopez is a better than average division commander.

The 142nd is trained to strike hard and fast, and trains constantly in rapid advances and retreats through difficult terrain. The 1426th Aero Wing is adept in battlefront strafing and bombing missions. Each brigade spends three to four months every year on Wernke, where they train with the local AFFS garrison.



LIV CORPS

Nominally Fourth Army's reserve corps, LIV Corps' base is the Crucis March. Because of this, LIV's soldiers are diplomats as well as soldiers, showing the best qualities of the Star League. In cases of major natural disasters, like the 2755 earthquake on Notwina, LIV Corps is quick to respond with humanitarian aid and expert help.

LIV Corps trains constantly, and frequently conduct exercises with the best AFFS units. SLIC uses these exercises to gauge the AFFS' performance and looks for any new equipment. In addition, the corps regularly and quietly rotates a couple of brigades out to the Taurian and Capellan borders for six-month deployments. More than once, the unexpected presence of an LIV brigade has been a surprise to bandits who thought a border world was undefended.

COMMAND

With three of her corps involved with active borders, General Baptiste generally leaves LIV corps in the capable hands of Major General Kelson Ripley. Born on the Hegemony world of Ronel, Ripley is aware of his corps' position and responsibility to maintain a SLDF-positive image. In addition to having the largest Member-State Liaison Command detachment in Fourth Army, Ripley has a small team of etiquette experts to train his officers. This has made LIV officers popular guests at parties and dinners.

While LIV Corps is headquartered on Remagen, Ripley spends most of his time visiting the divisions under his command, timing his trips so as to be on New Avalon for important events. In diplomatic circles, he's known as a polite, but straight-talking, soldier. In the field, he is a perfectionist with a drill sergeant's voice and vocabulary when things go wrong, and quick to offer praise when things go right.

LOGISTICS

Because of their location in the heart of the Federated Suns, LIV Corps rarely receives brand-new technology or equipment for testing. With Suns intelligence watching all units, the risk is too great for cutting-edge technology to go missing. However, the corps does get a steady flow of quality equipment, and the Ninetieth Dragoons are generally the first to get the latest non-Royal designs. Fiftieth Division receives new designs when the SLDF wants to reveal them to the member states.

To help facilitate Star League relations with the Federated Suns, the corps buys a large part of their non-critical supplies from local sources. Ripley's command staff has a team of experienced buyers and commercial lawyers to set up these purchases. The program has been a success in helping local economies and garnering good will for the local SLDF forces.

INDEPENDENT REGIMENTS

Because they are away from the borders, the Ninetieth Dragoon Regiment is the only independent regiment in LIV Corps. They spend most of their time visiting Federated Suns worlds, demonstrating the SLDF's skills, machines and soldiers to the population and running exercises against AFFS garrisons and planetary militias. They are credited with increasing SLDF recruitment in the Federated Suns by two percent.

But the Ninetieth also quietly rotates out to the Taurian or Capellan border when SLIC has located of a bandit base. By using the outside unit, the chances that the bandits will be forewarned are reduced. So far, the Ninetieth has destroyed six bandit bases and a Capellan intelligence post located inside Federated Suns territory. Colonel David Dane, the Ninetieth's commanding officer, is a serious contender for the next RCT command slot.

116TH BATTLEMECH DIVISION

(The Gargantua Division)

CO: Major General Pilar Rodriguez-Vargas

Rodriguez-Vargas was 116th's senior brigade commander when her predecessor, Major-General Mario LaPota, murdered both his wife and her lover then committed suicide early this year. Suddenly thrust into command of the entire division, Rodriguez-Vargas has struggled to fill the shoes of a man whom she considered a mentor and friend.

The Gargantua Division lives up to its name—both the 1161st and 1162nd brigades are all heavy assault regiments, and 116th's GAW has no aerospace fighters less than sixty tons. The 1163rd Brigade has Maxims for its infantry, two-thirds of which are equipped with man-portable SRM launchers. In addition, the brigade has a heavy armor and an artillery regiment attached, making it a perfect anvil for the rest of the division's hammer.

173RD BATTLEMECH DIVISION

(The New Earth Division)

CO: Major General Renzo "RR" Rizzo

The 173rd is stationed near the Capellan border, two jumps away from the SLDF-garrisoned worlds of Kathil and Monongahela. While the 116th is power, the 173rd is speed, with both BattleMech brigades consisting of one battle and two striker regiments. 1733rd Brigade has two airmobile regiments, while the third regiment is equipped with Hover APCs for rapid strikes.

Major General Rizzo's tendency to appear when major problems happen is legendary in the division, as is his ability to recall a soldier's name, home planet, and billet from memory. Major General Ripley is an old friend, and those lucky enough to be invited to dinners when Ripley is on-planet are treated to raucous tales from both generals about their long SLDF careers.

50TH ROYAL INFANTRY DIVISION

(The Flame Keepers of Greece)

CO: Major General Alister Breckenridge-Sterling

Considered the most prestigious posting in Fourth Army, only those soldiers with spotless records are assigned to the Flame Keepers. The twice-daily changing of the guard at the Fiftieth's headquarters is watched by several hundred people every day because of its military precision and tight discipline. The division is more than a show unit. They frequently run exercises against AFFS units from the New Avalon garrison and AFFS units from off-planet, to stay sharp.

Breckenridge-Sterling is the child of Star League diplomats and is considered one of the most eligible bachelors on New Avalon. Diplomatic and handsome, he is a guest at all New Avalon high society events.

248TH MECHANIZED INFANTRY DIVISION

(*Hole Moles*)

CO: Major General Sarah Walsh

Major General Walsh is under IG investigation because of reports that she is involved in a romantic relationship with Antietam's noble ruler, Duke Torrin Mallory. The duke, recently widowed, and General Walsh have been seen together at several events and they have spent several weekends at the duke's mountain villa. Walsh is married, and her husband is a senior Bureau of Star League Affairs administrator.

The 248th is expert at digging in and building formidable fortifications in a short amount of time. Each infantry brigade has an attached construction engineering battalion and mine-laying company. Given enough time, the division can make an objective almost impossible to take by a conventional ground attack.

249TH MECHANIZED INFANTRY DIVISION

(The Force from Ford)

CO: Major General Alec Coston

The 249th is the sword to 248th's shield. The two divisions have a friendly rivalry and have yearly exercises to prove which division is better. Over the last six years, the divisions have won each three exercise.

The Force from Ford balance speed with power. The 2491st BattleMech Brigade has a heavy assault, a battle and a striker regiment. 2495th's Aero Wing is expert at finding weak points in an enemy's line and punching a hole through it. Both infantry brigades are equipped with hovercrafts, allowing them to exploit such holes quickly.

General Coston is the corps' senior division commander, a forty-year SLDF veteran. He has refused promotion to corps command twice, happy to retire as 249th's commanding officer**.**

208TH JUMP INFANTRY DIVISION

(*Fire Jumpers*)

CO: Lieutenant General Tirol Martin

The 208th is a hardworking unit, able to handle any number of terrains and situations. They don't have an expertise, instead relying on their broad training and adaptability to make up for it. The annual Remagen Rally pits jump squads against each other in a grueling 2,000 kilometer race across the southern continent. During the race, squads must complete assigned tasks such as carrying a wounded comrade to a first-aid station twenty kilometers outside the course, or avoiding enemy ambushes. The squad with the fastest time and most points wins.

Martin was 208th's senior brigade command until assuming division command after Major General Sarah-Jane Sladen's retirement last year. He has written several SLDF history books and has lectured at many SLDF academes.



LXII CORPS

One of two corps along the Taurian border, LXII Corps is involved in a low-level war with both pirates and terrorists. Because of General Baptiste's orders, the corps is in a defensive stance, with only the Fourth RCT being mobile. This has forced Major General McGuiness to garrison the most important worlds in her area, leaving the defense of everything else to AFFS units or planetary militias. With only a single BattleMech division and five infantry divisions, the corps is more suited for a defensive role. McGuiness would prefer to use a more mobile and proactive defense, but troop transport is in short supply, as both XXXVII and LXX Corps have managed to keep most of the excess transport assets.

COMMAND

Major General Roseleen McGuiness is a sixth-generation SLDF officer, and the great-granddaughter of General Amos Forlough, making it natural that McGuiness become an SLDF officer. Graduating tenth in her West Point class, she climbed her way to her current position by a combination of intelligence, sheer will and force of presence. While not the disciplinarian her great-grandfather was, she is just as blunt and as hard-nosed. Critics have nicknamed her Rhino for her straight-ahead style. Her posting to this border has been taken as an insult by some Taurians, and SLIC has broken up two attempts to assassinate her.

McGuiness wants to move LXII Corps' headquarters to Bermensdorf, which is more central to her operational area. However, Baptiste is unwilling to allow the move, adding another level of friction to the relationship.

LOGISTICS

Being on the edge of Federate Suns territory causes nagging supply problems. LXII Corps' logistical section has been doing its best, but the problems continue. Parts shortages have affected the readiness of several regiments and divisions. The supply problems are part of the reason for the stormy relations between Generals McGuiness and Baptiste.

General McGuiness and her staff have been searching for a local supply source, with little success. As most of the planets in the corps' area of responsibility don't have the same robust infrastructure as the core worlds, purchasing supplies from the local economy is not a viable option. Using local Federated Suns industries to make spare parts is not feasible, as some of the needed parts are proprietary Star League technology. The staff is still working to find a solution.

INDEPENDENT REGIMENTS

The four independent regiments—the 111th and 247th Dragoon Regiments, 255th Light Horse and Fifty-fifth Royal Light Horse—make up the Fourth RCT. Under the command of Lieutenant General Regis Colson, the Fourth RCT is the lead unit on anti-bandit operations. Working with SLIC assets, Fourth RCT has surprised several bandit groups either during their raid, or at the bandit's base. This success has made tracking Fourth RCT a prime concern for both bandits and pirates, allowing LIV Corps' Ninetieth Dragoon Regiment to make a few surprise raids along the border.

Fourth RCT doesn't have the supply problems the rest of the corps does, in part because they get their supplies from bandits' bases and deals with local AFFS forces for common supplies. The IG is investigating, but there is no evidence of Star League technology falling into member-states' hands.

202ND BATTLEMECH DIVISION

(The Waterloo Division)

CO: Major General Kaiyo Matsumoto

General Matsumoto can trace his samurai heritage back more than thirteen hundred years, and takes extreme pride in that lineage. As such, he hates the Draconis Combine's usurping of the samurai way of life, calling them, pseudo-samurai. He felt so strongly about it he enlisted in the SLDF Gunslinger program. After graduating, he compiled an 11-0 record against Combine duelists before being transferred to Fourth Army. His troops have nicknamed him Old Stone Face for his stern expression. Off duty, he is shy and retiring, spending time with his family.

The 202nd Division is the lightest BattleMech division in Fourth Army. The BattleMech brigades are composed of five striker and one battle regiment, and the 2023rd Brigade is hovercraft-equipped, making them fast raiders and mobile defenders.

255TH ROYAL MECHANIZED INFANTRY DIVISION

(The Blackstar Cuirassiers)

CO: Major General.Colbert Delacroix

As a Royal division, the 255th has best Star League equipment there is, but the supply problems remain. Stationed away from the border on Kaiyuh, the problem is not as serious as it could be, but until the problem is resolved, 255th will train with the new systems, but will rely on their older, but still effective, armament.

General Delacroix is considered one of the most eccentric officers in the SLDF. Born in France, he believes he is the reincarnation of one of Napoleon's generals. Instead of a car, he rides a horse in the field, carries a replica of a marshal's baton on-duty, and wears nineteenth-century clothing when he's off-duty. Despite that, he is a master strategist and tactician.

270TH MECHANIZED INFANTRY DIVISION

(The Rhodes Rifles)

CO: Lieutenant General Philo "Beancounter" Potts

General Potts is waiting to be relieved of command. After a bandit raid killed most of the division's command staff, Potts, a career logistics officer, found himself in command. He's managed to keep the division running, but the designated replacement, Major General Maloof, was redirected to take charge of the disorganized 166th Mechanized Infantry Division. Both General McGuiness and General Baptiste are trying to find someone to take command, but for now, General Potts remains 270th's commander.

The Rhodes Rifles are urban combat specialists, and each infantry brigade has an attached heavy armor regiment. Despite the makeshift command structure, the division is still combat effective. Potts, a brilliant logistic officer, is keeping the division well supplied.

281ST MECHANIZED INFANTRY DIVISION

(*The Bigfoots*)

CO: Major General Karl Blum

The 281st works hard and plays hard. On-duty, they are professionals and train constantly. Off-duty, they are party animals known for things like Hawaiian barbeque night, pumpkin chucking competitions and soccer games with BattleMechs using a giant soccer ball. These events are usually well-attended by local civilians and covered in the local news. They have the fewest transfer requests of any division in the entire army.

Blum is a reflection of his division. He expects complete professionalism and discipline from his soldiers when they are on-duty, but turns a blind eye to any off-duty activities that doesn't damage property or violate local laws or SLDF regulations. The troops know what the limits of their commander's patience are, and rarely cross that line.

101ST JUMP INFANTRY DIVISION

(The Screaming Eagles)

CO: Major General Stephen Zeller

The 101st is one of the SLDF units that can trace their history back over seven hundred years. All soldiers in the division become steeped in its history and traditions, making them part of the division's legacy. The Screaming Eagles have always been a Martial Olympiad contender, and is a favorite for 2768 if the rumors of the games returning is true. The 1015th Aero Wing's parachute battalion is considered one of the elite pathfinder units in the Inner Sphere, and the 1011st BattleMech Brigade is expert in combat drops.

General Zeller is well aware of his division's history—he is the twelfth generation of Zellers to serve in the 101st, and the third to command the division. He works tirelessly to see the current generation live up to the 101st soldiers of the past.

168TH JUMP INFANTRY DIVISION

(*Ricochet Rabbits*)

CO: Major General Erica Harry

The 168th suffers in the shadow of its more famous sister division. As such, they are a lackluster unit always at the bottom of the list for readiness and performance. The unit is fifteen percent understrength, and parts shortages have taken ten percent of the division's equipment off-line. The problems are outside of the division's control, but no effort has been made by the division's staff to find alternates solutions.

General Harry is a baroness from the Free Worlds League world Harmony, and is three months from retirement. Reports indicate that she has stopped trying to resolve the supply problems and instead has begun moving her household back to Harmony.



LXX CORPS

Arrayed along the Capellan Confederation-Taurian Concordat-Federated Suns border, LXX Corps' mission is to keep the peace among the three states. While the Federated Suns generally cooperates, the front is rife with bandit and terrorist groups, most believed to be backed by either the Confederation or the Concordat. Because of this common ground, LXX Corps has the closest working relationship of any Fourth Army corps with the AFFS.

The troops are the most active and mobile of the four corps, keeping several brigades on the move. They closely coordinate actions with the local AFFS units against their common nemeses: the Concordat and Confederation.

COMMAND

Major General Mitchell "Mad Mitch" Cussler earned his nickname because of several wild tactical operations he engineered against bandits as a captain. He joined the SLDF at the age of sixteen and has steadily risen through the ranks, showing a flair for the unorthodox. He is considered the most strategically-adept of the four corps commanders, a necessity in LXX's current situation. He is devoted to Star League ideals, but has been overheard despairing the First Lord. SLIC is keeping a close eye on him.

Cussler's staff is a collection of talented, though eccentric, individuals that keep the corps fully operational. This has helped the corps maintained a more aggressive stance than either LXII or XXXVII Corps, and avoided most of the serious problems. Several brigades are always on the move, and both independent regiments can pop up anywhere along the border.

LOGISTICS

Because of LXX Corps' hard work, supplies are generally not an issue, with the exception of the Forty-first's recent problems. Cussler has made a few side deals with local sources for parts, some ammunition and food items. SLIC is closely monitoring LXX for signs that Star League technology, has fallen into the hands of the Federated Suns, but have discovered no evidence of such an event.

Except for the 191st, all the corps' equipment is half a generation behind the cutting edge. Quartermaster Command is reluctant to send the newest equipment, not wanting them to drop into the hands of the two member states and one territorial state in the sector. That doesn't bother Cussler or his staff, as they want reliable equipment instead of the newest gear.

INDEPENDENT REGIMENTS

The Thirty-first Light Horse and 129th Dragoon regiments are competing to see which regiment can stop the most bandit raids. The two regiments have developed a complex scoring system that is only understood by those in the regiments. While the scoring system may be a mystery, what is clear is that bandits are losing.

The 129th Dragoons are ambush specialists, while the Thirty-first Light Horse uses maneuver to trap and run down their opponents. Both have cultivated sources on every planet in their operational area that, when combined with SLIC sources, give both regiments the ability to anticipate raids and arrive before the bandits do.

The reason for the intense competition has to do with both regiments' commanders. Colonels Hiram Siegel and Caroline Snow met as cadets at Sandhurst, and have been competing with each other from the moment they met. Sports, tests, simulators, or combat—if it's a competition of any type, they will compete against the other. The rivalry isn't bitter or malicious—both colonels enjoy the chance to beat the other. To the best of anyone's knowledge, neither one has consistently beaten the other.

263RD BATTLEMECH DIVISION

(The Zollikofen Division)

CO: Major General Garth Svensen

General Svensen is an aloof commander who rarely speaks to anyone under the rank of major and never wastes words. His staff has learned to handle any minor problem that comes from inside the division, knowing the problem that makes it to General Svensen's desk better be serious. Unmarried, the general doesn't have a hobby beyond reading. Despite his detachment, he is considered the best strategic mind among the division commanders.

The 263th is a medium-weight BattleMech division; each BattleMech brigade consists of one heavy assault, one battle and one striker regiment. The 2633rd Brigade has become adept at counterterrorist tactics. Stationed on Midale, one of the BattleMech brigades is usually on detached duty to a nearby world.

41ST INFANTRY DIVISION

(*Alley Cats*)

CO: Lieutenant General Fyodor Sokolov

General Sokolov is a blustering, self-promoting publicity hound who is retiring in two years so he can run for a seat in Parliament on his home of Andurien. While not totally inept, all of General Sokolov's military actions are tinged with self-interest and how voters will think of his decisions. Quick to take credit when things go right, he's eager to find a scapegoat when things go wrong.

The Forty-first is a slightly below-average unit stationed on Brusset. Quartermaster Command is investigating reports that supplies are missing from the division stockpiles, and SLIC has discovered that Sokolov is trying to stonewall the investigation long enough for his staff to find the supplies or the cause for their disappearance.

52ND MECHANIZED INFANTRY DIVISION

(The Pride of Sevastapol)

CO: Major General Fatma Rafi

The Fifty-second is on LXX Corps' border with LXII Corps, and sees little bandit and terrorist activity. Cohagen's huge salt plains are recognizable from space, and mining them is the planet's major industry. The plains' flatness makes battles ones of speed and maneuverability. The 521st BattleMech Brigade's two striker regiments are made up of *Mongoose*, *Hermes*, and other fast BattleMechs, while the 5211st Battle Regiment defends vital targets. Both infantry brigades use hovercrafts exclusively.

General Rafi was a Rim Worlds Republic citizen, but has renounced all ties to it. She left the Republic and enlisted at the first SLDF recruitment office she found, and hasn't looked back. She is fiercely loyal to the Star League, but hates First Consul Stefan Amaris, and has made no secret of it.

238TH MECHANIZED INFANTRY DIVISION

(The Czech Lancers)

CO: Major General Vicente Detweiler

Garrisoned on the Confederation-Suns border world of Horsham, one jump from the Taurian border, the Lancers are often under assault. Bandit and terrorist attacks are common, and find weak points in the Lancers' defenses, shaking the soldiers' confidence and generating a siege mentality. They are facing the deterioration of their skills and relations with local authorities. LXX Corps has sent an infantry brigade and aero wing from the 191st, and what few special forces teams can be spared to Horsham. General Detweiler is feeling the strain: after several assassination attempts, his health has suffered and he rarely leaves the Lancers' headquarters.

The Lancers are a medium-weight division, each infantry brigade having an attached medium tank regiment and artillery battalion.

152ND JUMP INFANTRY DIVISION

(*Ice Lords*)

CO: Major General Ursula "The Ice Witch" Kauffman

The 152nd is also under pressure by bandits and terrorists, but with a different result than Horsham. Stationed on Caldwell, the Ice Lords aggressively patrol, daring the enemy to attack. Any attacks are met with overwhelming force and several times, towns and villages have been surrounded and thoroughly searched for military weapons and terrorist suspects. Some have complained about the tactics, but the 152nd's success has outweighed the complaints.

General Kauffman, a tall Nordic from Tharkad, has been accused of being cold-blooded in her approach to the terror campaign. She's elected to take these threats head-on, even going so far as offering herself as a target several times. Her loyalty to her troops is absolute, and they have returned that loyalty.

191ST ROYAL JUMP INFANTRY DIVISION

(*Anytime, Anywhere, Everything*)

CO: Major General Pericles Konstanopoulos

Like all Royal Command units, the 191st is well-equipped and trained, and acts as the corps reserve. With the current state of the border, the division has heavily trained in antiterrorism tactics and has sent an infantry brigade and an aero wing to Horsham to assist the Lancers. The rest of the division remains on Anaheim and continues to train.

General Konstanopoulos is a jovial man and a well-known chef. When not on-duty, he can be found in the kitchen and cooks weekly dinners for his staff. He demands that meals served in the division's mess halls be the best possible, and spot-checks every mess hall. Once a month, he supervises the division's kitchen staff in creating a restaurant-worthy dinner for his troops.

FOURTH FLEET

Roaming along the Combine borders, Fourth Fleet's job is to show the Star League flag. Because they are not seen by a large section of the Combine's population, they don't suffer the hostility that the SLDF ground forces do. In fact, relations between Fourth Fleet and the Draconis Combine Admiralty (DCA) are almost cordial, and friendly rivalries have formed between some of the squadrons. There have been a series of informal exercises and a couple of short-term officer exchanges. Admiral Marina Akkayev-Cameron is turning a blind eye to these happenings, in the hopes it might lead to fuller cooperation in the future.

COMMAND

Admiral Marina Akkayev-Cameron is Fourth Fleet's commander. A distant cousin of the First Lord, she is a consummate diplomat and SLDF officer. She was assigned to Fourth Fleet to deal with the Combine's leadership and show them that a woman can command just as well as a man. She is closely watching the contacts between her squadron commanders and DCA naval commanders, but hasn't formally approved the actions. Eschewing a groundside headquarters, Akkayev-Cameron commands from the SLS *Camino Real*, the only *McKenna*-class battleship in the fleet, and attaches her command division to the Forty-first Line Squadron.

DEPLOYMENT

There is usually one squadron patrolling the Commonwealth-Combine border, another patrolling the Combine-Suns border, and a third along the Hegemony-Combine border. The fourth squadron travels through each district in the Combine, visiting SLDF garrisons, district capitals and meeting senior Combine officials. A DCA squadron usually shadows each SLDF squadron, which has led to the current thawing of relations between the navies.

Two times a year the squadrons rotate to a new assignment, followed by their Combine shadows

HOMEPORT

Fourth Fleet's nominal homeport is Halstead Station, near the Combine-Hegemony border. The naval component keeps a low profile on the planet, not wanting to stir up any animosity with the locals. There is rarely more than a division in-system at any time, usually from the squadron patrolling the Hegemony-Combine border. Divisions assigned here use the time for ship's systems overhauls, transferring crew and bring new crewmen up to speed. Each division spends about a month in-system before being replaced by another division from the same squadron.

41ST LINE SQUADRON

(Thor's Hammers)

CO: Vice Admiral Desmond Jecks

The Forty-first Line Squadron technically has four divisions, but the fleet command division is attached to the squadron administratively, and not under the direct command of Admiral Jecks. Each of Forty-first's three divisions is built around a *Texas*-class battleship and a *Luxor*-Class heavy cruiser, giving each division overwhelming firepower.

Admiral Jecks, the son of JumpShip construction workers, is more comfortable in space than on-planet. He runs a tight squadron and constantly tests his ships through drills and exercises.

42ND ESCORT SQUADRON

(*Star Paladins*)

CO: Vice Admiral Quentin Puttock

The Forty-second Escort Squadron has a friendly rivalry with a Combine's destroyer division, and has run several informal exercises with them. Both sides have been careful with the exercises, not wanting to show the other side all their capabilities. The strange mix of antagonism and comradeship is a hopeful sign.

Vice Admiral Puttock speaks fluent Japanese and understands Japanese culture, which has been invaluable in his dealings with *Cho-sho* Joji Arita. The *Aegis*-class SLS *Saturn* is the Forty-second's flagship.

43RD INTERDICTION SQUADRON

(*Solar Wind*)

CO: Vice Admiral Prudence Furnshill

Based around a trio of *Black Lion*-class battlecruisers, the Forty-third is the fastest squadron in Fourth Fleet. However, because of the *Black Lions'* difficult-to-maintain engines, the squadron doesn't push the speed except in combat conditions. They have only limited contact with their Combine shadow, which prefers to keep its distance from the Wind.

Admiral Furnshill was once described as "an outstanding example of average." Her record shows an average record, effective but not outstanding. She commands the squadron from the SLS *Keckenburg*.

44TH PURSUIT SQUADRON

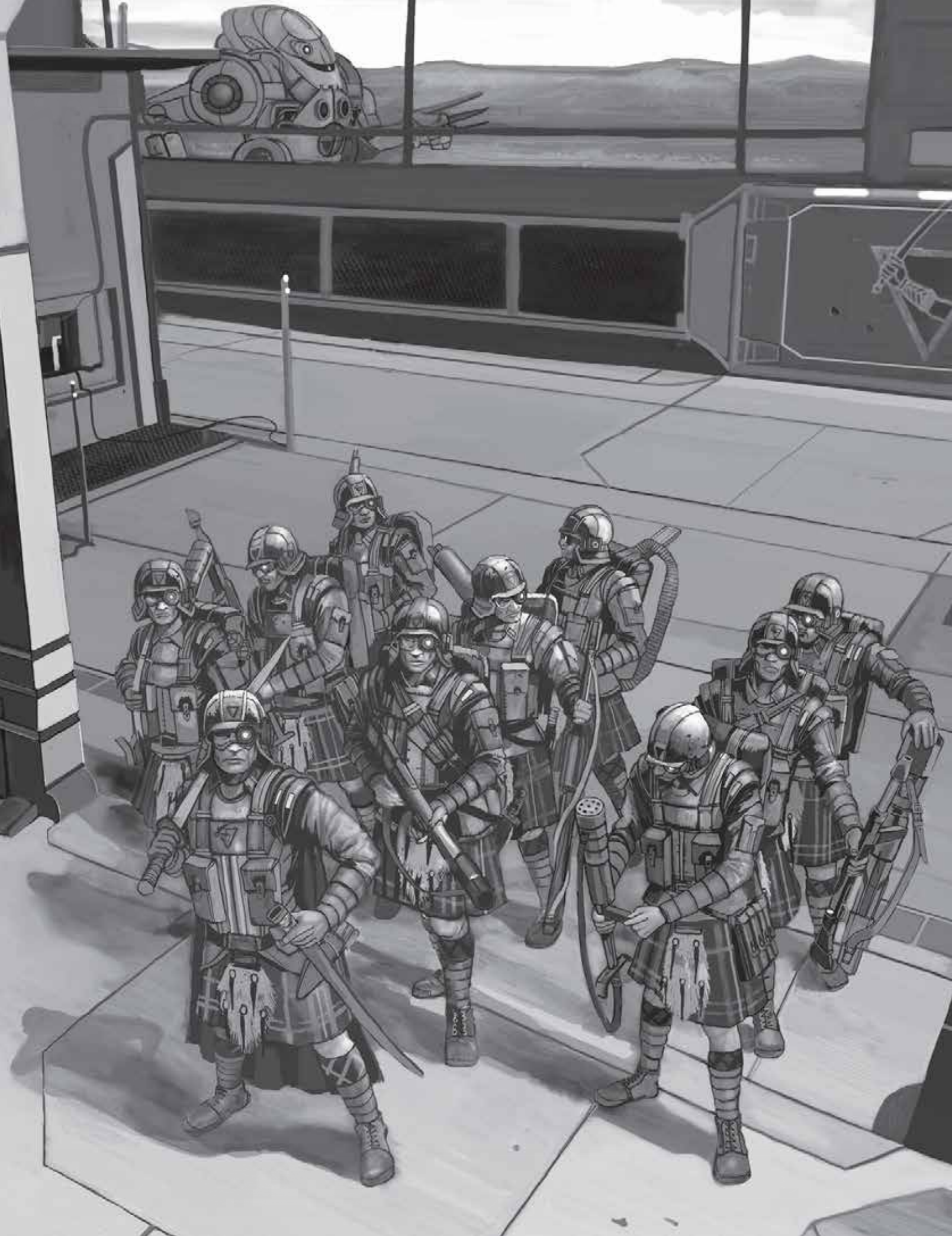
(*The Fly Swatters*)

CO: Vice Admiral Jean-Paul Moreau

Admiral Moreau is friends with *Cho-sho* Phillip Garson, commander of the Combine division shadowing the Forty-fourth Pursuit Squadron. Both men like to drink and tell off-color jokes. They get together regularly, and spend the night trying to out-drink the other. Admiral Akkayev-Cameron overlooks this carousing, as Moreau has gleamed small nuggets of intelligence from Garson.

Based around a pair of rare *Kimagure*-class pursuit cruisers, the Forty-fourth has only two overstrength divisions.





FIFTH ARMY

The largest of the three armies in Confederation space, Fifth Army's area of operation is the Confederation coreward half, including the core planets Sian, Capella, Sarna and St. Ives. Despite the area Fifth Army has to cover, there are only three corps, eighteen divisions and another division's equivalent of independent regiments.

Relations between the SLDF and the Capellan people vary, depending on the distance from the Terran Hegemony, with closer to Terra being more welcoming to the SLDF's presence. The Capellan Confederation government has never been happy with the SLDF's presence, and has made its displeasure known through official and unofficial channels. The Fifth has done its best to mitigate the hostility of the local population through hard work and successful defending a number of planets from bandit raids.

With both Fifth Army and Army Group Liao's headquarters on Epsilon Eridani, seventy light-years from the closest Fifth Army units, General Merga gives his corps commanders a free hand in running their units. The decision has worked very well so far.

COMMAND

General Bram Merga has been in command of Fifth Army for over five years. He spends only a couple of months a year on Epsilon Eridani; the rest of the time, he's moving through Fifth Army's area of operation, seeing for himself what's going on the ground with his troops. He and a small part of his staff generally hitch a ride with a *Volga*-class transport taking replacements out to Fifth Army's units, then rely on SLDF naval assets to travel though his command. He uses a modified *Lion*-class DropShip as his field headquarters.

The visits are designed to assure the Capellan government that the SLDF is doing its job. He spends as much time talking to planetary government as he does to his own unit commanders. As a Hegemony citizen, Merga is aware that without the SLDF, there would be chaos and bloodshed, and he is working on all fronts to keep that from happening. Three of his children—Blair, Braden, and Brianne—serve in the SLDF.

STRATEGIC OVERVIEW

With more than a hundred and fifty planets, two somewhat tense borders and only thee corps to cover them, Fifth Army is stretched out. General Nichole's XXIV Corps is responsible for the third of Confederation space closest to the Hegemony border, as well as those interior planets close to the Confederation-Hegemony border. General Van Vleit's LV Corps is accountable for a large section of the Confederation-Suns border, and several of the most important Confederation worlds. General Madson's LX Corps is stationed to cover nearly half of the League-Confederation border and a small part of the Confederation-Suns border. Each corps has a brigade of independent regiments actively patrolling its operational area.

Sian is the only member-state capital not to have a standing SLDF garrison on it, the result of the Confederations' paranoia about the SLDF's presence. Because of this, SLIC has a larger than average presence on-planet.

OPERATIONS

With two borders seeing bandit raids, Fifth Army takes an aggressive approach to defense. Generally deployed in mixed brigades along the border, the corps waits for a bandit raid, then works with the local militia or CCAF unit. The independent regiments are ready to help any Confederation militia units that are under attack. Despite the three corps commanders being from three different member-states, they work together to insure the Confederation is not taken advantage of by its neighbors.

Relations between the local governments and their SLDF garrisons is mildly antagonistic. The CCAF has a grudging working relationship with the SLDF, especially among those units who have worked with SLDF units in stopping bandit raids. The civilian populations' view of Fifth Army is somewhere between their governments' and their military's. A few units, like LX's Corps Fifteenth Dracon Regiment, have a better than average reputation among the Capellan civilians.

Fifth Army has managed to remain effective without antagonizing the local population.

CAPELLAN CONFEDERATION MILITARY REGION (CCMR)

FIFTH ARMY

Army and Region Headquarters: Epsilon Eridani

	2764	2765	2766	2767-2779	2784
XXIV Corps					
83rd BattleMech Division (The Balan Division)	CCMR D1	CCMR D2	-	destroyed	
150th Royal BattleMech Division (The Rigil Kentarus Division)	CCMR D1	CCMR D2	-	survived	Exodus
72nd Infantry Division	CCMR D1	CCMR D2	-	survived	Exodus
175th Royal Mechanized Infantry Division (The Desert Rats)	CCMR D1	CCMR D2	-	destroyed	
187th Mechanized Infantry Division (The Brandenburg Lancers)	CCMR D1	CCMR D2	-	destroyed	
189th Jump Infantry Division (The New Orleans Division)	CCMR D1	CCMR D2	-	heavy losses	disbanded, elements joined FWL
197th Jump Infantry Division	CCMR D1	CCMR D2	-	destroyed	
281st Light Horse Regiment	CCMR D1	CCMR D2	-	destroyed	
5th Hussar Regiment	CCMR D1	CCMR D2	-	survived	joined FS
90th Hussar Regiment	CCMR D1	CCMR D2	-	destroyed	
LV Corps					
171st BattleMech Division (The Zhukov Division)	CCMR D1	CCMR D3	-	destroyed	
189th BattleMech Division (The Marshal Ney Division)	CCMR D1	CCMR D3	-	survived	Exodus
71st Infantry Division (The Sydney Division)	CCMR D1	CCMR D3	-	destroyed	
197th Mechanized Infantry Division (The Florida Swamp Foxes)	CCMR D1	CCMR D3	-	survived	unknown
210th Mechanized Infantry Division (The Errai Laserers)	CCMR D1	CCMR D3	-	destroyed	
116th Jump Infantry Division (The Arizona Devils)	DDMR D1	CCMR D3	-	destroyed	
235th Light Horse Regiment	CCMR D1	CCMR D3	-	destroyed	
145th Hussar Regiment	CCMR D1	CCMR D3	-	destroyed	
121st Royal Dragoon Regiment	CCMR D1	CCMR D3	-	survived	Exodus
LX Corps					
201st BattleMech Division (The Errai Division)	CCMR D1	CCMR D2	-	destroyed	
213th BattleMech Division (The Carver Division)	CCMR D1	CCMR D3	-	survived	unknown
64th Infantry Division (The Free South Africans)	CCMR D1	CCMR D3	-	destroyed	
191st Mechanized Infantry Division (The Upper Silesian Division)	CCMR D1	CCMR D2	-	survived	Exodus
145th Jump Infantry Division (The Pride of Berlin)	CCMR D1	CCMR D2	-	survived	Exodus
155th Jump Infantry Division	CCMR D1	CCMR D3	-	destroyed	
221st Light Horse Regiment	CCMR D1	CCMR D2	-	survived	Exodus
146th Dragoon Regiment	CCMR D1	CCMR D3	-	survived	Exodus
15th Dracon Regiment	CCMR D1	CCMR D2	-	survived	joined CC

6 BattleMech Divisions
13 Infantry Divisions
9 Independent Regiments
Divisions in District: 20



XXIV CORPS

Bordered by the Hegemony, Free Worlds League, and the Federated Suns, XXIV Corps insures that Hegemony-Confederation trade goes smoothly and the adjoining borders remain peaceful. From her headquarters on Gan Singh, General Nichole commands the smallest operational area. Because of the Hegemony's proximity and the shortness of the borders in XXIV's area of operation, there is little in the way of bandit raids. Instead, XXIV acts as a ready reserve for the other two corps and maintains the local SLDF presence.

Relations between the citizens and the SLDF garrison are good. This close to the Hegemony, most of the planets are receiving the benefit of Hegemony trade, and have a higher standard of living than the rest of the Confederation.

COMMAND

Major General Amanda Nichole was born in the Lyran Commonwealth and, after graduating from University of Skye with a degree in political science, enlisted in the SLDF. After OCS she was posted to the 187th Mechanized Infantry Division. She spent the last twenty-five years climbing the ladder, and earned command of XXIV Corps' three years ago. She has an intimate knowledge of the political situation on the planets in her area of responsibility.

XXIV Corps' staff has a higher than average number of children from wealthy and noble families. Mostly second and third-born children, the parents see the XXIV Corps as a safe place for their offspring serving in the SLDF. Nichole, herself a commoner, is not adverse in using these officers and their contacts to keep her area of responsibility quiet and her troops well-supplied.

LOGISTICS

Close to the Hegemony, XXIV Corps has few supply problems, with short supply lines and local populations and governments that don't interfere with shipments. Most division stockpiles are fully stocked. The independent regiments have the greatest need, as they are the most active units in the corps. For those times when parts and supplies are unavailable, Nichole uses her staff's contacts to locate the needed equipment and transport it.

With the higher standard of living on the surrounding planets, some of the supplies can be purchased locally. General Nichole encourages the local purchases as a way for the garrison units to ingratiate themselves with the local population. Several businesses have been started on XXIV worlds that supply items to the SLDF. The Confederation's government has not said anything, but SLIC is certain that they are keeping an eye on the situation.

INDEPENDENT REGIMENTS

The three independent regiments—the 281st Light Horse Regiment and the Fifth and Ninetieth Hussar Regiments—are, in General Nichole's words, "Part ambassadors and part Texas Rangers." The three regiments take these words to heart. Wherever they go, the members of these three regiments are unfailingly polite and respectful to civilian government officials. Each of the three regiments has also adopted some western touches, like wearing Stetsons instead of field caps and naming the regiments after western themes. Like the heroes of old tri-vids, these regiments have saved the day several times, stopping bandit raids on both borders.

The 281st Light Horse—Vaugn's Calvary—uses its speed to hit an enemy unexpectedly, then retreat to strike from another direction, wearing an enemy down. Both the Fifth—Paulson's Posse—and the Ninetieth—Langhorn's Rangers—hit an enemy and keep hitting them until the enemy breaks. When they are not stopping bandit raids, the three regiments travel around to settlements and talk to the local residents, showing the best of the Star League has to offer.

83RD BATTLEMECH DIVISION

(The Balan Division)

CO: Major General Ora Farkas

The Balan Division has had an uneventful history since it was formed, with only a few skirmishes with pirates and bandits. When the Confederation-Suns border war ended, the Eighty-third's brigades were sent to the border. After eighteen months, the brigades were returned to Styk, where they remain. Because of its location, the Eighty-third has become a choice assignment for young noble officers' first posting and veteran officers' last posting before retirement. The junior officers benefit from the veterans' experiences.

General Farkas is the oldest soldier in the corps. Close to ninety-five, she is as spry as someone half her age, and has no intention of retiring.

150TH ROYAL BATTLEMECH DIVISION

(The Rigel Kentarus Division)

CO: Major General Fahkir Ben Hashim

The 150th is Fifth Army's premier division, and finished second twice in the last Martial Olympiads. One of two XXIV divisions stationed on the League-Confederation border, their reputation makes bandits think twice about crossing their path. The 1501st BattleMech Brigade of two heavy assault and one battle regiment can hold an enemy force in place while the 1502nd BattleMech Brigade, a battle and two striker regiments, hit the enemy's flank or rear. The 1503rd Infantry Brigade has an additional armor regiment.

General Ben Hashim recently took command of the 150th, after Major General Gerik Chudzik's promotion to command Sixth Army's LVII Corps. A Terran citizen, he has great pride in the division and vowed to continue its tradition of excellence.

72ND INFANTRY DIVISION

(*Gator Hunters*)

CO: Major General Raoul "Cajun" LeHarbin

General LeHarbin's is well-known thoughout the SLDF. When he gets angry or excited, his Cajun accent gets thicker. Only his closest staff can understand him. Despite that, he is an outstanding commander and a member of the Order of the Sword. Growing up in Louisiana, Terra, the general hunted alligators with his father before enlisting in the SLDF, and likes to take his newest officers into the local swamps to "hunt some gators."

The Seventy-second specializes in fighting in swamps and marshes. All the division's BattleMechs are jump-capable and the infantry brigades are skilled at boat handling, long-range scouting and small-unit tactics. They have an ongoing feud with LV Corps' 197th Mechanized Division.

175TH ROYAL MECHANIZED INFANTRY DIVISION

(The Desert Rats)

CO: Major General Montgomery "Shadow" Taylor

The 175th is used by the SLDF's Quartermaster Command as a test center for some of the newest equipment in the Star League inventory. Stationed on New Aragon, the Desert Rats are the last stop before the equipment is issued to SLDF units. As such, there is a large number of techs and industry representatives on-site. Equipment is tested under normal conditions for an entire year, including combat conditions. This year weighs heavily in the Quartermaster Command's decision to issue the equipment.

General Taylor is a quiet, nondescript man. He rarely raises he voice and shows little emotion, but he is one of the SLDF's top strategic thinkers.

187TH MECHANIZED INFANTRY DIVISION

(The Brandenburg Lancers)

CO: Major General Arman Karayan

The 187th is stationed along the Confederation-Suns border, and is the most active unit in XXIV Corps. The few bandit raids along the border that run into SLDF forces usually run into the Lancers. Based on New Hessen, the Lancers play a shell game, moving brigades along the border, sometimes hitching rides with civilian transport to hide their movements. The constant moving has tightened up brigade-level coordination at the expense of division-level organization. General Karayan has requested that another XXIV division be sent to replace the 187th, so he can train his division together.

General Karayan's enthusiasm for sports has spread to his soldiers, and the Lancers have one of the most extensive intramural sports program in the SLDF.

189TH JUMP INFANTRY DIVISION

(The New Orleans Division)

CO: Major General Nyoko Asagiri-MacNichols

General Asagiri-MacNichols is the daughter of Yumiko Asagiri, one of the Hegemony's most famous singers and retired SLDF Colonel Lowe MacNichols. She grew up in both the entertainment and military world. While the general is a decent singer, she doesn't have her mother's talents or stage presence. Ignoring both her parent's advice, she enlisted in the SLDF and, after six years, went to OCS. She has spent the last twenty-five years rising through the ranks, becoming division commander four years ago.

The 189th trains in city assaults, the infantry using their jump packs to hop from building to building, scouting out and bypassing strong points enemy units and letting their BattleMechs take them on.



LV CORPS

Patrolling the rest of the Confederation-Suns border and garrisoning a couple of the Confederation's most important worlds, LV Corps has to balance diplomacy with military preparedness.

The diplomacy is a delicate balancing act with the Confederation's distrust of the Star League's intentions. Both Sarna and Capella have an SLDF presence in the form of LV Corps' BattleMech divisions, shared with some of the Confederation's best units. There are two LV divisions stationed two jumps away, and the independent regiments rove along the border, assisting CCAF units should they ask for aid. The last two divisions are stationed only one jump away from Sarna and Capella, a reminder to Chancellor Liao of the Star League's power. SLIC has classified the area as tense.

COMMAND

Major General Bertram Van Vleit was born in the Draconis Combine, but his family fled when Leonard Kurita ordered their deaths. They fled to the Hegemony, and after Leonard's death, were granted Hegemony citizenship. He joined the SLDF and, after three years, went to West Point, where he graduated near the top of his class. After a steady advancement, he was appointed to command LV Corps four years ago. Despite being forced to flee the Draconis Combine, the general is knowledgeable in Japanese culture, language and martial arts.

Headquartered on Truth, LV Corps' staff split its time between running the corps and trying to soothe the Confederation's fragile ego. The Member-State Liaison Command has large teams on both Sarna and Capella, tasked with keeping the tense situation in control.

LOGISTICS

As not to strain the Capellans' pride any more than necessary, there are no Royal divisions in LV Corps, and only a single independent Royal regiment. Supplies from the Hegemony arrive on schedule and intact for Fifth Army, but several shipments heading for Sixth Army have not. Warehouses on Kittery, Lee and St. Ives have been targeted as probable locations for the missing equipment and SLIC is investigating.

The Capellan red tape and insistence on shipments being carried by Capellan-registered JumpShips has been more of an annoyance than a problem. Over the last several years, both the Quartermaster and the Member-State Liaisons staffs have become expert in Confederation and planetary customs laws and regulations. The bureaucratic battle with Confederation customs officials are won, more often than not, by the SLDF. However, General Van Vliet is looking for other ways to get the SLDF though his area intact.

INDEPENDENT REGIMENTS

The tip of LV Corps' spear along the Confederation-Suns border is the independent regiments—the 235th Light Horse Regiment, 145th Hussar Regiment and 121st Royal Dragoon Regiment. Only grudgingly welcomed along the border by the CCAF, the three regiments must constantly prove themselves to both the CCAF and the bandits that raid the border area.

The 121st Royal Dragoon Regiment—Donelda's Dragoons—carry a heavy load as the only Royal unit in LV Corps. Colonel Shepard Donelda and his regiment have risen to the challenge and frequently become the hammer to the CCAF's anvil. To simplify their supply lines, the Dragoons use mostly the same supplies and equipment as the rest of the Corps, relying on their training and their little Royal Command equipment used at the right moment.

The 235th Light Horse Regiment—nicknamed the Outriders—use a favorite tactic: it splits into battalions and hits an enemy force from three directions at once. Colonel Gadara Milbank has made the Outriders a feared name on the border.

For the 145th Hussar Regiment—the Shadow Riders—getting the job done as quickly as possible is the mission. They will use the weather and darkness to their advantage. Colonel Odwolf Winchester served several years in the Seventy-seventh Royal BattleMech Brigade, and has passed on his experience on to his troops.

171ST BATTLEMECH DIVISION

(The Zhukov Division)

CO: Major General Reese "Redleg" Killkenny

The Zhukov Division favors firepower over everything else. With four heavy assault regiments and two battle regiments at its core, the 171st adds an artillery battalion to each brigade and a heavy armor regiment to the 1713rd Infantry Brigade. In defense, the Zhukov soldiers can lay out a fire plan for the artillery that can shatter an enemy attack. Being on Sarna, they are ready for attack either from off-planet invaders or from the local CCAF units.

General Killkenny has been an artillery officer for most of his career and drills his people constantly, integrating the artillery down to the battalion level. He is confident the 171st can handle any enemy assault thrown at them.

189TH BATTLEMECH DIVISION

(The Marshal Ney Division)

CO: Major General Nadia Romanov

General Romanov has spent most of her career in SLIC. Not much is known about her before she assumed command of the 654th Striker Regiment. She was appointed the 189th's commander three years ago. What is known is that General Romanov spent several years as an aide to LX Corps' General Madson, and has spent most of her career securing SLDF networks and breaking into non-SLDF networks.

Since the general assumed command, the 189th's com codes have become impossible to crack, while the codes used by the Capellan garrison have been compromised. SLIC has learned enough about the Capellan garrison to accurately predict any tactical or strategic operation.

71ST INFANTRY DIVISION

(The Sydney Division)

CO: Major General Marcus Green

The Seventy-first is considered reliable defenders and trained in guerilla warfare. The 713rd BattleMech Brigade consists of a heavy assault, a battle and a striker regiment. The 711st Infantry Brigade has an attached artillery battalion, while the 712th Infantry Brigade has an engineering battalion. The division has spent the last two years constructing small forts and hidden boltholes all over Ulan Bator, and practicing to defend and attack these strong points.

General Green is also Marcus Green, Ninth Baron of DuKirk, but refuses to use the noble title while he is in the SLDF. He comes from a military family, has a solid military record, and is expected to retire within the next three years.

197TH MECHANIZED INFANTRY DIVISION

(The Florida Swamp Foxes)

CO: Major General Linda Yamazaki

The Swamp Foxes have a feud with the Seventy-second Infantry Division about who are the better swamp fighters. For the past five years, the two divisions have squared off in swamps across Fifth Army's area of operations. Each division has won twice. The fifth time, a bandit raid interrupted the exercise and the divisions annihilated them.

The 1973rd BattleMech Brigade, mostly medium and lights, are all jump-capable. The infantry brigades are hovercraft-based, with an attached regiment of hover tanks. The Foxes rely on their speed and knowledge of swamps to surprise the enemy.

General Yamazaki was orphaned in one of Leonard Kurita's purges, and was adopted by an SLDF couple.

210TH MECHANIZED INFANTRY DIVISION

(The Errai Laserers)

CO: Major General Dierdre O'Cuinn

The Laserers are the definition of an average SLDF division. While they don't have any outstanding qualities, they also don't have any glaring weaknesses. They can be counted on to follow orders, but don't have the spark to follow orders in a creative manner. Critics of the division labeled it the Dishwater-Dull Division.

General O'Cuinn has been described as "never having an original thought in her entire life." A distant cousin to the Camerons, the general duly follows whatever orders are issued to her. Her staff has become good at having several operational plans ready, in case conditions change unexpectedly. General Van Vliet is quietly looking for a replacement, but can't replace General O'Cuinn without cause.

116TH JUMP INFANTRY DIVISION

(The Arizona Devils)

CO: Major General Nathan Sokolov

General Sokolov drinks vodka like water and his voice is rarely softer than a bellow. Despite the blustery, hard-drinking demeanor, the general is an aggressive but calculating leader, looking for any advantage he can find against an enemy. His staff has to work to keep up with him, as the general is constantly on the move, visiting the regiments under his command or visiting General Van Vliet.

The 116th are desert combat specialists, and practice in Truth's deserts for weeks at a time. The infantry has learned to use their jump packs to throw up the desert's dust to help hide their advance, while the division's BattleMechs can do the same thing with their jump jets.



LX CORPS

LX Corps' area of operation covers a large swath of the Confederation, starting along the League-Confederation border and all the way across the Confederation to the border with the Federated Suns. Headquartered on Kashilia, the corps is the most spread out of Fifth Army's corps, with no division within two jumps of another.

With both BattleMech divisions nearer the Confederation-Suns border, the SLDF presence on the League border relies on the three infantry divisions and two of the three independent regiments assigned to LV Corps. Because of the recent border war between the Confederations and the Suns and continual bandits raids, the presence of two more BattleMech divisions is supposed to keep the war from flaring up again. The Sixty-fourth Infantry Division's presence on Harloc provides a strategic reserve for either border.

COMMAND

Major General Robert Madson was born on the Hegemony world of Rio. Before joining the SLDF, he completed a master's degree in cybersecurity and a doctorate in network science. Despite his skills, his record indicated a series of assignments to combat divisions instead of disappearing into the SLIC. His psychological profile indicates he is a hands-on type of officer, preferring to be in the field instead of behind a desk or in a lab. This attitude has led to several advances in SLDF network security and slight improvements to targeting and communications systems that are being disseminated throughout the SLDF. Both the Quartermaster Command and SLIC are pressuring him to accepting a research position in the Hegemony.

LX Corps' staff has a tough time coordinating the scattered divisions under its control. Because of the distance, General Madson gives his division commanders greater latitude in handling issues in their area.

LOGISTICS

With no Royal units in the corps, all the supplies come through normal channels. All LX Corps shipments going to the divisions nearest Sian come under Maskirovka scrutiny. This has resulted in minor delays for those shipments, and a strong Maskirovka presence on Kashilla, Ipswich, and Harloc. Beyond a few experimental systems undergoing testing on Kashilla, there is no advanced equipment in the corps.

INDEPENDENT REGIMENTS

With the large amount of space LX Corps has to cover, it is up to the three independent regiment to do the yeomen's work. Along the League border, both the 221st Light Horse and Fifteenth Dracon Regiments move along the border, while the 146th Dragoon Regiment patrols a smaller area along the Suns border.

For the 221st Light Horse—Lightning Riders—speed and deception are the core of their tactics. Using feints and hit-and-run tactics, the Lightning Riders try to pull an opponent in several different directions, then hit one part of the enemy force with speed and numbers.

The Fifteenth Dracon is a medium-heavy regiment whose regard for citizens' welfare is well-known. They prefer to fight away from civilian populations, and fight carefully in urban areas. They are also known for their charity—a percentage of supplies and equipment captured by the Fifteenth are turned over to the local government. Started by the Fifteenth's then-commander thirty years ago, the donation to the civilians has become part of the unit's traditions. The act has raised suspicions with the Capellan government.

The 146th Dragoon Regiment—Drayman's Dragoons—doesn't bother with finesse, but steamrolls an opponent from the start. Colonel MacColl Draymen, the 146th's commander, believes that attack is the best defense, and leads from the cockpit of his *Atlas*, bagpipe music blaring from the BattleMech's loudspeakers.

201ST BATTLEMECH DIVISION

(The Errai Division)

CO: Major General Marty "Chaos" Wolfson

The Errai Division has trained to be unpredictable in both attack and defense. They mix up tactics and strategies to confuse the enemy, never letting them get a handle on what the 201st is doing. Ambushes, feints, and attacks from multiple directions are all part of the Errai's portfolio. The BattleMech brigades are made up of six battle regiments, while the infantry brigade has two track and one hover regiment.

General Wolfson picked up the nickname Chaos in part because of the division's unpredicability, and in part because of his own unpredictability. He likes to plan on the fly, sometimes throwing out an operational plan because it doesn't feel right. He has been right more often then he's been wrong.

213TH BATTLEMECH DIVISION

(The Carver Division)

CO: Major General Sylvia "Silky" Akaei

General Akaei rose to division command as an aerospace fighter pilot. A member of a prominent New Earth family, she wanted to be a fighter pilot from the time she was six. She has thirty-four kills and won the Geerson Flying Cross three years in a row, the only aerospace pilot ever to accomplish that feat.

Because of Genral Akaei, the 2139th Aero Wing is expert inn dogfights and ground support, able to work close to the main battle line. In response, the brigades have become adept in anti-aircraft fire. General Akaei has requested and received an anti-aircraft regiment while encouraging the contest between her division's ground and air elements.

64TH INFANTRY DIVISION

(The Free South Africans)

CO: Major General Garman Mpande

The Free South Africans are able to operate in the harsh conditions and pass through terrain normally considered impassable. The BattleMech brigade consists of a heavy assault, a battle and a striker regiment, all jump-capable. The infantry brigades are trained mountain troops, able to climb and fight in difficult terrain. An attached VTOL regiment can transport a full infantry brigade at a time.

General Mpande is a chief of the Zulu nation, and steeped in its history and traditions. A large, muscular man, he regularly trains with the shield and short stabbing spear of his ancestors, though he is equally comfortable with BattleMechs and laser rifles.

191ST MECHANIZED INFANTRY DIVISION

(The Upper Silesian Division)

CO: Major General Tryamon Brooks

The 191st is tangled in a situation with both the Confederation garrison and a bandit group operating along the Free Worlds League border. The Confederation garrison commander, Colonel Gan Ling, has not hidden his hate for the SLDF. There have been a few brawls. Compounding the problem is a bandit group that frequently raids Ipswich and escapes without serious losses. General Brooks and Colonel Ling blame the other for the bandit's success. SLIC is investigating, as Ipswich could become a major SLDF-Confederation confrontation.

The Silesians are an airmobile unit with enough VTOLs to transport both infantry brigades at once. General Brooks is an intelligent and skilled orator, and keeps a tight rein on his troops.

145TH JUMP INFANTRY DIVISION

(The Pride of Berlin)

CO: Major General Annebel Mayfair

SLIC believes Carbonis' insurgent movement is fueled by the Free Worlds League and aimed at the Confederation garrison, but the Berliners have been the targets of bombings and shooting several times, resulting in SLDF casualties. The troops have been either restricted to Fort Dunedin, the 145th's home base, or running field exercises far from terrorist targets. The Berliners have become proficient at moving quickly over rough terrain.

General Mayfair was once called "an ape" by a gang trying to kill her. In response, she put several gang members in the hospital by herself and joined the SLDF the next day. Short, but powerfully built, she doesn't back down from a fight. She's waiting for the SLIC to locate the terrorists so she can eliminate them.

155TH JUMP INFANTRY DIVISION

(*The Murchison Minutemen*)

CO: Major General Wellington Bromhead

General Bromhead is not an intelligent man, a fact he cheerfully admits to. From a leading Hegemony family, he has been called "a cheerful twit" by a few officers who served with him. General Madson has made sure the Minutemen's staff is the best he can assemble, and Bromhead is just smart enough to rely on their input. Despite his lack of intelligence, Bromhead's bravery cannot be faulted—he led an assault against a superior bandit force and destroyed them, saving a city and leading to his award of the Star League Medal of Honor.

The Minutemen don't have a specialty, but have practiced rapid deployment and the aero wing close air support.

FIFTH FLEET

Tasked with supporting Second, Third and Fourth Armies in the Federated Suns, Fifth Fleet spends most of its time patrolling the highly charged Taurian and Capellan borders. Coordinating with both Eleventh and Nineteenth Fleets on the Taurian border, and Sixteenth and Sixth Fleets on the Confederation border, Fifth Fleet patrols the corner where the Suns-Confederation-Concordant borders meet and along the borders in both directions. With tensions on both borders, as well as bandit raids, Fifth Fleet is busy.

COMMAND

Admiral Taro Marrkgrae was born on Nirasaki and went to the Fleet School of Keid. He spent most of his career in First and Second Fleets before assuming command of Fourth Fleet's Forty-second Escort Squadron. Showing an uncanny ability to have the Star Paladins appear right when they were needed, Admiral Marrkgrae's squadron was responsible for either stopping or aborting eighty-four bandit raids over a period of six years. Five years ago, he was given command of Fifth Fleet. He commands the fleet from the *McKenna*-class SLS *Duke of York*

DEPLOYMENT

Fifth Fleet deploys the Fifty-Fourth and Fifty-seventh Escort Squadrons to the borders, where they patrol, changing borders every four months. The Fifty-second Line Squadron stays at Midale, ready to go to the aid of any of the squadrons. The Fifty-ninth Reconnaissance Squadron hops along the border, investigating unoccupied systems for bandit bases.

Much of Fifth Fleet has been pressed into escort duty in recent months, shepherding the heavy supply convoys heading into the Taurian Concordat as tensions mount there.

HOMEPORT

Midale is Fifth Fleet's homeport, central to the fleet's patrol area. The orbital facilities are basic, enough to make minor repairs such as replacing armor and resupplying ships. Most of Fifth Fleet's command structure is on Midale itself. SLS *Duke of York* remains in orbit around Midale, ready to join the Fifty-second Squadron should it sortie. The Fifty-second spends about half the time patrolling the system, the rest of the time in orbit around Midale.

52ND LINE SQUADRON

(*Golden Fire*)

CO: Vice Admiral Aurelia Gomez

Based around SLS *Sevastopol*, a *McKenna*-class battleship, and a pair of *Texas*-class battleships, the Fifty-second Squadron is Fifth Fleet's hammer when needed. Spending most of its time in the Midale system, the Fifty-second drills constantly and runs exercises with visiting SLDF or AFFS squadrons. When the Fifty-second deploys, the SLS *Duke of York* adds another battleship to the Golden Fire's already considerable firepower.

54TH ESCORT SQUADRON

(*Void Spiders*)

CO: Vice Admiral Cavell Renwick

Admiral Renwick was the SDLF heavyweight boxing champion when he was younger, and that attitude is still very much in the forefront of his squadron's mindset. Despite not having a ship larger than a heavy cruiser, the Void Spiders aggressively patrol their area in division strength, daring anyone to attack them.

The SLS *St. Lawrence*, an *Aegis*-class heavy cruiser, is the squadron flagship.

57TH ESCORT SQUADRON

(*Star Slashers*)

CO: Vice Admiral Chaviva Roberts

The squadron is based around three *Sovetskii Soyuz*-class heavy cruisers, including SLS *De Ruyter*, the flagship. The Fifty-seventh conducts bandit patrols and rescue operations along the border. The squadron's weak aerospace arm places the burden of aerospace defense on the squadron's destroyers and frigates.

Admiral Roberts is thin and pale but in excellent health. With a degree in KF-technology, she writes papers on different aspects of the technology and the science behind it.

59TH RECONNAISSANCE SQUADRON

(*Silent Specters*)

CO: Vice Admiral Severin Littlejohn

Admiral Littlejohn can speak seven languages and eight dialects fluently, holds two doctorates and four master's degrees in assorted subjects, and has lectured several times at SLDF academies.

From his flagship, the *Lola III*-class SLS *Surveillante*, he commands the Specters in their search for bandit bases, illegal mining, and military buildups. Operating in three-ship units, the Fifty-ninth scouts uninhabited systems, leaving the inhabited systems to the escort squadrons.

SIXTH ARMY

One of three armies stationed inside the Capellan Confederation, Sixth Army is the smallest army in the SDLF. The second of three SLDF light armies, Sixth Army has only three corps and just fifteen divisions, with no independent regiments. In comparison, Fourth Army has four corps, twice as many infantry divisions and a division's worth of independent regiments.

Even if Regular Army Command had ordered Sixth Army to stop the 2760-62 Capellan-Suns border war, their small size and lack of strong transport asserts would have made it difficult, if not impossible, for them to do anything. As a result, the army was a spectator, unable to do anything.

The small size and lack of resources continue to hamper Sixth's efforts. Combined with a population that is, at best, indifferent to them, General Janeth Apostolaki and his command are fighting an uphill battle.

COMMAND

General Janeth Apostolaki was born on Sirius and rose through the ranks in the Royal Command until he reached command of LXIII Corps. He was as frustrated as the rest of Sixth Army as the Suns and Confederation fought their war. When Sixth Army's commander, General Oversteen, retired in the war's aftermath, General Apostolaki was appointed to take her place.

General Apostolaki has been accused of being arrogant, but he would say it was confidence in his ability and the ability of the soldiers under his command. A strong believer in the Star League, he is privately furious with the lack of respect Sixth Army gets from the Capellan population, especially the ones who are conducting attacks on SLDF forces on Yuris, the army's headquarters.

There are rumors that Apostolaki and his chief of staff, Lieutenant General Natasha Boryska, are lovers. Neither is married, and General Boryska has been with General Apostolaki since he was a regimental commander. The IG is investigating, but has found nothing at this time.

STRATEGIC OVERVIEW

With only three corps, Sixth Army is stretched thin to cover its operations area. While the area is small, the lack of adequate transportation has made it nearly impossible to move brigades around to different planets.

XXXVIII Corps garrisons the spinward half of the Confederation-Periphery border, from Hurik over to the Confederation-Concordant-Suns border and part of the Confederation-Suns border, with a division on Victoria to protect the BattleMech research center located there. LVII Corps garrisons the Confederation-Suns border from Safe Port to Shoreham, with three divisions located on worlds in the Confederation's interior. LXII Corps is located away from the border, on worlds located between the other two corps.

Supply problems are hurting both XXXVII and LXII Corps. LVII Corps is less affected by supply problems, but does have civilian discontent to deal with. Raids from bandits all along the border have not helped Sixth Army's standing. Hampered by supply delays, hostile civilians, and constant bandit raids, morale among Sixth's soldiers is down.

OPERATIONS

Transport is the responsibility of the Transport Subcommand and Sixth Fleet, but the Navy's own problems have made it unreliable. Neither of the other fleets within reach can spare the necessary hulls. The Capellan government has tried to restrict movement of corps assets, citing environmental and economical disruptions, and have dragged their feet on related matters. General Apostolaki has been requesting independent regiments since he assumed command, but Regular Army Command is unable or unwilling to grant the request.

This lack of mobility has led to a static defense, with most divisions concentrated on their assigned worlds, leaving a number of worlds defended by Confederation militia. Bandit raids against those worlds have increased threefold, generating a wave of anger against Sixth Army. The anger has turned into a series of terrorist attacks against different SLDF units, including Sixth Army's headquarters.

SIXTH ARMY

Army and District Two Headquarters: Yuris

	2764	2765	2766	2767-2779	2784
XXXVIII Corps					
89th BattleMech Division (The Cyclops Division)	CCMR D2	Periphery	-	survived	Exodus
190th BattleMech Division (The Procyon Division)	CCMR D2	Periphery, destroyed			
23rd Infantry Division	CCMR D2	Periphery, destroyed			
19th Mechanized Infantry Division	CCMR D2	Periphery, destroyed			
51st Jump Infantry Division	CCMR D2	Periphery, destroyed			
LXIII Corps					
231st BattleMech Division (The Fletcher Division)	CCMR D2	Periphery, destroyed			
249th BattleMech Division (The Agincourt Division)	CCMR D2	Periphery	-	destroyed	
4th Royal Infantry Division (The Gurkha Rifles)	CCMR D2	Periphery	-	destroyed	
85th Mechanized Infantry Division	CCMR D2	Periphery, destroyed			
29th Jump Infantry Division	CCMR D2	Periphery, destroyed			
LVII Corps					
262nd BattleMech Division (The Chief Joseph Division)	CCMR D2	Periphery, heavy losses		disbanded, elements joined rebels	
309th Royal BattleMech Division (The Black Charger Division)	CCMR D2	Periphery	-	survived	Exodus
49th Mechanized Infantry Division (The Colony Commanders)	CCMR D2	Periphery	-	survived	Exodus
101st Mechanized Infantry Division	CCMR D2	Periphery	-	heavy losses	disbanded, elements joined LC
12th Jump Infantry Division	CCMR D2	Periphery	-	survived	Exodus

6 BattleMech Divisions
9 Infantry Divisions
Divisions in District: 15

SEVENTH ARMY

Army and District Three Headquarters: Sadurni

LIII Corps					
218th BattleMech Division (The Quentin Division)	CCMR D3	Periphery	-	survived	Exodus
225th BattleMech Division (The Battle of Moscow Division)	CCMR D3	Periphery	-	destroyed	
26th Infantry Division	CCMR D3	Periphery	-	destroyed	
20th Mechanized Infantry Division	CCMR D3	Periphery	-	heavy losses	disbanded
50th Royal Mechanized Infantry Division	CCMR D3	Periphery	-	survived	Exodus
LVIII Corps					
246th Royal BattleMech Division (The Saffel Division)	CCMR D3	Periphery,destroyed			
250th BattleMech Division (The Stalingrad Division)	CCMR D3	Periphery	-	survived	Exodus, elements joined FS
19th Infantry Division (The Philippine Division)	CCMR D3	Periphery, destroyed			
81st Mechanized Infantry Division (4th Tau Ceti Rangers)	CCMR D3	Periphery, heavy losses	disbanded		joined CC
28th Jump Infantry Division	CCMR D3	Periphery, destroyed			
LXXI Corps					
268th BattleMech Division (The Geronimo Division)	CCMR D3	Periphery, destroyed			
272nd BattleMech Division (The Custer Division)	CCMR D3	Periphery	-	destroyed	
17th Infantry Division	CCMR D3	Periphery, destroyed			
2221st Mechanized Infantry Division	CCMR D3	Periphery	-	destroyed	
60th Jump Infantry Division	CCMR D3	Periphery	-	survived	Exodus
1003rd Light Horse Regiment (member of 5th RCT)	CCMR D3	Periphery	-	survived	Exodus
1010th Light Horse Regiment (member of 5th RCT)	CCMR D3	Periphery	-	destroyed	
982nd Royal Striker Regiment (member of 5th RCT)	CCMR D3	Periphery, destroyed			
997th Striker Regiment (member of 5th RCT)	CCMR D3	Periphery	-	-	unknown

6 BattleMech Divisions
9 Infantry Divisions
4 Independent Regiments
Divisions in District: 15
Total Number of Divisions: 50
Total in Inner Sphere: 386



XXXVIII CORPS

With only five divisions, XXXVIII Corps finds itself responsible for half of the Confederation-Periphery border and a third of the still-tense Confederation-Suns border. With the Nineteenth Infantry Division assigned to protect the Carlos Dangmar Lee BattleMech Research Center on Victoria, Major General Kaatje Van Pelt decided to place her two BattleMech divisions along the Periphery border and her two remaining infantry divisions facing the Confederation-Suns border. She knows if there was another outbreak of fighting along that border, she would get help from Fourth Army.

In addition to defending against bandits, XXXVIII Corps must deal with a hostile Capellan population who sees them as invaders who do nothing to protect them. The Capellans have manipulated their citizens' thoughts in subtle ways, painting the Star League as the problem. The reaction of the population ranges from demonstrations to riots to an active terrorist campaign on Yuris.

COMMAND

Major General Kaatje Van Pelt has been XXXVIII Corps' commander since 2757. She is the daughter of two Donegal University professors. Instead of following her family into teaching, she chose the SLDF and went to the War Academy of Mars. Her career was solid until she became XXXVIII's commander, where the inability to do anything during the Capellan-Suns border war has worn on her. With the current terrorist campaign being waged on Yuris, she has become depressed and has started drinking heavily, which is affecting her command ability. Her loyal staff is working to keep XXVIII running, hide Van Pelt's problem from the corps and pull her out of her depression.

General Apostolaki is aware of the Van Pelt situation, and is monitoring it carefully. He doesn't want to relieve Van Pelt, as they've been friends for decades, but unless she improves, he may not have a choice.

LOGISTICS

XXXVIII has severe supply problems. Most divisions have no more than seventy percent of their normal ammo reserves, and replacement part stockpiles are forty percent below the SLDF's minimum requirements. Reports indicate that if the current situation continues, XXXVIII will be unable to do anything but basic defensive activities.

The problems involve routing problems, Capellan red tape, theft, and terrorist actions. The Capellans insist that only Capellan-registered JumpShips carry Star League cargo inside Confederation borders, then assign the cargo a low priority. When the cargo is finally transported, Capellan custom officials then inspect the cargo for contraband at nearly every stop along the way.

Fortunately, XXXVIII Corps doesn't have a Royal unit assigned to it, so no advanced equipment is being shipped to the corps.

89TH BATTLEMECH DIVISION

(The Cyclops Division)

CO: Major General Thomas Merryweather

Stationed on Hurik, the Eighty-ninth Division feels isolated from the rest of the corps. The Confederation population is small and has little contact with the garrison. Ten percent of the division's vehicles, and fifteen percent of their BattleMechs, are in need of replacement parts. The parts are delayed due to the long supply line and the Confederation customs inspectors. This has left both BattleMech brigades understrength by almost two battalions, as BattleMechs are being stripped for parts to keep the rest operational.

General Merryweather was born in the Federated Suns and is frustrated with his division's situation. He has made his displeasure known to General Van Pelt.

190TH BATTLEMECH DIVISION

(The Procyon Division)

CO: Major General Alexis Jacqueme

The 190th Division is suffering similar problems as the Eighty-ninth Division, but unlike Hurik, the population on Larsha is larger and more vocal in the dislike of the garrison. The division is fighting a low-level war of intimidation and cruel jokes, stopping just short of terrorism. While no one has been killed, the Procyons have lost their sense of humor, and the possibility of the soldiers overreacting in the near future is significant.

General Jacqueme is from the Hegemony and, until recently, was doing her best to keep her troops under control. However, after being doused with sewage from one of those practical jokes, she has given up any attempt to be diplomatic with the local population.

23RD INFANTRY DIVISION

(*Duty is Honor, Honor is Life*)

CO: Major General Irene Copello

Deployed to Sirdar, the Twenty-third Division is dealing with the triple problems with weekly demonstrations/riots, missing or stolen supplies, and a Capellan government that is doing everything it can to interfere with the division's operations. The infantry brigades have been forced into crowd control duty, and Copello doesn't want her BattleMechs at the demonstrations, fearing that their presence would escalate problems. In addition, the division is running low on crowd control equipment. Other missing supplies are hampering the Twenty-third's readiness, and the Sirdar government has thrown up every bureaucratic roadblock it could find.

General Copello is considering retirement, disgusted with the situation.

19TH MECHANIZED INFANTRY DIVISION

(*Tunnel Rats*)

CO: Major General Xavier Diaz

Because of Victoria's severe weather, the planet's population lives underground. The Nineteenth Mechanized Infantry Division's purpose on this planet is to guard the Carlos Dangmar Lee BattleMech Research Center, which is located under a major mountain not too far from Fort Lee, the Tunnel Rats' home base. Because of the conditions, the Tunnel Rats are accomplished in fighting underground. The 193rd BattleMech Brigade's two heavy assault and single battle regiment can be overwhelming in the tunnels. The two infantry brigades are equipped with wheeled vehicles, and have an engineering regiment assigned.

General Diaz, an engineer by training, seems to be an odd choice to command a combat unit, but he has expertise in tunnel construction and the dangers of combat in them.

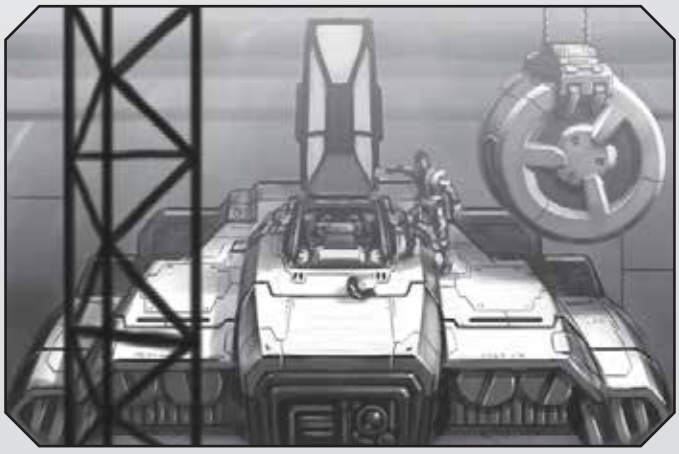
51ST JUMP INFANTRY DIVISION

(*Davin's Devils*)

CO: Major General Gilbert Dayan

The Fifty-first Division is the spearpoint of the SLDF's efforts in dealing with a terrorist group dedicated to forcing Sixth Army off of Yuris. With both Sixth Army and XXXVIII Corps headquarters on-word, the Fifty-first's soldiers know they can't back away from the fight. But several car bombs targeting SLDF targets and a series of sniper attacks, including one that wounded General Dayan, has frayed the Devils' tempers. Only Dayan's unambiguous orders keeping them in line.

Major General Dayan, a tough officer, is recovering from his wounds. He graduated at the top of his West Point class, and is being talked about for the next open army command slot.



LXIII CORPS

Responsible for the interior rimward planets of the Confederation, LXIII Corps doesn't face the open hostility that the other corps do. Instead, they are treated like a guest who has overstayed their welcome. Most dissension is subtle and below the surface. The troops are ignored by the citizens, while the planetary governments are slow to respond to SLDF requests and are difficult to work with. Like the other corps, LXII Corps has problems with the supply chain, but with the exception of 249th BattleMech Division, they don't have to contend with the regular pirate bandit raids.

COMMAND

Major General Gustav Bjornstad looks more like an accountant than an SLDF general. He speaks and reads both Mandarin and Cantonese Chinese fluently, as his mother's family is from China. He is also a bureaucracy expert, having written a doctoral thesis on bureaucracy's inherit problems and how to overcome them for effective government. He was the given LXIII Corps command to find a way to cut the red tape. After a year, he is making some progress in working with the Capellan governments in his corps' area of operation.

General Bjonstad is also trying to find a few trusted people who know the Capellan government and culture. The corps' Member-State Liaison Command teams are woefully undermanned, undertrained, and unable to do their job. The problem is that those who are best suited for the positions are Capellan nationals or former Capellans unwilling to return to the Confederation.

LOGISTICS

The supplies problems that plague Sixth Army are best illustrated by looking at LXIII Corps' problems. Only the Fourth Royal Infantry is free from supply problems, in part because of their own supply line and the Gurkha Rifles' reputation. For the rest of LXII Corps, parts of shipments are missing, or the entire shipment fail to arrive. SLIC is investigating the problem and has narrowed the search to several planets inside Capellan space.

The indifference of the local populations and government interference has made buying local supplies difficult at best. Some Capellan businesses have refused to deal with the SLDF, and most of those who are willing charge ten to fifteen percent above market prices. General Bjonstad has been working to cultivate contacts in all areas of the Confederation business sphere, but it is believed Capellan intelligence is trying to interfere with the General's attempts.



231ST BATTLEMECH DIVISION

(The Fletcher Division)
CO: Major General Levka Horwitz

The 231st Division is hampered by the Bellatrix government, which requires filling out a dozen forms anytime Fletchers leave base in groups larger than a squad. Since LXIII Corps' headquarters is also located on Bellatrix, General Bjonstad is aware of the problems and is trying to find a solution. With the supply situation, the 231st can barely field the entire division, and any combat would cause the division to quickly become combat ineffective.

General Horwitz was once described as "a man who could depress a hyena." He is a dour man with a sour outlook on life, one that isn't healthy with the current situation. His unremarkable command record has General Apostolaki looking for a replacement.



249TH BATTLEMECH DIVISION

(The Agincourt Division)
CO: Major General Yasir Shadid

The supply problems are severely hamstringing the 249th BattleMech Division. Only two of the last five supply shipments to Cavalor have arrived intact. Three shipments had critical supplies and parts missing. SLIC is investigating and believes that a group with Capellan intelligence ties is behind the thefts. Each of the brigades is down about of company's worth of equipment due to the missing supplies. Bandit raids are infrequent, but with the current situation, the 249th is at great risk of taking unnecessary casualties.

General Shadid has been censored several times for his comments about the First Lord, but this has not stopped him expressing his lack of faith in Richard Cameron.

4TH ROYAL INFANTRY DIVISION

(The Gurkha Rifles)
CO: Major General Elliot Sterling

Even the Holloway government is leery of annoying the Fourth Royal Infantry. A sizable percentage of the soldiers are of Nepalese decent, and in honor of their roots, each man carries a *kukri* as part of their standard field uniform. After several attempted muggings, Holloway's criminal element knows better than to face these *kukri* experts. The Fourth Royal Infantry is best when they're in the jungles and forests, where fighting is close and personal. They have no problem with their supplies chain and are fully supplied, and General Sterling is requesting that supplies be routed though Fourth's supply chain for the other divisions.

85TH MECHANIZED INFANTRY DIVISION

(*The Blue Mountain Boys*)
CO: Major General Park Su Li

The Eighty-fifth's supply situation is critical, but different from other divisions'. Shipments are arriving on Verlo intact, but crates are disappearing from the fort's warehouses. The IG has investigated and arrested three technicians, but supplies are still going missing. The lack of spare parts has redlined twelve percent of the infantry transports and seven percent of the BattleMechs in the division. The IG is continuing its investigation.

SLIC is investigating General Park, because of his relationship with a Confederation civilian thirty years his junior. Ling Teng is a stunning woman who has enthralled Park. It is unknown if this is related to the missing supplies, or an attempt by Capellan intelligence to compromise General Park.

29TH JUMP INFANTRY DIVISION

(*Morita's Manriki-Gusari*)
CO: Major General Raiko Morita

General Morita is a small woman who has been mistaken for a younger woman when she's out of uniform. Born on Ozawa, she was bullied as a child because of her small size until her parents enrolled her in a martial arts school. She excelled there and by the time she was sixteen, she was the planetary marital arts champion. She went to West Point and has made the SLDF her career.

The Twenty-ninth's fort is isolated from all of Menke's settlements. They have the same supply problems, but Morita has been getting around that by training her troops as regular infantry, using the jump packs just enough to keep her soldiers qualified.

LVII CORPS

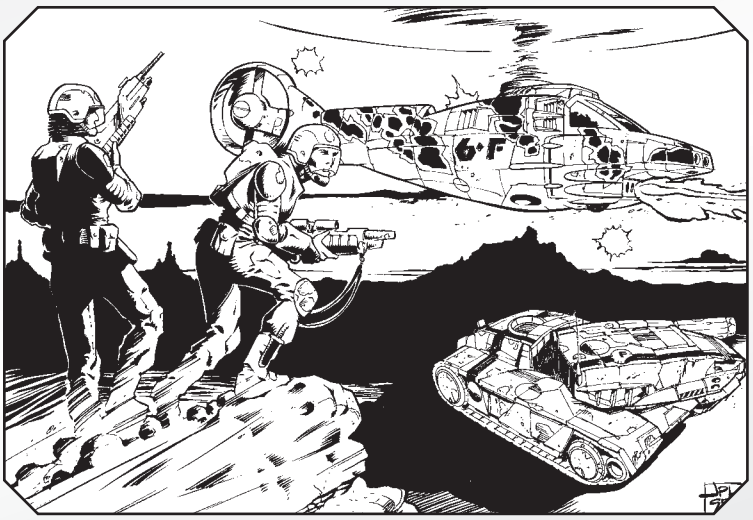
LVII Corps garrisons a third of the Confederation-Suns border and several interior Confederation worlds. Headquartered on Tantara, LVII Corps is having less supply problems than it sister corps due to a short supply line, but has to deal with a more hostile population. In addition, both the 101st Mechanized and 262nd BattleMech divisions are dealing with a series of bandit raids along the border.

The lack of available SLDF transport and tight supplies has made moving troops almost impossible. There have been several serious incidents between civilians and the SLDF garrisons under Major General Chudzik's command, making him rethink his divisions' deployments. However, with no procurable transport beyond a few Capellan-owned JumpShips that insist on outrageous transport fees, he is unable to plan such a strategic redeployment.

COMMAND

Major General Gerik Chudzik assumed command two months ago and is still trying to get up to speed. The son of SLDF officers, he grew up wanting be a soldier and worked hard to pursue that career. Before his promotion to command LVII Corps, he commanded Fifth Army's 150th Royal BattleMech Division.

Knowing the seriousness of the corps' situation, General Chudzik has been visiting each division and the local government, looking for solutions. He can speak both major dialects of Chinese fluently, which has helped some, but he is finding it hard going. The local governments are not willing to cooperate. Compounding his problems are the recent problems four of his divisions are having. With charges of sedition, deadly brawls, the suspicious death of a division's commander and riots plaguing the corps, General Chudzik and his able staff have their work cut out for them.



LOGISTICS

Compared to the other Sixth Army corps, LVII Corps is well-supplied, but the stockpiles are, on the average, ten percent under established minimum requirements. General Chudzik has tapped a few of his Fifth Army contacts and managed to get a few vital parts safely delivered, but it isn't a long-term solution.

Most of the supplies are being delayed anywhere between two to four months, with about fifteen percent of the shipments missing when it does arrive. The Capellans are denying any involvement, but SLIC is not convinced and is investigating the problems on several levels. They have determined most of the problems can be laid at the door of local customs officials that are taking five times as long as non-SLDF cargoes, and the storing of some cargo in unsecured warehouses on Capellan planets. This is affecting all of Sixth Army's corps.

262ND BATTLEMECH DIVISION

(The Chief Joseph Division)
CO: Major General Milos Petrusovych

There have been several incidents with 262nd BattleMech Division soldiers born the territorial-states refusing orders. The JAG is pressing insubordination charges against dozen soldiers, but the problems are not going away. Eight soldiers have been hospitalized and twenty soldiers have been arrested. The JAG is promising serious punishment for those soldiers found guilty, but the threat has not dampened the anger. Discipline and coordination in the division is rapidly deteriorating as the unit is separates into two camps.

Petrusovych is from the Magistracy of Canopus and feels trapped. He understands his fellow territorial-states citizen's anger, but he can't allow them to disrupt the division. He is asking for SLIC help to determine the source of the problem.

309TH ROYAL BATTLEMECH DIVISION

(The Black Charger Division)
CO: Major General Banon Madoc

While the problems with the 262nd are internal, the problems the 309th are facing are external. The entire division is confined to base after several barroom brawls last month killed three Charger soldiers and injured seven. Both SLIC and JAG are investigating, but the Capellans are stonewalling. The Ziliang government is claiming twenty-one civilians were killed during the brawls, and are demanding that 309th's soldiers be turned over to them for trial. Madoc has refused their demands, and now the base has local police and militia units stationed outside the fort.

General Madoc had a hothead reputation early in her career, and the current situation is testing her patience.



49TH MECHANIZED INFANTRY DIVISION

(The Colony Commanders)
CO: Lieutenant General Nolan Murphy

General Murphy was promoted to division command after the death of Major General Nancy Hudson in an airplane crash three weeks ago. The aircraft veered off-course and crashed into a mountain in clear weather. The crash is deemed suspicious, and both SLIC and General Murphy have launched separate investigations. The Sendalor government is refusing to cooperate, accusing the SLDF of fabricating the crash for its own purposes.

Murphy is a rising star in the SLDF. A quiet man, he was awarded the Star League Medal of Valor after assuming command of his battalion during a bandit attack that killed or wounded every officer above the rank of lieutenant. Lieutenant Murphy rallied the battalion and counterattacked, killing or capturing the entire bandit force.

101ST MECHANIZED INFANTRY DIVISION

(*The Night Watchmen*)
CO: Major General Kaveh Mehran

Unlike the rest of the corps, relations between the 101st and the locals of Hadnall are almost cordial. The division works hard to earn the locals' trust, going so far as to help locals who need a well dug or a building constructed. This heart and minds approach is frowned upon by the Hadnall government, but they have not objected to the practice. When they are not doing public service work, the Night Watchmen work at their specialty—night combat.

General Mehran is a quiet, well-read man who has an extensive personal library. He has gone so far as to learn to read several languages so he can read books in their native tongue.

12TH JUMP INFANTRY DIVISION

(*The Lightning Bees*)
CO: Major General Vlasta Tesarova

General Chudzik only has to look out his headquarters' window to see the poor state of SLDF-Confederation relations. On Tantara, the last riot, numbering between five and seven thousand civilians, came close to breaking into the SDLF fort, forcing the troops to use tear gas and smoke grenades to drive them back. Tesarova blames the local police for not doing their job, but the police blame the Twelfth for overreacting. Both sides are talking to each other, though the tone is glacial.

General Tesarova looks like and acts like a grandmother, but can be a drill sergeant with a matching vocabulary. She can chew out an officer one moment, then offer them home-baked cookies the next.

SIXTH FLEET

The least active SLDF fleet, Sixth Fleet is more of a disorganized mess than a fleet. A lack of action, combined with a lack of cooperation among the squadrons, has made it impossible for Sixth Fleet to do its duty. This failure has crippled Sixth's Army's ability to be more proactive. Admiral Harmom Kumar has been trying to reforge them into an effective force, but realizes he cannot do any more and has requested to be relieved of command. Unknown to most of the fleet, a replacement has been sent to take command from Admiral Kumar.

COMMAND

Admiral Harmom Kumar has spent the last year trying to bring the Sixth together, but with Admiral Larsen's ambition, Admiral Seppanen's avoidance, Admiral Baker's inadequacy, and Admiral Kleinerer's frustration, he is making little headway. A thirty-year naval veteran, Kumar has built a record of reliable service, but hasn't been able to bring his squadron commanders together. Unable to replace either Admiral Larsen or Baker because of political ties, Admiral Kumar has decided to retire and has written a detailed report and sent it to both Naval Command and his replacement, Admiral Ilse Huang-Sanchez, currently on route from Eighth Fleet.

DEPLOYMENT

The Sixty-first and parts of the Sixty-fourth Squadron spend most of their time in the Tantara system, the Void Dragons because Larsen doesn't want to leave the seat of power, and the Void Cheetahs because several of their ships need repairs. The Sixty-second Squadron is always on the move up and down the Confederation-Suns border. As for the Sixty-third Squadron, they are scattered through several systems along the Confederation-Suns border in flotilla-size packets in an attempt to scare off bandits raids. The rest of the Sixty-fourth Squadron moves among the planets in its operational area.

HOMEPORT

The Tantara system is Sixth Fleet's home port, with the headquarters on Tantara's larger moon, Kalinda. Repair facilities on Kalinda are good enough to take care of most of the fleet's normal needs, though supplies are being misplaced at a rate that indicates pilferage. The Sixty-first Squadron patrols the system, while ships from the Sixty-fourth try to get repairs done. There is a small naval annex on Tantara itself, but like the rest of the SDLF units on-planet, they are staying close to base.

61ST LINE SQUADRON

(*Void Dragons*)

CO: Vice Admiral Trudel Larsen

A large part of Sixth Fleet's problem has been traced by SLIC to Admiral Larsen. Reports indicate that Larsen, who is from a leading Terran family, is ambitious and not afraid of doing whatever it takes to reach fleet command. While his own squadron is well-supplied and maintained, Larsen is believed to be behind Admiral Kleiner's repair problems.

Based around a trio of *McKenna*-class battleships, the Sixty-first has plenty of firepower.

62ND RECONNAISSANCE SQUADRON

(*Nebula Eyes*)

CO: Vice Admiral Kalwa Seppanen

Admiral Seppanen and Admiral Larsen do not like each other, so the Sixty-second spends as little time at Tantara as possible. Seppanen has gone so far as to arrange with Sixteenth Fleet's reconnaissance squadron to trade with them for parts and spares so he doesn't have to return to Tantara.

The squadron usually operates in flotilla-size, one *Bug Eye* escorted by a destroyer or frigate. Seppanen commands from the *Aegis*-class cruiser SLS *Black Templar.*

63RD PURSUIT SQUADRON

(*Cameron's Greyhounds*)

CO: Vice Admiral Grant Baker

"A vague collection of ships," is how someone described the Sixty-third Squadron. Admiral Baker, who comes from an influential family like Larsen, was a fine ship's captain, a mediocre division commander and has been a lousy squadron commander. Admiral Baker never wanted to be anything more than a ship's captain, but his family used their influence to get him promoted to his current position. Critics have given the squadron the nickname, Baker's Beagles.

64TH PURSUIT SQUADRON

(*The Void Cheetahs*)

CO: Vice Admiral Ziva Kleinerer

Admiral Kleinerer' Sixty-fourth Squadron has only two divisions. The rest of the squadron has technical problems, ranging from a jammed ammo feed on the SLS *St. Petersburg*'s forward naval autocannons to a badly needed overhaul of the SLS *Sandra Wills*' engines. However, SLIC has uncovered evidence that Admiral Larsen has been behind Kleinerer's problems in getting her ships repaired. The *Black Lion*-class SLS *Irrefutable* is the squadron's flagship.

SEVENTH ARMY

One of the smallest armies in the SLDF, Seventh Army is stationed in the relatively quiet Capellan Confederation. Stripped down to the bare requirements of fifteen divisions and one RCT, Seventh Army is not a requested assignment for either commanders or units. Often regarded as a sunset posting, one an officer takes at the end of their career, ambitious officers usually work to get themselves or their units redirected to a more prestigious location. These appeals have started a predictable trend at Replacement-Deployment Command: as the applications are often requested by and granted to those considered rising stars, Replacement-Deployment Command unofficially decided to end Seventh Army's hemorrhaging of troops by sending them officers and men considered the bottom of the SLDF. This cycle continued until Commanding General Kerensky decided that the situation had grown untenable. Stating the SLDF could not afford for any army to sink too low in overall standards or capability, he ordered Replacement-Deployment Command to deny any transfer request unless it was co-signed by a major general or above. He then relieved the commander and installed one willing to make hard choices to get Seventh Army back on track.

COMMAND

General Ngyuen Huong is new to his assignment, only having been tapped by Regular Army Command six months ago. The previous commander of LXV Corps, he is widely regarded as one of the most aggressive and determined corps commanders in the SLDF. He was deliberately chosen to move out of Nineteenth Army and assume command of Seventh in order to stop its downward slide. General Huong was allowed to take his choice of staff from his previous command; while this initially caused resentment by the officers who felt the positions should have been filled from within, it allowed General Huong to immediately begin reshaping the army from within.

Since assuming command, General Huong has been traveling the length of his area, becoming familiar with the worlds and their defenders. He has met with every division commander and above, and is mulling some changes. He hopes to replace several division commanders in early 2765, promoting eager brigade commanders in their place.

STRATEGIC OVERVIEW

Tucked into a relatively safe corner of the Inner Sphere, only LXXI Corps has received any significant amounts of pirate activity. Though this has contributed to the stagnation in Seventh Army over the years, General Huong, for the moment, is grateful that he will be able to focus his attentions on his command and not on an active enemy. General Huong, born in the Lyran Alliance, can be deftly political when required; while touring the Confederation, he has made special efforts to meet with many of the nobles while transiting their worlds. He is already gaining a reputation as a gentleman, and has been assured that the CCAF will support him in a contingency. He is currently planning to tour the border worlds of the Free Worlds League before year's end, reassuring them of the SLDF's peaceful intentions and neutrality. Allaying concerns and keeping the nations in his immediate region content, he believes, will pay off with quiet rear areas when he focuses his full attention on rejuvenating his command.

OPERATIONS

Because he brought his staff along from LXV Corps, General Huong has been able to hit the ground running. The corps commanders have been surprised at the speed in which Seventh Army now answers requests or cuts orders; this has been a forcing function for staffs across the army to increase efficiency. General Huong is pushing hard, looking for weaknesses among commanders—in his words, "pressure cracks weak coal, but can also produce a diamond." He is pleased with the Twentieth, 250th and Sixtieth divisions, considering them strong cores he can build around. General Huong is not happy, however, with LXXI's independent streak; he is acutely aware that reining them in while simultaneously raising the confidence and abilities of the army as a whole will be his greatest challenge.

SIXTH ARMY

Army and District Two Headquarters: Yuris

	2764	2765	2766	2767-2779	2784
XXXVIII Corps					
89th BattleMech Division (The Cyclops Division)	CCMR D2	Periphery	-	survived	Exodus
190th BattleMech Division (The Procyon Division)	CCMR D2	Periphery, destroyed			
23rd Infantry Division	CCMR D2	Periphery, destroyed			
19th Mechanized Infantry Division	CCMR D2	Periphery, destroyed			
51st Jump Infantry Division	CCMR D2	Periphery, destroyed			
LXIII Corps					
231st BattleMech Division (The Fletcher Division)	CCMR D2	Periphery, destroyed			
249th BattleMech Division (The Agincourt Division)	CCMR D2	Periphery	-	destroyed	
4th Royal Infantry Division (The Gurkha Rifles)	CCMR D2	Periphery	-	destroyed	
85th Mechanized Infantry Division	CCMR D2	Periphery, destroyed			
29th Jump Infantry Division	CCMR D2	Periphery, destroyed			
LVII Corps					
262nd BattleMech Division (The Chief Joseph Division)	CCMR D2	Periphery, heavy losses		disbanded, elements joined rebels	
309th Royal BattleMech Division (The Black Charger Division)	CCMR D2	Periphery	-	survived	Exodus
49th Mechanized Infantry Division (The Colony Commanders)	CCMR D2	Periphery	-	survived	Exodus
101st Mechanized Infantry Division	CCMR D2	Periphery	-	heavy losses	disbanded, elements joined LC
12th Jump Infantry Division	CCMR D2	Periphery	-	survived	Exodus

6 BattleMech Divisions
9 Infantry Divisions
Divisions in District: 15

SEVENTH ARMY

Army and District Three Headquarters: Sadurni

LIII Corps					
218th BattleMech Division (The Quentin Division)	CCMR D3	Periphery	-	survived	Exodus
225th BattleMech Division (The Battle of Moscow Division)	CCMR D3	Periphery	-	destroyed	
26th Infantry Division	CCMR D3	Periphery	-	destroyed	
20th Mechanized Infantry Division	CCMR D3	Periphery	-	heavy losses	disbanded
50th Royal Mechanized Infantry Division	CCMR D3	Periphery	-	survived	Exodus
LVIII Corps					
246th Royal BattleMech Division (The Saffel Division)	CCMR D3	Periphery,destroyed			
250th BattleMech Division (The Stalingrad Division)	CCMR D3	Periphery	-	survived	Exodus, elements joined FS
19th Infantry Division (The Philippine Division)	CCMR D3	Periphery, destroyed			
81st Mechanized Infantry Division (4th Tau Ceti Rangers)	CCMR D3	Periphery, heavy losses	disbanded		joined CC
28th Jump Infantry Division	CCMR D3	Periphery, destroyed			
LXXI Corps					
268th BattleMech Division (The Geronimo Division)	CCMR D3	Periphery, destroyed			
272nd BattleMech Division (The Custer Division)	CCMR D3	Periphery	-	destroyed	
17th Infantry Division	CCMR D3	Periphery, destroyed			
2221st Mechanized Infantry Division	CCMR D3	Periphery	-	destroyed	
60th Jump Infantry Division	CCMR D3	Periphery	-	survived	Exodus
1003rd Light Horse Regiment (member of 5th RCT)	CCMR D3	Periphery	-	survived	Exodus
1010th Light Horse Regiment (member of 5th RCT)	CCMR D3	Periphery	-	destroyed	
982nd Royal Striker Regiment (member of 5th RCT)	CCMR D3	Periphery, destroyed			
997th Striker Regiment (member of 5th RCT)	CCMR D3	Periphery	-	-	unknown

6 BattleMech Divisions
9 Infantry Divisions
4 Independent Regiments
Divisions in District: 15
Total Number of Divisions: 50
Total in Inner Sphere: 386



LIII CORPS

Occupying the worlds around Sian, LIII Corps fills the gap between the core worlds and the Periphery border. Suffering fewer attacks than the rest of Seventh Army, the divisions of LIII Corps spend their time preparing for their eventual rotation to the front.

The lack of combat, however, means that the most truly vicious fights are fought with whispers behind closed doors. LIII Corps seethes with jealousies, real or imagined, ranging from nepotism to Royal-favoritism. While separately, the five divisions of LIII Corps are some of the most effective in Seventh Army, outside observers question whether a rotation to the front would unify LIII Corps—or shatter it.

COMMAND

Son and grandson of SLDF generals, Major General Thomas Mopp was born to command. Able to pilot his mother's BattleMech as a twelve-year old, he grew up on dozens of worlds and can speak three languages fluently. Assuming command of LIII Corps in 2758, he fought to have his younger siblings assigned to his corp when they became eligible for command- not for nepotism, but to issue the fair evaluations no one else would.

Thomas Mopp is proudly watching his sister grow into her command, and has been discussing with General Huong the possibility of rotating the Twentieth Infantry Division to the front, giving her opportunities to see some action and increase her chances of promotion to corps commander. His brother, Mopp is sadly aware, is developing into a sub-par division commander, likely forcing him to involuntarily retire Timothy within the next few years.



LOGISTICS

Much of the jealousies and mistrust in LIII Corps can be traced to an oft-erratic logistics network. The Fiftieth Infantry Division often preemptively draws the best equipment, leaving the other divisions seething. If the Twentieth or 218th are issued new BattleMechs, the other units mutter about favoritism and nepotism.

The Twenty-sixth has been gifted so many BattleMechs by the Confederation during holidays they have outfitted an entire regiment with nothing but CCAF equipment; the MechWarriors of the 225th BattleMech Division refuse to deal with any outsiders unless ordered because, they feel, no one recognizes their obvious superiority.

The number of barroom brawls—and duels—rose to such an extent when divisions co-located that Major General Mopp has issued a blanket ban for the next eighteen months. He has also officially asked Seventh Army to launch an investigation in an attempt to defuse the situation, but most troops suspect that "no irregularities" will be found.

218TH BATTLEMECH DIVISION

(The Quentin Division)
CO: Major General Timothy Mopp

Fraternal twin brother of Major General Tiffany Mopp, Timothy Mopp has fought to establish himself his entire career. Overshadowed by his successful older brother and his personable twin sister, he has persisted and been promoted to division command through sheer determination and drive. His personality has influenced his command style; his division, commonly nicknamed the "QD," is honing an aggressive, assault-based philosophy. In war games, the BattleMech brigades lean toward frontal assaults, no matter the circumstances.

As a corps commander would normally critique and influence such tactics, General Huong is watching to see if the eldest Mopp is unbiased enough to command his younger siblings.

225TH BATTLEMECH DIVISION

(The Battle of Moscow Division)
CO: Major General Daniel Bunyak

As three-time winners of the Martial Olympiad, the division commonly referred to as the Muscovites has a superiority complex to rival—or exceed—that of many Royal divisions. No soldier currently serving was in the division when it last won in 2700, but the division carries itself with an edge that frustrates the other divisions in LIII Corp. A succession of division commanders have let the skills and discipline of the 225th slide; this has continued with the current commander, Major General Bunyak, who is allowing the division's culture of conceit to undermine a once-proud legacy.

26TH INFANTRY DIVISION

(*Defenders of Io*)
CO: Major General Cheyenne Coleman

One jump from Sian, the soldiers of the Twenty-sixth Infantry Division wear their dress uniforms far more often than Major General Coleman would prefer. Often volunteered by Seventh Army to participate in ceremonies on behalf of the SLDF, the Twenty-sixth's BattleMechs are more often found in parades than exercises. Unable to find time to conduct standard training, the Twenty-sixth has turned to simulated exercises—often conducted on DropShips en-route to a ceremony—to maintain what little edge they have left.

While Major General Coleman would grudgingly admit "parading the elephant" has its place in maintaining relations with the Confederation, she would prefer her division to have less polish and more mud on their boots.

20TH MECHANIZED INFANTRY DIVISION

(*Longhorn Stampede*)
CO: Major General Tiffany Mopp

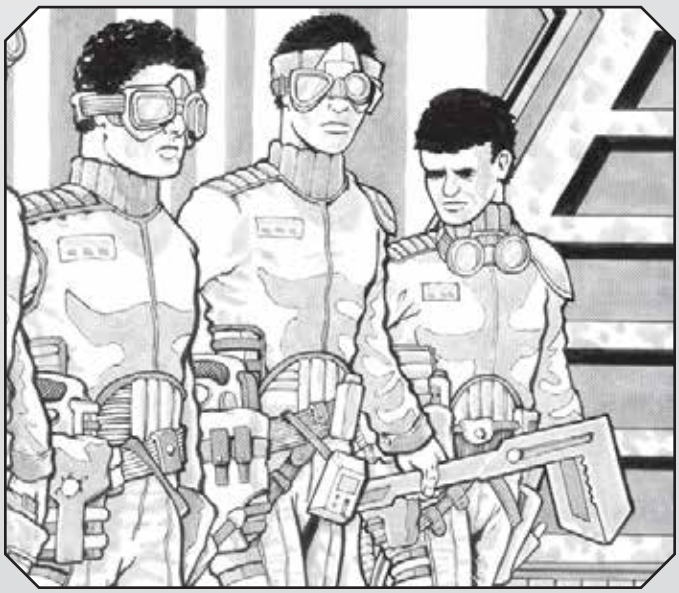
Fraternal twin sister of the 225th Division commander, Major General Tiffany Mopp is the exact opposite of her gruff, dour brother. A personable and compassionate leader, she has bound the division into a tightly-knit organization that immediately executes with both tactical prowess and élan.

Since General Mopp assumed command, the Longhorns have risen in skill and are now classified as elite, and were designated the Seventh Army strategic reserve nineteen months ago. General Mopp has ordered exercise mobilizations of the entire division every six months; improving over three training events, the Twentieth can now completely load on DropShips and launch to their jump points within 120 hours.

50TH ROYAL MECHANIZED INFANTRY DIVISION

(*Grace Under Pressure*)
CO: Major General Terrence Karpinski

As the only Royal Infantry Division in Seventh Army, the Fiftieth takes the field with a haughty edge. They field the most current equipment in Seventh Army, and have occasionally diverted factory-fresh BattleMechs intended for other divisions to their own brigades. Their attitude is causing a schism between the Fiftieth and the other units of LIII Corps—last year, a training exercise "accidently" became a live-fire incident between units of the 50th and the Twenty-sixth Infantry Division. No one was killed, but General Mopp took the drastic step of co-locating the Fiftieth with his corps headquarters, attempting to cure them of their arrogance with his personal attention.





LVIII CORPS

Stationed on the very edge of the Capellan Confederation, LVIII Corps is more a collection of divisions under an administrative headquarters than a fighting corps. Struggling with command issues, the divisions have all but been released on their own recognizance, leading to a slowdown of brigade-scale rotations, war games and pirate hunts. With the lack of contact from corps, the five division commanders have begun quietly conferencing among themselves, and continuing on their last assigned missions. Once the command issues settle, however, Seventh Army observers believe LVIII Corps will be the most capable of its three corps.

COMMAND

Major General Odom MacIntyre, commander of LVIII Corps, is dying, and fighting to avoid taking his corps with him. One of the oldest generals on active duty, he was diagnosed with an incurable cancer two years ago. Fueled on drugs and chemotherapy, he has been using the time to set the affairs of LVIII Corps in order so his deputy, Major General Marisa Miller, can assume command. However, an internal investigation of black-marketing recently gutted his command staff, leaving the headquarters struggling to maintain operations. MacIntyre is fading fast, and wishes to retire before he is unable to serve—but the constant increase of bandit activity in LXXI Corps' sector is pushing him to go for a little longer. He believes it's just a matter of time before the bandits turn his way, and wants to ensure Miller—and what will be her corps—will be ready for them.



LOGISTICS

Surprisingly, the IIa section of LVIII Corps' staff was untouched by the investigation, the supply staff as surprised as anyone when the scandal broke. However, with the divisions maintaining a defensive posture and awaiting further guidance from Generals MacIntyre and Miller, parts and supplies normally issued to LVIII Corps have been diverted to units in more active areas.

At the end of a long, thin supply chain, the divisions have started drawing as much as they can from the Capellan Confederation. Both the Nineteenth and Eighty-First divisions purchase nearly all of their foodstocks and low-level maintenance items from local producers, freeing up requirements and assets for the rest of the corps. Some regiments have quietly begun swapping difficult-to-repair SLDF BattleMechs out to the CCAF, receiving Confederation 'Mechs in return and giving the corps a somewhat Capellan composition. While officially discouraged, until more parts are available, it is not technically disapproved.

246TH ROYAL BATTLEMECH DIVISION

(The Saffel Division)

CO: Major General Casey Grosz

General Grosz is a firm believer in the Star League, and despairs at the attitude of other Royal units. Determined to make her division a unifying element in the LVIII Corps, she has relieved six battalion commanders and one brigade commander for espousing what she considers "seditious" talk in the past two years. She is sadly aware that the cost of keeping LVIII Corps unified has been paid by her own unit leadership.

Morale in the Saffel Division has plummeted, officers and soldiers alike to afraid to speak candidly to anyone they don't know personally. This has begun affecting operations, as units communicate as little as necessary.

250TH BATTLEMECH DIVISION

(The Stalingrad Division)

CO: Major General Samuel Casteel

On paper, the Stalingrad Division is SLDF standard—however, when adding in all the units General Casteel has added with administrative control, tactical command and through other clerical means, the division bloats with the conventional Second Armored Cavalry RCT and an additional full brigade of infantry.

Transportation Subcommand initially balked at hauling the extra units when moving the 250th to New Roland in 2759, but General MacIntyre approved the additional troops to beef up the border. Currently, a pair of mercenary BattleMech battalions with financial difficulties are on long-term retainer to the 250th; LVIII Corp observers expect that they'll also be folded into the division within the next three years.

19TH INFANTRY DIVISION

(The Philippine Division)

CO: Major General David Fogerty

The Nineteenth Infantry Division, stationed on the lush agricultural world of Repulse, is a division barely maintaining a regular experience rating. The border world gets few colonists and, with the recent discovery of easily accessible ore veins, has more potential than citizens. The planetary government issues land grants to any veteran who settles, with additional benefits if they enlist in the militia. The Nineteenth is experiencing the highest turnover of any unit in Seventh Army, as seasoned soldiers at the end of their enlistment exit the service; but the Repulse militia, now swelled to a brigade in size with former SLDF troops, adds an additional layer of defense to the world.



81ST MECHANIZED INFANTRY DIVISION

(Tau Ceti Rangers)

CO: Major General Tamika Ho

The Eighty-first Division is often accused of going native by the other divisions of LVIII Corps. Marrying into the population at a rate only exceeded by the Nineteenth Infantry Division, the Rangers also participate in local events, planetary holidays, and cooperate well with their Capellan Confederation Armed Forces counterparts. Always willing to give back to the community, the Eighty-first has earned an impressive amount of goodwill from their Capellan hosts: in 2761, the CCAF donated a full battalion of *Xanthos* assault 'Mechs to the division, an unheard-of courtesy from an Star League member state. The Rangers graciously accepted, and utilize the BattleMechs proudly.

28TH JUMP INFANTRY DIVISION

(*Nantucket Sleigh Ride*)

CO: Major General Lucy "Lucky" Mcternan

The Twenty-eighth Jump Infantry Division is, officially, down by one regiment of infantry. They have lodged the proper documentation with replacement command, and annually send a request for a new unit to fill the hole.

What is classified to the corps commander level and above is that the 1153rd Infantry Regiment has been broken into squads and spread across Seventh Army worlds in the Capellan Confederation. Conducting reconnaissance and pathfinding, the troops are locating and designating potential landing zones that could be used in a contingency. Sixth Army has closely monitored the operation, and is are hoping to duplicate success when they "lose" a regiment late next year.



LXXI CORPS

Occupying the rimward/anti-spinward corner of the Capellan Confederation, LXXI Corps has been fighting a slowly rising tide of pirate attacks, bandit raids, and other harassments. Excepting the deliberately vicious attack against the 272nd BattleMech Division, the raids have been relatively minor in damage.

Currently, LXXI Corps is taking a two-pronged approach, using the light and nimble forces of the Fifth RCT to hunt while the divisions set up defensive positions and wait. Division commanders have been ordered to defend their worlds, but to also take full advantage of opportunities to blood the troops and keep them sharp without incurring significant casualties.

COMMAND

Major General Brendon Janssen, originally a native of Rasalhague, has been in command of LXXI Corps for nearly seven years. Recognizing the opportunity a corps command on the Periphery border offers, he has been eagerly pursuing the pirates and bandits plaguing the Capellan border. Trusting his division commanders to execute his hold-and-defend orders, he often spends more time at the Fifth RCT headquarters than his own, studying their leads and participating in their planning sessions. An arrogant man that is nearly as effective at command as he knows himself to be, Janssen believes successfully destroying the pirates might be his way to commanding an army, and will hunt through unknown space world-by-world until he finds them.

LOGISTICS

With three of its divisions maintaining a defensive stance, LXXI Corps has plenty of supplies available for the Fifth RCT to conduct its operations. The 272nd Division, however, is often conducting their own unauthorized offensives—as such, they've been burning through their supplies at a higher rate than projected. Major General Tomsik, a classmate of Major General Grigore, has been letting the 272nd draw off of her supplies, redirecting the bulk towards= the Custer Division and retaining just enough for the 268th to function. General Janssen has quietly instructed his staff to turn a blind eye to the possibly-illegal cross-division activities.

INDEPENDENT REGIMENTS

In pursuit of the pirates and bandits plaguing the Capellan border, the four regiments of the Fifth Regimental Combat Team have been operating independently nearly non-stop for almost four years. In this time, the RCT has become a team in name only—despite sharing a homeworld with LXXI Corps and one another, the regiments have grown distant in both tactics and *esprit de corps* from one another.

The recently-returned 1003rd Light Horse Regiment is the most experienced of the RCT, having fought three company-sized bands in the past eighteen months. The 1010th Light Horse Regiment and 997th Striker Regiment are currently training against members of the Sixtieth Jump Division, though the two regiments expect to go their separate ways once they are released to their hunts. The 982nd Royal Striker Regiment is currently broken into battalion sized task forces, jumping from unnamed star to unnamed star within the Capellan Confederation.

Seventh Army has noticed Fifth RCT's inability to function as a combined unit. General Huong informed General Janssen that if he doesn't recombine the RCT and use it as designed, he would consider the Fifth RCT available for reassignment to another corps.

268TH BATTLEMECH DIVISION

(The Geronimo Division)

CO: Major General Serendipity Tomsik

Every unit takes their turn with First Army, and the 268th BattleMech Division is currently scheduled to rotate coreward in February 2765. Because First Army equips divisions with the finest of equipment and troops, divisions traditionally report to First Army depleted of men and material. Currently, QuarterMaster and Replacement-Deployment Commands both estimate the Geronimo Division to rate barely seventy percent effective. LXXI Corps transferred in the dregs of other divisions, and now the Geronimos are heavy on personnel awaiting medical or punitive discharges piloting marginally-functional equipment.

Morale, on the other hand, is extremely high—the Geronimos are eagerly awaiting their chance to visit Terra and prove what they can do.

272ND BATTLEMECH DIVISION

(The Custer Division)

CO: Major General Ciprian Grigore

The 272nd Division suffered an egregious loss when a regiment-sized bandit attack in February of 2763 killed their prized color-guard troop of rare Lipizzaner horses. Responsible for the only recognized foundation line off the worlds of Terra and Vipaava, General Grigore believes the bandits deliberately set fire to the breeding grounds and stables to cover their retreat. The inferno killed only a few horses outright, but the rest were mournfully put down from wounds.

The division has been operating in a cold rage since, unofficially condoned by Major General Janssen. At any given time, nearly a third of the unit is off-world, searching the Periphery for revenge.

17TH INFANTRY DIVISION

(*Kachina Rising*)

CO: Major General Edgar Barrett-Vargas

The Seventeenth Infantry Division has had continuous duty safely deep within the Inner Sphere for well over a half-century. Over time, Quartermaster Command has dropped the Seventeenth down the list for replacement equipment; currently, the average age of BattleMechs in the Seventeenth is among the oldest across the SLDF.

In response, the Kachinas have become masters at tenacious defense. They have accumulated enough light-skinned trucks to motorize their infantry brigades, and have taken the unusual step of integrating a towed field gun platoon per battalion. Opponents facing the Seventeenth in war games have come to dread facing withering artillery fire as they struggle to close with the Kachinas.

2221ST MECHANIZED INFANTRY DIVISION

(*Bob's Sled Division*)

CO: Major General Vincent Mori

The 2221st is almost the stereotypical SLDF division; the leaders and line troopers of the 2221st taking their lack of legend to heart, embrace the attitude of "silent killers." Their infantry have perfected moving into positions unnoticed, and are especially lethal after nightfall.

Unfortunately, the soldiers of the 2221st have adopted a "counting coup" tradition. When alongside other friendly units, they attempt to place a sticker of their unofficial insignia—a 2221 stylistically drawn as a two-man bobsled team—unnoticed on the other unit's equipment. The rest of LXXI Corps is not amused by their antics, but no official complaints have been lodged.



60TH JUMP DIVISION

(*Shades of Glory*)

CO: Major General Bonnie Lykes

Co-located on Sadurni with the Seventh Army headquarters and the regiments of the Fifth RCT, the Sixtieth is nominally in charge of defending both the world and the headquarters. However, because even the wide-roaming regiments of the Fifth need rest and refit time, the Sixtieth will often loan units to round out missions.

Currently, the Sixtieth has two light BattleMech battalions acting as an opposing force for the Fifth RCT and an infantry brigade supporting the 982nd Royal Striker Regiment. The Sixtieth is considered an elite unit by both LXXI Corps and Seventh Army, masters of nearly every manner of mission or terrain.

SEVENTH FLEET

Strewn across the Free World League-Canopian border, the ships of Seventh Fleet are scattered in two-ship flotillas to conduct pirate-hunting and presence patrols. Unfortunately, the Seventh has nearly lost the ability to function as a fleet. Only the line and escort squadrons have maintained a sense of cohesion, but their ability to work together as squadrons has been reduced significantly.

Though fleets are not officially assigned to army formations, there is, traditionally, a habitual relationship between the forces. However, Admiral Venizelos is worried enough about Seventh Fleet's condition that he has mentioned—unofficially—that he would prefer it to not support army units should they require significant naval assets.

COMMAND

Admiral Salman Venizelos rose through the ranks, serving on the lighter ships of the fleet, eventually commanding a reconnaissance squadron. He was deliberately chosen for Seventh Fleet because of his experience, but Naval Command CO Admiral Blake is starting to reconsider the assignment. A dispersed fleet requires a heavy hand to manage if required to reform and conduct large-scale operations; while Seventh Fleet is excelling at its assigned mission under Admiral Venizelos, it is essentially operating as four reconnaissance squadrons. Admiral Blake is unsure if Admiral Venizelos has the required skill-set to consolidate Seventh Fleet if required.

DEPLOYMENT

Seventh Fleet is one of the lightest in the SLDF, in not only numbers but in raw tonnage. Not only has every squadron been reduced by at least one flotilla to bulk up numbers in other fleets, but the ships taken were among the heaviest in the fleet. Cruisers were replaced by destroyers, destroyers by escorts; officially, Naval Command maintains that this increases the effectiveness of Seventh Fleet in its assigned mission. Unofficially, the squadron commanders are extremely apprehensive. That Admiral Venizelos remains cavalierly unconcerned is a disconcerting detail not unnoticed by Admiral Blake.

HOMEPORT

Seventh Fleet maintains their homeport facilities at Hindmarsh, but the fleet is so dispersed that they generally use the closest facility for repairs and resupply. The constant patrolling has taken its toll on the fleet, with maintenance requirement for the four squadrons running approximately twenty percent above average. Even the flagship, 2692 Martial Olympiad Champion SLS *Golden Hind*, was forced to spend an extra month in refit due to unanticipated cracks forming around the main drives. Captains, coached by fretful engineers, have become aware of the demands they are placing on their ships; many have become extremely conservative, reducing high-gravity burns, extreme maneuvers, and other high-stress requirements to a minimum.

71ST LINE SQUADRON

(*Final Countdown*)

CO: Vice Admiral Nicole Jansen

One of the lightest line squadrons in the SLDF Navy, Seventh Fleet's Seventy-first Squadron conducts two-ship patrols near and along the Magistracy border. They have maintained some ability in squadron operations by re-forming approximately every ninety days to conduct training with the Seventy-second Escort Squadron. Conducting mock attacks against the escort squadron, or participating together in point-drills as a demi-fleet is keeping the Final Countdown trained at what Vice Admiral Jansen considers a barely acceptable level.

72ND ESCORT SQUADRON

(*The Black-sea Lampreys*)

CO: Vice Admiral Brittney Kennedy

The The Black-sea Lampreys, Seventh Fleet's escort squadron, is gaining hard-earned experience. Also serving in two-ship flotillas, they are conducting both patrols and their standard transport escort missions. Three of their flotillas have recently been attacked, and others have seen sensor ghosts appear and disappear, telltale signs that they are being shadowed by unknown adversaries. The Lampreys train hard alongside the Seventy-first Line Squadron, certain that the next confrontation with the pirates plaguing the region is simply a matter of time.

73RD INTERDICTION SQUADRON

(*The Princesses of Requiem*)

CO: Vice Admiral Fabian Kidman

Seventh Fleet's interdiction squadron has suffered the worst being separated into individual elements. With its large marine, aerospace, and assault DropShip contingents unable to train effectively, the Princesses of Requiem have been reduced to heavy, clumsy, and ineffective escorts. Vice Admiral Kidman has requested, repeatedly, to reform his squadron; he fears that if the Seventy-third Interdiction Squadron's abilities are left to deteriorate for much longer, they will require an unusually long time to relearn their lost skills.

74TH RECONNAISSANCE SQUADRON

(*Hisaishi's Opticians*)

CO: Rear Admiral Anthony Hisaishi

The newest addition to Seventh Fleet, the Seventy-fourth was recently formed and assigned when the previous reconnaissance squadron was broken up and used to fill out fleets serving in the Periphery. Immediately broken into pair-sized flotillas upon arrival at Andurien, the squadron has not spent enough time together as a unit to even choose an unofficial nickname. Rear Admiral Hisaishi has been jumping between elements, maintaining contact with his subordinates as best he can.

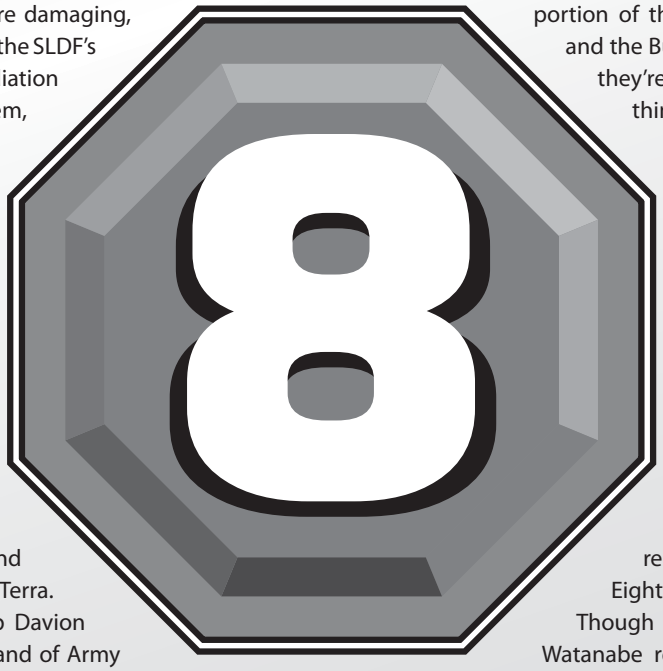

MARIK



EIGHTH ARMY

Eighth Army is the primary army of Army Group Marik and shares its headquarters in the Hegemony with General Martin Ost's Army Group Marik headquarters. As the army group's lead army, Eighth Army is expected to be the best example of Star League superiority in the Free Worlds, and General Watanabe's soldiers rarely give him reason to complain. The soldiers of the Free Worlds, on the other hand, often cause no end of headaches.

Relations with the League chilled after the Treaty of Verona was signed in 2734, ending the civil war between Bertram Marik and his own Parliament. This cooling is particularly galling given the history of the Marik family and the Star League—the Camerons consider the legacy of Albert Marik, who helped draft many of the early Star League accords, to be one of support for their policies. The Mariks, however—and even more damaging, the people of their worlds—often see the SLDF's distance from the conflict as a repudiation of the SLDF's mandate to protect them, ignoring the many laws keeping the SLDF from interfering in internal conflicts of a member state.



General Ost's Army Group Marik headquarters on Talitha is a clearinghouse of information on the Free Worlds League for the SLDF. SLIC's primary Marik analyst pool is based there, as are the naval attachés and primary Member-State Liaison Command offices for the League. General Ost is a MechWarrior, a graduate of the Albion Military Academy and Command and General Staff at Fort Forlough on Terra. He served as the IIa of Army Group Davion for six years before assuming command of Army Group Marik in 2758.

COMMAND

General Amar Watanabe has commanded Eighth Army since 2759, when he was promoted from General Ost's staff to replace the aging General Loftus Cassion. A longtime subordinate of the commander of Army Group Marik, General Watanabe's skills lie more in politics than the battlefield. Although some would call that a deficit, it is just those political skills that Eighth Army needs if it is to avoid the incessant and bloody terror-style resistance that is so endemic of the armies deployed to the territorial states.

Few would liken the quiet dissatisfaction most Marik worlds feel for the Star League to the active hostility of the Periphery, but General Watanabe and his staff firmly believe that to ignore the growing distance between the SDLF and the Free Worlds League could lead to just that.

STRATEGIC OVERVIEW

Eighth Army's position in the Free Worlds' first military district places it on the worlds of the Marik Commonwealth and its nearby client states and, as such, brings the army's senior officers into contact with far more members of the Marik family than they might like. With the boorish behavior of Ewan Marik as their role model for dealing with the Star League, a surprisingly large portion of the Marik family treat SLDF officers and the Bureau of Star League Affairs officials they're often called on to support with thinly veiled contempt.

Militarily, Eighth Army is deployed to cover the likely flashpoints of violence in its district, but the independent regiments of its four corps change station often, responding to changes in the local political climate or responding to the still common bandit attacks along the Lyran and Capellan borders.

OPERATIONS

Excepting the necessary responses to bandit raids, most of Eighth Army's operations are mundane. Though he is more of a politician, General Watanabe recognizes that about himself and found a skilled combat officer for his Ib, Lieutenant General Vanessa Abelard, who keeps the army on a strict training schedule. The line divisions of the army rarely change duty station more often than once every two years, but the independent regiments are rarely in place for longer than six months. This is easy duty compared to the other two armies of Army Group Marik, of course, but still ruinous to readiness.

Despite the chill in relations, General Abelard has been able to schedule a number of joint training exercises with the Free Worlds League Military in the region, though not as many as she would like to keep the teeth of Eighth Army sharp.

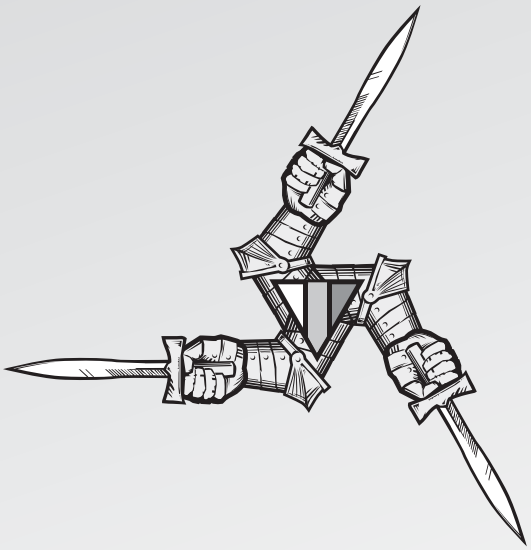
FREE WORLDS LEAGUE MILITARY REGION (FWLMR)

EIGHTH ARMY

Army and Region Headquarters: Talitha

	2764	2765	2766	2767-2779	2784
III Corps					
43rd Infantry Division (3002nd Heavy Tank Regiment)	FWLMR D1	FWLMR D2	-	heavy losses	disbanded joined LC
100th Royal Mechanized Infantry Division	FWLMR D1	FWLMR D3	-	destroyed	
194th Mechanized Infantry Division	FWLMR D1	FWLMR D2	-	survived	Exodus
185th Jump Infantry Division	FWLMR D1	FWLMR D3	-	survived	Exodus
11th Royal CAAN Marine Regiment	FWLMR D1	FWLMR D2	-	destroyed	
48th Hussar Regiment	FWLMR D1	FWLMR D3	-	survived	Exodus
305th Dragoon Regiment	FWLMR D1	FWLMR D2	-	destroyed	
367th Royal Dragoon Regiment	FWLMR D1	FWLMR D3	-	survived	Exodus
211th Striker Regiment	FWLMR D1	FWLMR D2	-	destroyed	
457th Heavy Tank Regiment	FWLMR D1	FWLMR D3	-	heavy losses	disbanded
587th Royal Artillery Regiment	FWLMR D1	FWLMR D2	-	survived	Exodus
5008th Mechanized Infantry Regiment	FWLMR D1	FWLMR D3	-	destroyed	
VII Corps					
316th Royal BattleMech Division (The Rio Grande Division)	FWLMR D1	FWLMR D2	-	survived	Exodus
335th BattleMech Division (The Joan of Arc Division)	FWLMR D1	FWLMR D2	-	destroyed	
246th Mechanized Infantry Division	FWLMR D1	FWLMR D2	-	destroyed	
275th Mechanized Infantry Division	FWLMR D1	FWLMR D2	-	destroyed	
297th Mechanized Infantry Division (2004th Battle Regiment)	FWLMR D1	FWLMR D2	-	heavy losses	disbanded joined FS
86th Jump Infantry Division	FWLMR D1	FWLMR D2	-	survived	Exodus
35th Royal CAAN Marine Regiment	FWLMR D1	FWLMR D2	-	survived	Exodus
19th Light Horse Regiment	FWLMR D1	FWLMR D2	-	destroyed	
28th Light Horse Regiment	FWLMR D1	FWLMR D2	-	survived	joined DC
78th Hussar Regiment	FWLMR D1	FWLMR D2	-	destroyed	
81st Dragoon Regiment	FWLMR D1	FWLMR D2	-	destroyed	
149th Dragoon Regiment	FWLMR D1	FWLMR D2	-	survived	joined FS
221st Dragoon Regiment	FWLMR D1	FWLMR D2	-	destroyed	
XIX Corps					
67th BattleMech Division (The Epsilon Eridani Division)	FWLMR D1	FWLMR D2	-	destroyed	
131st BattleMech Division (The Hercules Division)	FWLMR D1	FWLMR D3	-	survived	Exodus
7th Royal Infantry Division	FWLMR D1	FWLMR D2	-	destroyed	
30th Infantry Division	FWLMR D1	FWLMR D3	-	destroyed	
3rd Jump Infantry Division	FWLMR D1	FWLMR D2	-	destroyed	
49th Jump Infantry Division	FWLMR D1	FWLMR D3	-	destroyed	
68th Royal Light Horse Regiment	FWLMR D1	FWLMR D2	-	destroyed	
89th Light Horse Regiment	FWLMR D1	FWLMR D3	-	destroyed	
205th Hussar Regiment	FWLMR D1	FWLMR D2	-	destroyed	
306th Hussar Regiment	FWLMR D1	FWLMR D3	-	heavy losses	disbanded
31st Dragoon Regiment	FWLMR D1	FWLMR D2	-	destroyed	
399th Battle Regiment	FWLMR D1	FWLMR D3	-	destroyed	
105th Heavy Assault Regiment	FWLMR D1	FWLMR D2	-	destroyed	
XXV Corps					
157th BattleMech Division (The Napoleon Division)	FWLMR D1	FWLMR D3	-	destroyed	
360th BattleMech Division (The Bannockburn Division)	FWLMR D1	FWLMR D3	-	survived	joined CC
66th Infantry Division	FWLMR D1	FWLMR D3	-	destroyed	
14th Mechanized Infantry Division	FWLMR D1	FWLMR D3	-	destroyed	
46th Mechanized Infantry Division	FWLMR D1	FWLMR D3	-	survived	Exodus
70th Mechanized Infantry Division	FWLMR D1	FWLMR D3	-	destroyed	
451st Striker Regiment	FWLMR D1	FWLMR D3	-	destroyed	
189th Battle Regiment	FWLMR D1	FWLMR D3	-	survived	joined CC
312th Heavy Assault Regiment	FWLMR D1	FWLMR D3	-	survived	Exodus
2nd French Infantry Regiment	FWLMR D1	FWLMR D3	-	destroyed	
256th Independent Aero Wing	FWLMR D1	FWLMR D3	-	destroyed	

6 BattleMech Divisions
16 Infantry Divisions
27 Independent Regiments
Divisions in District: 25



III CORPS

III Corps is headquartered on Marik, ancestral homeworld of the ruling Marik dynasty of the Free Worlds League. A proud corps with an honored legacy, III Corps earned its battle honors in blood during the long Taurian campaign of the Reunification War and, since being assigned to Eighth Army in 2752, has attempted its level best to improve relations with the Free Worlds League. Given the attitudes of the Marik family, led by their Captain-General, this effort at improvement has met with little success.

Much of the blame for III Corps's public relation failures can be laid at the feet of Kenyon Marik, heir to the Marik throne and son of Ewan Marik. Although even his enemies acknowledge him as a far better man than his father, he is universally cold toward SLDF officers. SLIC reports cite a poor working relationship with SLDF officers, including General Kerensky himself, whom Marik once served with.

COMMAND

Major General Thea Lyons commands III Corps, having assumed command in 2761 after serving a stint as assistant corps commander for XIX Corps. She is a talented division commander, but her appointment to command a corps has raised some eyebrows in the inspector-general's office. Her duty as ACC at XIX Corps was far from exemplary, and many wonder what prompted General Watanabe to request her.

Whatever General Lyons's faults may be, she has assembled a proven staff around her. Her assistant corps commander, Major General Sir Charles LeMarque, is the former commander of the 316th Royal BattleMech Division and a member of the Order of the Star; Lieutenant General Marguerite MacClintock, her Ia, was last an instructor at the Nagelring in battalion-scale armor tactics; and her IIa, Colonel William Orfelt, received the Hegemony Medal for his service during the Harlow River Dam Crisis on New Delos in 2759, where he was responsible for organizing and feeding more than 200,000 refugees after the dam burst and flooded the river valley city of Harlow.

LOGISTICS

III Corps's proximity to the Hegemony means that it normally has few supply issues, but the increase in tensions in the Periphery has drawn their reserve stocks dangerously low. Almost every army has forwarded materiel to the corps facing active insurgencies in the Concordat, the Outworlds and the Magistracy. In addition, as regiments and even divisions are shifted forward, they are being deployed with full, wartime loads of ammunition and spare parts, further depleting the existing stocks.

General Ost has been working with the Free Worlds League BSLA offices to try and increase the purchase of basic equipment—food, ammunition and common parts like heat sinks and armor—from local sources, but the Free Worlds bureaucracy is resisting these overtures despite the potential for higher profits. The situation, almost certainly directed by the Captain-General's office, is almost unique in the SLDF's history; normally any corporation would be leaping the chance to get a foot in the door of SLDF procurement.

INDEPENDENT REGIMENTS

Because two of its divisions were moved to the Periphery in 2761 and 2763 and not replaced, III Corps maintains a large number of independent regiments. Most of them are spread across the corps's operations area, though three regiments are on Marik with the corps headquarters: the Eleventh Royal CAAN Marine Regiment, the 587th Royal Artillery Regiment, and the 457th Heavy Tank Regiment. The latter two are rarely seen assigned to line corps; General Lyons requested them specially activated from the Reserve to help train FWLM conventional regiments on Marik.

The Forty-eighth Hussar Regiment, the 305th Dragoon and 367th Royal Dragoon regiments, and the 211th Striker are all cycling between garrison stations, putting out fires. The 5008th Mechanized Infantry Regiment is another of the Reserve regiments activated by General Lyons to work with the FWLM. It's currently on Lancaster, beating a Marik infantry division into shape.



43RD INFANTRY DIVISION

(*The Styx Division*)

CO: Major General Tisha Ros

Ever since setting foot on Irian, the Forty-third Infantry Division has felt taken advantage of by the planet-spanning Irian Technologies empire. Although IrTech refuses to sell military supplies to cover materiel shortfalls, the planet's convoluted corporate laws allow it to readily charge heavy spaceport fees, levy property taxes on SLDF bases, and—on grounds of extraterritoriality—place "export tariffs" on everyday goods sold to SLDF soldiers. Because of this, the Forty-third has found creative ways of extending its supplies, subsisting until a visiting Star League "dignitary" happens to have brought extra supplies with them. This tenacity is yet another embodiment of the Styx Division's nickname: if the Forty-third ever encountered the fabled River Styx, their determination would push them to march all the way across to the other riverbank.

100TH ROYAL MECHANIZED INFANTRY DIVISION

(*The Golden Turrets*)

CO: Major General Austin Scriver

Troops from the 100th Royal Mechanized Infantry Division have not seen combat for quite some time, and likely will not for the foreseeable future. Though a shining paragon of martial excellence, General Scriver's division is stuck babysitting nobles at III Corps headquarters on Marik. Deteriorating relations between the Star League and the Free Worlds means the 100th must contend with garrisoning Marik Militia troops who claim the SLDF's unnecessary presence is holding the world hostage. A large part of General Scriver's time is spent diplomatically defusing arguments. Fortunately, none of these scuffles have involved more than fisticuffs, but without a target of opportunity for their combat skills, Scriver believes his Golden Turrets might someday create one of their own.

194TH MECHANIZED INFANTRY DIVISION

(*The Crusader Division*)

CO: Major General Terrance Denmon

Of all III Corps divisions, the 194th Mechanized Infantry Division has had the most reason to avoid action in the last thirteen years. Although they have spent this time on the sleepy, middle-class world of Savannah, they have not remained idle. When not running drills and combat exercises, the men and women of the 194th have attempted to earn the goodwill of Savannah's citizenry by attempting to repair the growing political rift between the Free Worlds and the Star League, if only one planet at a time. Whether providing an honor guard for local politicians, offering humanitarian aid, or simply treating the populace with respect, the Crusader Division believes its efforts will pay off in the long run.

185TH JUMP INFANTRY DIVISION

(*Ready, Steady, Go*)

CO: Major General Bertie Rieth

The 185th Jump Infantry Division is III Corps's primary first responder to area crises. The division has had few chances to respond to anything since being stationed on Augustine, except for the scant few raiders foolhardy enough to undertake raids so close to the Terran Hegemony border. To combat this idleness, General Rieth orders a surprise readiness drill at least once per month and engages in war games with the Augustine militia. In addition, Rieth regularly rotates one of the 185th's nine regiments to bolster another division in a suspected hot zone, in hopes some of her troops might gain useful combat experience. This endeavor has been less than successful.



VII CORPS

Because of its long and storied history, VII Corps has one of the more important postings in Eighth Army. VII Corps watched both the Terran Hegemony and Lyran Commonwealth borders until Eighth Army command shifted the corps' duties solely to the Commonwealth border to make room for III Corps.

Given the civility with which VII Corps pacified the Magistracy of Canopus and treated its population during the Reunification War, it is perhaps ironic that the corps is stationed as far from the Magistracy border as possible while still claiming residence in the Free Worlds League Military Region.

COMMAND

New Earth native Major General Sir Aristotle Maragos made a name for himself as a standout in the SLDF's Gunslinger program. Although he won his first duel against a Draconis Combine *ronin*, his second duel in 2738 ended in a draw, and the injuries he suffered permanently sidelined him from active combat. His time in the program fostered a respect for Kuritan honor and taught him to view large-scale engagements like individual moves in a duel. Rather than squander his strategic potential, Regular Army Command elevated Maragos to higher command levels, eventually placing him at the head of VII Corps in 2751.

His firsthand experience with honorable combat reinforced his suitability to command the corps. Following VII Corps's stance since the Reunification War, Maragos adheres to the Ares Conventions to a fault. He refuses to maintain a nuclear stockpile even for emergency purposes and will accept surrender from pirates despite the standing shoot-to-kill order.

LOGISTICS

VII Corps has seen more active combat in the past two decades than the rest of Eighth Army combined, which means it is in constant need of resupply. However, in the face of many shipments being repurposed for the territorial-state divisions, corps stockpiles have run dangerously low, and a few vital components have been on backorder for several months. While Quartermaster Command keeps a considerable supply cache at the Nagayan Mountain Castle Brian on the Stewart Confederation planet Helm, High Command maintains that the cache is for emergency purposes only. The rampant piracy still running throughout VII Corps's jurisdictional area continues to place a strain on their resources. Unfortunately, Quartermaster Command does not foresee this status quo changing anytime soon unless a drawdown of SLDF forces in the territorial-states occurs in the near future.

INDEPENDENT REGIMENTS

In the interest of curtailing piracy along the Lyran Commonwealth border, Eighth Army command assigned several independent units to support VII Corps.

The Nineteenth Light Horse Regiment floats along the border between Solaris and Cascade, regularly chasing off raids. The 149th Dragoon Regiment's latest victories routed marauders from Togwotee and McAffe after short but intense firefights, while the roaming 221st Dragoon Regiment has thus far had the fortune of remaining combat-free for quite some time.

In a rare occurrence, the Thirty-fifth Royal CAAN Marine Regiment accosted raiders on Dieudonne in 2764, just on the League-Hegemony border. Whether or not the pirates ultimately intended to raid Hegemony worlds is moot, as the Thirty-fifth's quick and decisive action left no prisoners when their aerospace contingent shot down the retreating DropShip over the ocean.

Both the Seventy-eighth Hussar and Eighty-first Dragoon regiments are stationed on Helm, with the Seventy-eighth overseeing an SDLF supply depot in Freeport and the Eighty-first holding down the fort at Nagayan Mountain's Castle Brian. For a rather unusual assignment, the Twenty-eighth Light Horse Regiment is currently serving at Seventh Fleet's resupply base on an asteroid in the Helm system, in order to practice microgravity combat.

316TH ROYAL BATTLEMECH DIVISION

(The Rio Grande Division)

CO: Major General Polina Tchernovkov

Three-time Martial Olympiad winner, the storied 316th Royal BattleMech Division is VII Corps's premier unit. Although the Rio Grande Division's last Martial Olympiad win occurred nearly a century ago, it has not lost any of its combat edge. The division boasts a large concentration of graduates from the Gunslinger program at the Military Academy of Aphros. The 316th's dueling mindset prompts division MechWarriors to break large engagements into manageable single-combat duels rather than massing indiscriminate fire on a single target. The success of this duelist mentality has even spread to the division's armor and infantry. Because of this, the 316th appears to show remarkable restraint, even to known pirates, and the incidence of collateral damage within their operational area remains remarkably low.

335TH BATTLEMECH DIVISION

(The Joan of Arc Division)

CO: Major General Stuart Mazzarella

Given the unit's official nickname, the 335th BattleMech Division considering itself the spiritual and moral center of VII Corps is unsurprising. Claims that some of the Joan of Arc Division's original founders can trace their ancestry to French knights from the Hundred Years' War in the fourteenth century are dubious at best, but none can mistake the 335th's chivalrous nature. The division incorporates a much larger chaplain corps than most, which over the better part of a century has evolved to a division-wide tradition of a weekly, interfaith service respectful of all creeds and beliefs (including the few among the 335th that identify as agnostic or atheist).

The 335th operates an oversized ground aero wing—dubbed the Seraphim—that earns just as many kills as its ground-based brethren.

86TH JUMP INFANTRY DIVISION

(*The Banishers*)

CO: Major General Dana Welcome

Based out of VII Corps headquarters on Stewart, capital of the Stewart Confederation, the Eighty-sixth Jump Infantry Division has yet to see heavy combat. Officially, Regular Army Command states the division's presence is to protect the noble scions of House Stewart and thus preserve the Confederation's stability; however, common belief amongst the Eighty-sixth is that their station is more for ensuring the security of Stewart's satellite branch of Corean Enterprises. Considering such a ripe military target, General Welcome constantly runs the Banishers in defense drills focusing on the industriplex. Whereas most jump infantry divisions gear more toward fast assault, Welcome has forged the Eighty-six into a division capable of on-demand defense and harassment tactics intended to eject invaders from the surface.

246TH MECHANIZED INFANTRY DIVISION

(*The Silkworms*)

CO: Major General Wendell Doten

The genesis of the 246th Mechanized Infantry Division came about from the marriage of a paratrooper brigade and two traditional armor brigades. While expected to work together as a combined-arms division, these components remained regimented in their ways and found few points of commonality between themselves. This disunity lasted until a bandit raid forced them to pool their knowledge to repulse the attack. The end result evolved into the present-day Silkworms, a division that prides itself on being able to accurately parachute tanks, APCs, and IFVs behind enemy lines. The Silkworms regularly practice their signature assault tactic, but Regular Army Command worries that the 246th's lack of action in recent years has lent itself toward complacency.

275TH MECHANIZED INFANTRY DIVISION

(*Stalwart and Steadfast*)

CO: Major General Joey Milnes

In addition to standard planetary garrison duties, the primary mission of the 275th Mechanized Infantry Division on Kalidasa is to protect the Free Worlds League branch of Quikscell, Inc. Since assuming their station, the 275th has rebuffed at least half a dozen raids on the Port Royal complex. Whether these invaders intend to destroy the complex or raid it for a quick materiel fix is uncertain. During every encounter, General Milnes' troops have performed admirably, living up to VII Corps's high standard of quality.

In stark contrast to other Free Worlds League corporations, Quikscell has deigned to sell a small amount of combat vehicles and parts to the 275th at wholesale prices, in thanks for safeguarding their operation.

297TH MECHANIZED INFANTRY DIVISION

(*The Hard Luck Division*)

CO: Major General Celina Brocious

The odd man out in VII Corps, the 297th Mechanized Infantry Division has a less than stellar reputation. Their slide into mediocrity began during the 2732 Martial Olympiad. The division expected to earn high marks, but when they ranked dead last in the whole competition, a dark cloud formed over them. Within two months, their CO died of unexpected heart failure, further dragging down morale. A year later a fuel tank rupture claimed the 2972nd Brigade's commander, and thus began all manner of unfortunate setbacks. While retaining operational status, the troops of the Hard Luck Division have not weathered the storm well. Until the cloud passes and their fortunes change, the 297th will remain stationed as far from the Lyran Commonwealth border as possible.



XIX CORPS

Five of XIX Corps' six divisions claim the Federation of Oriente as their sole responsibility. The Federation's border with the Capellan Confederation remains far quieter than the Andurien-Confederation border further rimward, but XIX Corps remains vigilant against all threats, both external and internal. Because the SLDF was ordered in 2729 to stand down and allow civil war to rage unchecked throughout the Free Worlds League, Oriente citizens have made their resentment of SLDF presence quite public. The occasional violent protest serves as a stark reminder that the people XIX Corps is to protect can be just as much a threat to the SLDF as pirates or invaders.

COMMAND

Major General Starla Halleck would be the first to admit she is a better diplomat than a strategist. Considering the political climate within the Free Worlds and in the Federation of Oriente in particular, her talents are exactly what the situation requires. A Fort Forlough graduate from the Lyran Commonwealth, Halleck was given the reins of XIX Corps in 2754 after Regular Army Command relieved her predecessor for lack of results. Under her aegis, matters with the Federation have improved only slightly. Halleck's Ia, Lieutenant General Raymundo Serrão, is a native of Oriente, and his advice has thus far been instrumental for her keeping a finger on the province's cultural pulse.

When not overseeing diplomatic efforts, General Halleck is out visiting the troops in order to keep morale high—a necessary undertaking considering her divisions are stationed in a province that blames them for not bringing the Marik civil war to a swift conclusion.

LOGISTICS

Unrest in the territorial-states has caused logistical belt-tightening across the board in Eighth Army, and XIX Corps is not immune to the effects. Among its six divisions and seven independent regiments, XIX Corps fielding only one Royal regiment and one Royal division (which is assigned a single brigade of BattleMechs) greatly simplifies high-end materiel requirements, but this only offsets the hardware deficit by a small margin.

Borrowing a page from General Halleck's playbook, her IIa, Lieutenant General Bradford Langsdale, has approached the Federation's ruling family and Oriente corporations. Both efforts have run into brick walls. As a stopgap measure Langsdale is now considering looking on the other side of the border to curry favor with Capellan corporations in the Sarna and Liao Commonalities, just to cover any shortages. However, Quartermaster Command and Regular Army Command harbor reservations that politics between Oriente-stationed SLDF units and the Capellan Confederation might spark an international incident.

INDEPENDENT REGIMENTS

A history of violence between the Free Worlds League and the Capellan Confederation has existed since the Age of War. However, over the last several decades, the border between Oriente and Capellan space has remained disturbingly quiet, especially given the rash of alleged, member-state-backed pirates plaguing other border regions throughout the Inner Sphere. SLIC regularly reports rumors of something simmering below the surface. To this end, Regular Army Command and Royal Command have ensured XIX Corps fields an adequate number of autonomous regiments for putting out fires and stemming the tide of any military adventurism on behalf of either Oriente or the Capellan Confederation.

Most XIX Corps regiments fall into two categories: those with a semi-permanent station and those that wander the border in search of trouble.

Falling into the itinerant group are the Sixty-eighth Royal Light Horse, Eighty-ninth Light Horse, 205th Hussar, and Thirty-first Dragoon regiments. These regiments often link up with other regiments or divisions to run coordinated readiness drills.

Units holding a permanent station are the 306th Hussar, 399th Battle, and 105th Heavy Assault Regiments. To provide immediate assistance against threats targeting Oriente itself, the 306th Hussar Regiment is based out of Calloway VI, one jump away from the Federation capital. The 399th Battle Regiment guards the independent world of Kievanur, one of two systems sandwiched between the Federation and the Capellan border, yet the regiment remains within a one-jump range of three different XIX Corps divisions, if need arises. The 105th Heavy Assault is stationed on Ling, where it has earned a grudging respect from the locals.

67TH BATTLEMECH DIVISION

(The Epsilon Eridani Division)
CO: Major General Austin Espree

Posted on Emris IV, the Sixty-seventh BattleMech Division's otherwise pristine history has recently suffered a black mark. A large portion of its duties entail guarding the StarCorps Industries *Warhammer* and *Longbow* industriplex and the Holly Industries factory in Ivanograd. Due to federal Free Worlds mandate, StarCorps (and its subsidiary Holly Industries) has refused to allow the SLDF direct access to replacement 'Mechs, parts, or munitions from their assembly lines. Although no pirates have raided these factories in recent years, StarCorps nevertheless suffered loss from an unexpected direction. In 2763 some members of the Sixty-seventh were court-martialed for several years of stealing missile shipments from the Holly Industries factory in order to cover ammunition shortages. This theft destroyed any goodwill General Espree had been building with the populace.

131ST BATTLEMECH DIVISION

(The Hercules Division)
CO: Major General Reyna Lauder

The 131st BattleMech Division is based near Cienfuegos on New Delos. The system's political and historical significance has allowed the Hercules Division to provide security at summits hosting delegates from the Star League, Free Worlds League, and Capellan Confederation. Before the last trade conference between Oriente and Sian, General Lauder's Ic uncovered a plot to sabotage the talks. Elements of the 131st mobilized against the cell and eliminated the threat, but efforts to trace the terrorist's funding have thus far implicated everyone from House Selaj ghosts to the Capellan Maskirovka.

The Hercules Division earned its nickname after twelve harrowing combat deployments that helped forge the division into a cohesive force. The members of 131st affectionately refer to this period of their history as the "Labors of the Hercules Division."

7TH ROYAL INFANTRY DIVISION

(*The Praetorian Division*)
CO: Major General Katheryn Winborne

The Seventh Royal Infantry Division's posting on Oriente, the titular capital of the Federation, has always been one of contention. Not only do Oriente's citizens resent the SLDF presence, the Seventh constantly has to cope with the Oriente Fusiliers Ducal Guard and any other provincial or federal forces that happen to be present.

Fortunately, the Seventh proved all naysayers wrong when they managed to foil an assassination attempt against Grand Duke Allison last year. However, due to the fragile political state, the incident was kept under wraps, meaning the Seventh saw no public accolades for their accomplishment. SLIC has tracked the assassination attempt to Maskirovka activity, but they believe the trail is likely misdirection intended to deflect suspicion from Allison's political rivals within other Free Worlds provinces.

30TH INFANTRY DIVISION

(*Solidarity in the Trenches*)
CO: Lieutenant General Vonda Heffington

The black sheep of XIX Corps, the Thirtieth Infantry Division is the corps' only division not on assignment within the Federation of Oriente proper. Their station on the Marik Commonwealth world of Holt has not entirely ostracized them from the rest of the corps, however. Some jurisdictional overlap with III Corps forces the Thirtieth to focus its operational area on the coreward half of the Oriente province rather than other worlds in the Marik Commonwealth. The Thirtieth has not seen combat deployment for quite some time, but they still maintain a well-deserved reputation of refusing to fall back while in prepared defenses, even in the face of mounting casualties.

3RD JUMP INFANTRY DIVISION

(*Freedom from the Skies*)
CO: Major General Rene Then

The Third Jump Infantry Division may have a solid reputation among XIX Corps, but like most Regular Army commands along the League-Confederation border, General Then's unit has seen little action for at least a decade. Rumors amongst the troops stationed on Matheran point toward a collective restlessness—always watching, never acting. Then's command staff feels the division's performance, while impressive on paper, will not hold up to the stress test of actual combat.

With the planetary law enforcement's blessing, the Third runs aerial drop maneuvers upon local criminals who've gone to ground in Matheran's wilderness regions. Outsiders might call such exercises an overindulgence of military force, but General Then believes this helps his division keep its head in the game.

49TH JUMP INFANTRY DIVISION

(*The Horned Owls*)
CO: Major General Katheryn Erbe

Based out of XIX Corps headquarters on McKenna, the Forty-ninth Jump Infantry Division of Fort Corregidor is yet another Eighth Army command whose engine is idling but has nowhere to go. General Erbe and her staff have done everything they can to keep the unit in fighting trim, but supply problems and flagging morale have only served to exacerbate the situation. Although Erbe's staff has cashiered troublemakers among the command, their replacements are unseasoned troops that will likely not see combat for some time.

The Horned Owls earned their nickname from their capacity for swift aerial and jump infantry attacks and their technicians' tendency to pick over battlefield salvage to the point where nothing was left behind but a tangle of metal bones.



XXV CORPS

With divisions stationed across three radically different Free Worlds provincial states, XXV Corps maintains the largest operational area in Eighth Army. While to the casual observer this interior posting might appear relatively easy when compared to its sister corps stationed along turbulent borders, XXV Corps contends with multiple issues. Unlike other member-states, the League's interior is oftentimes more chaotic than its federal borders, which makes navigating the changing political waters difficult. The high concentration of Marik, Regulan, and Oriente troops stationed throughout XXV Corps's jurisdiction adds fuel to public belief that SLDF presence in the League's best-protected region is an affront to League sovereignty.

COMMAND

The appointment of Major General Aleta Kanavos to command XXV Corps began as a political gambit intended to curry favor with federal Free Worlds politicians. As a Marik Commonwealth national, Kanavos was considered the safest choice to oversee Regular Army operations within the district, a friendly face that would appear less threatening in the public eye. The Frunze Military Academy alum spends more time soothing frayed politicians' nerves than in active command of XXV Corps, often leaving her very capable Ia, Lieutenant General Huang Duan, in charge of most administrative duties in her absence.

The biggest challenges confronting General Kanavos's staff are maintaining troop readiness in an already heavily garrisoned region and either preventing or defusing situations like the latest debacle on New Olympia. Although Kanavos has done an admirable job thus far, given the current political landscape, another similar fiasco might prompt her to be replaced.

LOGISTICS

Faced with Parliament bureaucracy forbidding Free Worlds corporations from selling military supplies to SLDF commands, General Kanavos's IIa, Lieutenant General Paige Krieger, finds herself in a position not unique to Eighth Army corps. Quartermaster Command's current trend of reprioritizing supply to the restive territorial-state regions has placed severe limitations on XXV Corps's operational capacity. Fortunately, the corps's lack of any Royal units and its tendency toward uncomplicated BattleMech and tank chasses has greatly simplified maintenance requirements. While the corps's divisions are now at or near full strength, Krieger has been unable to secure enough reserves to support any length of extended campaign. In the occurrence of an incident requiring SLDF military intervention, Krieger and her staff believe they can support any initial forays, but beyond that, projections indicate materiel replacement and munitions stockpiles will run out within a matter of months. Krieger remains hopeful that such a catastrophic event would prompt Quartermaster Command and Replacement-Deployment Command to fulfill her requisitions.

INDEPENDENT REGIMENTS

Given the political climate of the Free Worlds League's heart, the independent units of XXV Corps do not roam or change station anywhere near as often as in other corps throughout Army Group Marik. Those that do relocate on a semi-regular basis do so only within the borders of their adopted provincial state, in order to alleviate any potential political considerations.

Units presently based in the Principality of Regulus are the 451st Striker Regiment and the 256th Independent Aero Wing. The 451st has seen no combat apart from a few police actions on Aitutaki stemming from local unrest. The 256th on the other hand, has spent the last ten months attached to a flotilla from Seventh Fleet's Seventy-second Reconnaissance Squadron , as recent pirate attacks have left the flotilla vulnerable and low on aerospace fighter support.

Calling the Marik Commonwealth home are the 312th Heavy Assault and Second French Infantry Regiments. Unless they receive official orders from higher up, Colonels Bartouk and Pelletier prefer to station their respective commands on Commonwealth worlds lacking a FWLM garrison, as past experience dictates this is the best way to avoid unpleasant entanglements. More often than not, a FWLM unit transferring to a planet garrisoned by either of these regiments is a cue to pack up and relocate elsewhere.

The 189th Battle Regiment is the lone regiment operating in its small corner of the Federation of Oriente. To keep her troops sharp, Colonel Vitale has been known to occasionally link up with either the 360th BattleMech Division or XIX Corps's Sixty-seventh BattleMech Division for joint exercises.

157TH BATTLEMECH DIVISION

(The Napoleon Division)
CO: Major General Donnie Bavaro

The 157th BattleMech Division has historically used mostly light and medium BattleMechs. However, the few times elements of the division have seen combat over the last half century, this tendency toward the smaller end of the spectrum has not hampered their tactical capacity. In fact, their concentration toward lighter chasses allows them to act as a effective harassment platform capable of overrunning an enemy force like a hive of angry wasps. As solidarity for their combat doctrine and as a tribute to their division nickname, all officers from captain and above restrict themselves to medium BattleMechs or tanks when operating in the field.

Garrisoned on Rasalas in the Marik Commonwealth, the 157th has thus far managed to avoid any unpleasant involvement with FWLM troops, unlike other XXV Corps divisions.

360TH BATTLEMECH DIVISION

(The Bannockburn Division)
CO: Major General Alejandro Guillotte

The 360th BattleMech Division is the sole division of XXV Corps regularly operating within the Federation of Oriente. With the division based on Kyeinnisan, the Gambler's World, the worst problem General Guillotte encounters on a regular basis is keeping his troops out of trouble. Despite a division-wide moratorium on gambling, more than a few officers from the Bannockburn Division have squandered six months' pay (or more) at local four-card drax tables and ended up either censured, demoted or court-martialed over the affair.

To maintain a semblance of martial excellence, the 360th has volunteered to assist the so-called "Holy Rollers," Kyeinnisan's security force, with policing duties. However, since the Holy Rollers' extremely effective methods render the 360th's services unnecessary, this has led to division-wide restlessness and, ultimately, to gambling tables.

66TH INFANTRY DIVISION

(*Pride and Extreme Prejudice*)
CO: Major General Phoebe Shain

In 2763, the Sixty-sixth Infantry Division on New Olympia remained neutral in a growing political dispute between the world's two planetary governments—the sovereign province of Olympia and Kasnov-Greenland, the Marik Commonwealth member government. While Regular Army Command ruled it an internal Free Worlds matter, a unit of the Marik Militia was called in to stabilize the situation and suffered unexpected casualties in the conflict. In revenge, a renegade battalion of the Marik Militia detachment lashed out against the Sixty-sixth in retribution for standing idly by while Marik troops died. General Shain's division destroyed the attacking troops, but took great care to spare the FWLM survivors. Free Worlds officials brought this so-called "New Olympia debacle" before the Court of the Star League, but the case was ruled self-defense.

14TH MECHANIZED INFANTRY DIVISION

(*The Rogue Knights*)
CO: Major General Enrique Elderkin

New assignees to the Fourteenth Mechanized Infantry Division tend to have a difficult time adjusting to its less than hospitable station, which results in a high rate of turnover. However, those that persevere have helped forge the Fourteenth into one of XXV Corps's most formidable divisions. Unlike most settlements and industrial complexes on Keystone, Fort Meade does not employ an atmospheric dome. This forces the Fourteenth to operate in low atmospheric pressure and wear filtration masks against air that has become hopelessly polluted over several centuries of manufacturing. While many soldiers complain of these working conditions, those that have grown acclimated to them comprise a force capable of operating under extreme environmental conditions, as General Elderkin's Rogue Knights regularly train even for conditions that do not naturally occur on Keystone.

46TH MECHANIZED INFANTRY DIVISION

(*Thicker than Water*)
CO: Major General Jackie Sardina

The Forty-sixth Mechanized Infantry Division lives up to its motto by maintaining close formations during combat. While this tactic increases vulnerability to accurate artillery fire, the demoralizing shock factor of the Forty-sixth's advance tends to negate any disadvantages and allows armor platoons to better coordinate fire on enemy targets.

The unity within this division is also remarkable. The latest example involved Major Bristow from 4602nd Brigade, who was court-martialed for failing a readiness drill after an isolated night of heavy drinking brought on by personal tragedy. Her entire battalion reported to the hearing and threatened to desert if Bristow was discharged. Rather than risk losing the entire battalion, the court-martial merely censured Bristow.

70TH MECHANIZED INFANTRY DIVISION

(*No Berm Too High*)
CO: Major General Elba Teare

During official functions on Regulus, a detachment from the Seventieth Mechanized Infantry Division forms part of the honor guard for Prince Cameron-Jones. Despite instances of unrest between Regulan and SLDF troops elsewhere within the Principality of Regulus, the Seventieth maintains a cordial working relationship with the Regulan prince. Outspoken voices within the Principality and the Regulan Hussars decry this association as a sham, but SLIC detects no pretense in Cameron-Jones's motives. The same cannot be said of the outwardly resentful Regulan Hussars, however. General Teare's Ic, Lieutenant General Polaco, keeps on constant watch for trouble signs that might escalate into a full-blown incident between both camps.

EIGHTH FLEET

The squadrons of Eighth Fleet are stationed in various positions around the Lyran Commonwealth. On high alert since the Combine-sponsored raid on The Edge in 2741, Eighth Fleet has concentrated the majority of its focus along the Tamar Pact's border with the Draconis Combine in order to dissuade any further attacks on Commonwealth soil. Consisting mostly of fast WarShips capable of bringing mass amounts of firepower to bear on a single target, Eighth Fleet can cover a lot of ground in a very short time.

COMMAND

Admiral Vicho Nnamani, a graduate of the Annapolis Naval Academy, has led Eighth Fleet since 2755. A firm believer in speed over firepower, Nnamani encourages his fleet's squadrons to consistently improve their jump timetables and overall state of readiness; thus far they have not yet disappointed. As the frequency of pirate attacks has recently increased throughout Eighth Fleet's jurisdiction, Nnamani revised his usual combat doctrine and lobbied for some heavier WarShips to be assigned to his fleet. However, Naval Command has not been able to pull any suitable vessels from other fleet formations.

Admiral Nnamani commands Eighth Fleet from his flagship, SLS *Quéribus*.

DEPLOYMENT

Many Eighth Fleet divisions spend their time on the lookout for pirate activity along the Draconis Combine border. While banditry still occurs along the Free Worlds League border, recent years have witnessed a remarkable decline, which frees up divisions to blunt attacks originating from the Combine.

Since Twentieth Army's departure from Rim Worlds Republic space, Admiral Nnamani has stepped up patrols along this border inside the Commonwealth to ensure that the Republic has an adequate defensive screen against any attacks that might originate within Lyran space.

The remainder of Eight Fleet holds station around Tharkad and Skye.

HOMEPORT

Eighth Fleet's homeport is in the Tharkad system. Fleet WarShips serve to remind the archon of the SLDF's protective presence—or its capacity to impose interdiction in the improbable event of Tharkad declaring war on the Star League. Also, fleet assets allow Nagelring cadets the opportunity to train with active naval crews or undertake microgravity combat exercises. Vessels from Eighth Fleet return to Tharkad on a biennial basis for maintenance and refit.

81ST LINE SQUADRON

(*The* Bonhomme Richard *Squadron*)
CO: Vice Admiral Misha Balistrieri

WarShips of the Eighty-first Line Squadron rotate between three main fronts: the Draconis Combine border, the Free Worlds border, and a whistlestop tour of important interior Lyran planets. Admiral Balistrieri's squadron has not seen significant combat in several years. Although her vessels have been called in by other Eighth Fleet squadrons on several occasions, by the time any of the Eighty-first's flotillas arrive, the pirates have either fled or been successfully destroyed.

82ND RECONNAISSANCE SQUADRON

(*The Brigantines*)
CO: Vice Admiral Hang Verry

Just four months ago, the Eighty-second nearly triggered an international incident. While Admiral Verry's WarShips were patrolling the Free Worlds border, a clearly marked League WarShip transmitting FWLM transponder codes jumped into a pirate point around a Lyran world. Since bandit ships lack markings, Verry saw this as an act of war and ordered his division to open fire. Fortunately, the damaged League WarShip claimed to have suffered a mis-jump and did not return fire.

83RD ESCORT SQUADRON

(*The Broken Keels*)
CO: Vice Admiral Marica Meler

On several occasions, WarShips of the Eighty-third Escort Squadron have accompanied the archon or the dukes of Tamar and Skye to official functions or to the Hegemony border, where Third Fleet would take up escort duties. The squadron earned its name from a desperate maneuver wherein a flotilla, heavily damaged by a pair of pirate corvettes, successfully jumped to safety before they could be destroyed. Their division mates, however, managed to exploit the confusion and destroy the pirates.

84TH PURSUIT SQUADRON

(*The Drake Squadron*)
CO: Vice Admiral Benito Khaleck

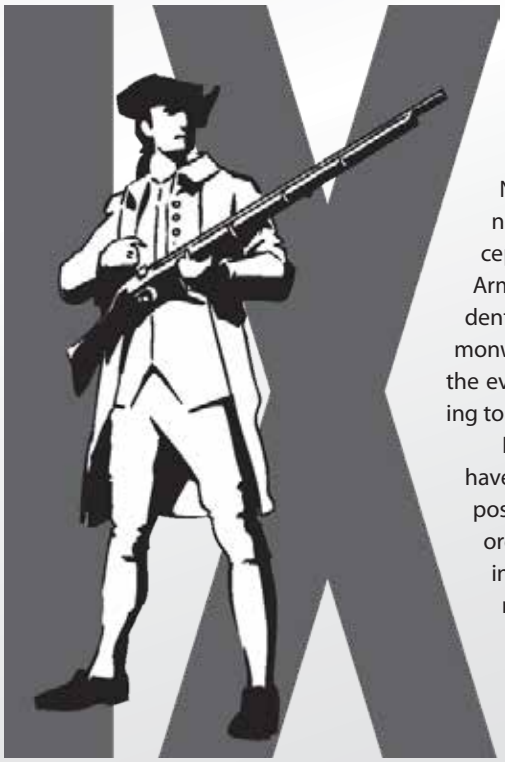
The Eighty-fourth Pursuit Squadron boasts the highest kill count amongst Eighth Fleet. The Drake Squadron is unafraid to follow fleeing bandits beyond the Commonwealth's borders, and has thus been responsible for successfully tracking bandit flotillas into Draconis Combine space.

The SLS *Golden Hind*—named as a tribute to a famous age-of-sail privateer—is the Eighty-fourth's premier vessel. Since the outbreak of banditry in 2741, Commodore Sandra Bernard's crew has claimed more kills than any other WarShip in Eighth Fleet.

NINTH ARMY

As a whole, Ninth Army covers the single largest area of operations in the entire Free Worlds League Military Region. Spread out across FWLMR02, the component corps of Ninth Army watch over the League's anti-spinward fringes, a considerable stretch of the League's border with the Lyran Commonwealth, and a large portion of the League's fractious, interior provincial states. While it is debatable which theater deserves the lion's share of Ninth Army's attention, every corps shares the duty of protecting wide expanses of poorly defended independent systems. With Free Worlds League Military formations stationed on more important provincial real estate, these planets often have the barest of militias, making them prime targets for ruthless pirates and raiders.

Two of Ninth Army's corps are stationed within reasonable distance of the Illyrian Palatinate. While no doubt this small Periphery state suffers some manner of piracy as well, High Command's unofficial line to the Palatinate is, "You stay in your corner, and we'll stay in ours." However, the realities and expectations of the SLDF uniform have often prompted elements of Ninth Army to offer aid—both humanitarian or military—when warranted and within reason.



COMMAND

General Zhang Craggs was born to a family of wealthy bankers on Skye in the Lyran Commonwealth. As a teenager, he championed patriotism for the Commonwealth, but when both of his parents were convicted on charges of embezzlement, fraud, extortion, and blackmail—despite evidence to the contrary and multiple appeals—Craggs's patriotism became rancor. His parents had been victims of a political move, and the Lyran legal system had failed them. Because of this, Craggs harbors a simmering hatred for his birth nation. Regular Army Command put this furor to work by assigning him to command Ninth Army, where his administration could watch over the Free Worlds League's border with the Commonwealth and put down Lyran adventurism before it escalated.

Thus far, the Nagelring graduate has managed to rein in his attitude toward the Commonwealth, as his station at Ninth Army headquarters on Chalouba remains far enough removed from the border to prevent any rash decisions. However, in the unlikely event of the Commonwealth invading the Free Worlds League, Craggs will eagerly ensure any Lyran invaders are put down with impunity.

STRATEGIC OVERVIEW

The easily mobilized corps of Ninth Army are primarily meant to dissuade adventurous Lyran troops and pirates from spilling across the border into the Free Worlds League. Since any offensive operations within Lyran borders would be prosecuted by Eleventh and Thirteenth Armies, Ninth Army is geared more toward defensive maneuvers within the Free Worlds, although minor exceptions have occurred. Less visible aspects of Ninth Army strategy involve rapid deployment to independent worlds and the pacification of the Marik Commonwealth and the League's federal capital of Atreus in the event of the Free Worlds declaring war or threatening to withdraw from the Star League.

Ninth Army brigades not mobilized for deployment have become adept at increasing their defensive posture by creating regimented defenses, such as orchestrating chokepoints and tricking marauders into believing the SLDF troops have greater numbers than are actually present. In the event of a serious shortfall of available troops, General Craggs has considered petitioning the FWLM for assistance, but given the current relationship between the Star League and the Free Worlds, expectations of the captain-general agreeing to extend military support are low.

OPERATIONS

Most of Ninth Army's operational deployments have encompassed reactive, brigade- or regiment-sized mobilizations. With so much ground to cover, Ninth Army cannot easily afford to spread itself too thin, and to date it has not needed to. However, due to the consistent, low-level raiding against bandits and recent minor misunderstandings with the FWLM and LCAF that escalated into thankfully short-lived belligerence, General Craggs believes it is only a matter of time before a whole division (or more) will need to mobilize against a threat. In that case, potentially vulnerable targets within Ninth Army's sphere of influence might be left without adequate defenses.

NINTH ARMY

Army and District Two Headquarters: Chalouba

	2764	2765	2766	2767-2779	2784
XVIII Corps					
352nd BattleMech Division (The Attila Division)	FWLMR D2	Periphery, destroyed			
91st Mechanized Infantry Division	FWLMR D2	Periphery, destroyed			
120th Royal Mechanized Infantry Division	FWLMR D2	Periphery	-	survived	Exodus
108th Jump Infantry Division	FWLMR D2	Periphery	-	destroyed	
20th Royal CAAN Marine Regiment (The Saipan Regiment)	FWLMR D2	Periphery	-	destroyed	
183rd Hussar Regiment	FWLMR D2	Periphery, destroyed			
245th Royal Hussar Regiment	FWLMR D2	Periphery	-	destroyed	
42nd Dragoon Regiment	FWLMR D2	Periphery, destroyed			
102nd Dragoon Regiment	FWLMR D2	Periphery	-	survived	Exodus
312th Dragoon Regiment	FWLMR D2	Periphery, destroyed			
XII Corps					
15th BattleMech Division (The Bryant Division)	FWLMR D2	Periphery	-	survived	Exodus
151st Royal BattleMech Division (The Ulysses S. Grant Division)	FWLMR D2	Periphery	-	-	unknown
32nd Infantry Division	FWLMR D2	Periphery	-	destroyed	
13th Royal Mechanized Infantry Division	FWLMR D2	Periphery	-	survived	Exodus
32nd Royal CAAN Marine Regiment (The Iwo Jima Regiment)	FWLMR D2	Periphery, destroyed			
13th Light Horse Regiment	FWLMR D2	Periphery	-	survived	Exodus
22nd Light Horse Regiment	FWLMR D2	Periphery	-	destroyed	
502nd Battle Regiment	FWLMR D2	Periphery, destroyed			
52nd Heavy Assault Regiment	FWLMR D2	Periphery	-	survived	joined DC
189th Heavy Assault Regiment	FWLMR D2	Periphery	-	survived	Exodus
XXXIV Corps					
405th BattleMech Division (The Golden Pharaoh Division)	FWLMR D2	Periphery	-	destroyed	
44th Mechanized Infantry Division	FWLMR D2	Periphery, destroyed			
59th Mechanized Infantry Division (The New Kyoto Samurai)	FWLMR D2	Periphery	-	destroyed	
62nd Mechanized Infantry Division	FWLMR D2	Periphery, destroyed			
301st Hussar Regiment	FWLMR D2	Periphery, destroyed			
19th Dragoon Regiment	FWLMR D2	Periphery	-	destroyed	
187th Royal Striker Regiment	FWLMR D2	Periphery	-	destroyed	
3555th Independent Aero Wing	FWLMR D2	Periphery, destroyed			
471st Medium Tank Regiment	FWLMR D2	Periphery	-	destroyed	
257th Hover Armor Regiment	FWLMR D2	Periphery, destroyed			
85th Marine Infantry Regiment	FWLMR D2	Periphery, destroyed			
9999th Mechanized Infantry Regiment	FWLMR D2	Periphery	-	survived	Exodus
XLI Corps					
245th BattleMech Division (The Marne Division)	FWLMR D2	Periphery	-	destroyed	
275th BattleMech Division (The Altair Division) (104th Striker Regiment)	FWLMR D2		-	survived	Exodus joined DC
172nd Mechanized Infantry Division	FWLMR D2	Periphery	-	survived	Exodus
218th Mechanized Infantry Division	FWLMR D2	Periphery, joined rebels			
35th Jump Infantry Division	FWLMR D2	Periphery, destroyed			
30th Royal CAAN Marine Regiment	FWLMR D2	Periphery, destroyed			
51st Light Horse Regiment	FWLMR D2	Periphery, destroyed			
13th Hussar Regiment	FWLMR D2	Periphery	-	destroyed	
384th Striker Regiment	FWLMR D2	Periphery, destroyed			
387th Battle Regiment	FWLMR D2	Periphery	-	destroyed	
1st French Cavalry Regiment	FWLMR D2	Periphery, destroyed			
802nd Independent Aero Wing	FWLMR D2	Periphery	-	survived	joined FWL

6 BattleMech Divisions
11 Infantry Divisions
27 Independent Regiments
Divisions in District: 20



XVIII CORPS

Ninth Army command considers XVIII Corps its contingency corps, a force capable of acting to threats within five different provincial regions within FWLMR02. With divisions stationed only two or three jumps away from Atreus, capital of the Free Worlds League, XVIII Corps can easily respond to dangers threatening the League's federal government or the Marik Commonwealth as a whole. XVIII Corps is also able to cover the entirety of the Duchy of Graham-Marik and the Principality of Gibson, in addition to several systems within the Principality of Regulus and a large collection of independent worlds that would otherwise go undefended.

COMMAND

At the head of XVIII Corps is Major General Sir Lance Helmick, a distinguished commander who has led his corps since 2753. Born on New Olympia, Helmick is fiercely loyal to the Free Worlds League and is dedicated to his corps' role as protector. A graduate of West Point Military Academy on Terra, Helmick began his career as commander of an armor platoon and quickly rose through the ranks, after several field commissions showed his dedication to personally commanding his men from the battlefield. Unfortunately, an accident involving an explosion at an ammunition dump left Helmick horribly injured in 2747, and he was unable to return to the field. Rather than squander his talents for leading and inspiring his troops, Regular Army Command eventually promoted him to command XVIII Corps, where he oversees operations by staying as close to potential battlefields as his position will allow.

LOGISTICS

The location of XVIII Corps places it well within Ninth Army's optimum supply route. With one Royal division and two autonomous Royal regiments on its rolls, the corps must maintain a high standard of materiel quality for its troops, and thus far Quartermaster Command has been surprisingly able to keep up with demand. Part of this can be attributed to General Helmick's good relationship with his home state, the Marik Commonwealth, from which he has been able to broker supply deals for incidentals, which frees up space in Quartermaster Command DropShips that can be used for other, more important cargo. The only real obstacle to XVIII's logistical chain lies in its deployment across three different Free Worlds provincial states. Additional customs checks at each provincial border have the propensity to delay shipments, and in at least a few isolated incidents, has contributed to them not arriving at all.

INDEPENDENT REGIMENTS

Given the amount of ground XVIII Corps is responsible for, it musters several different independently acting regiments. Foremost among them is the Twentieth Royal CAAN Marine Regiment. The Saipan Regiment often deploys to water-rich worlds for naval training, but they will relocate wherever a situation warrants, often acting in concert with other XVIII Corps regiments. Due to its flexibility, the Twentieth is able to work equally well during waterborne operations or on desert planets.

The multi-role regiments of XVIII Corps are the 183rd Hussar and 245th Royal Hussar regiments. Both of these formations foster a friendly rivalry amongst themselves, with the 245th often taunting the 183rd solely due to it not being a Royal regiment. However, the performance of the 183rd speaks differently, as its members pride themselves on maintaining muster times and combat records that stand on par with an average Royal unit, despite their lower-quality hardware and supplies. This rivalry has prompted members of the 183rd to strive for further excellence; however, what rankles them is the knowledge they can never be a Royal regiment no matter how well they perform.

Filling out the rest of XVIII Corps' autonomous commands are the Forty-second, 102nd, and 312th Dragoon regiments. While independent in name, these three regiments sometimes act together as a pseudo-brigade, in order to provide assault support for XVIII Corps divisions. The 102nd, in particular, is adept at hitting a target hard and then moving aside for a larger, main assault group to storm through the breach.

352ND BATTLEMECH DIVISION

(The Attila Division)

CO: Major General Mickey Bartamian

Tasked with keeping watch over the Principality of Gibson and a portion of the Principality of Regulus, the 352nd BattleMech Division has earned a fearsome reputation. Whenever a threat materializes anywhere within its operational range, the Attila Division brings an overwhelming amount of force to bear on its target, even for actions that would normally require smaller deployments. Be it bandits, rioters, or terror cells, the threat will usually disperse and flee, sometimes without even a single shot being fired. In the rare instance of foolhardy opponents opting to stand and fight, the 352nd's preponderance of heavy and assault 'Mechs and tanks make short work of their targets.

91ST MECHANIZED INFANTRY DIVISION

(*The Jericho Division*)

CO: Lieutenant General Hans Schaufelberge

Stationed at XVIII Corps headquarters on the independent world Chalouba, the Ninety-first Mechanized Infantry Division excels in the art of siege warfare and overcoming defensive fortifications. One of the division's recent triumphs involved tracking down a pirate base in the wilds of the nearby system of Bowang. The Ninety-first encountered an extensive system of breastworks leading to a dug-in fortification. Their artillery strikes and air sorties proved so precise that they tore a breach in the base's 'Mech hangar without causing any collateral damage to the hardware stored within, and without rocking a single 'Mech free from its maintenance rack. The base fell to the Ninety-first's infantry within two hours.

120TH ROYAL MECHANIZED INFANTRY DIVISION

(*Lightning Strike*)

CO: Major General Monte Deases

The 120th Royal Mechanized Infantry Division in entrusted with one of the most important duties within XVIII Corps. As the XVIII Corps division stationed closest to Atreus, the 120th would be the first responder to any threat to the Marik Commonwealth or Free Worlds sovereignty that the FWLM would be unable to handle alone. However, this posting is a double-edged sword, in that the 120th's two-jump proximity to the League's capital means they would lead the vanguard in the unimaginable event of the SLDF needing to wage a war of pacification against the Free Worlds League. In case General Helmick's loyalties are compromised due to his heritage, Royal Command has guaranteed General Deases full operational control of such a campaign.

108TH JUMP INFANTRY DIVISION

(*Airborne Dragons*)

CO: Major General Kendall Korner

Mostly responsible with safeguarding the Duchy of Graham-Marik, the soldiers of the 108th Jump Infantry Division are prepared at any moment for rapid deployment anywhere within their operational range. This division is unique in its specialization of parachute drops to reach otherwise difficult terrain or as an element of surprise. The men and women of the Airborne Dragons showcased their skill two years ago, when a pirate band on the Graham-Marik world of Albert Falls took a small city hostage. Using HALO insertion, the paratroopers of the 108th were able to land within enemy lines and attack the organization's leadership directly. With the rest of the division surrounding the city, the leaderless bandits surrendered.





XII CORPS

Beyond the occasional planetary militia scattered about the Free Worlds League's Abbey District, XII Corps remains the sole significant military force within this province and its immediate environs. This responsibility places far more weight on its shoulders than other corps stationed in areas with any appreciable FWLM presence. Besides being tasked with patrols along the League's border with the Lyran Commonwealth, of recent concern is the two-world border the League shares with the Rim Worlds Republic. A few intelligence forays into this region have uncovered a larger concentration of Republic militia troops than expected, but Regular Army Command does not yet believe undue caution is warranted.

COMMAND

Unlike some other corps stationed elsewhere in the FWLMR, XII Corps commands the Abbey District's utmost respect, and Major General Sonoka Komatsuzaki is a large part of this reason. Originally from Galedon V in the Draconis Combine, Komatsuzaki grew up in a strict family steeped in military culture, but she learned the value of an even-handed command approach during her term as a lieutenant in the Forty-fourth Mechanized Infantry Division. As she rose toward eventual command of XII Corps, Komatsuzaki practiced affording those she was protecting with as much respect as she expected in return. Her attitude paid dividends, and any subordinate caught disrespecting the local populace is subject to disciplinary review, reassignment, or even court-martial. Komatsuzaki's mutual spirit of cooperation has made XII Corps' already difficult duties all that much easier.

LOGISTICS

The monumental task of protecting the Abbey District and its independent neighbors often stretches XII Corps thin, but their supply lines remain as reliable as possible despite the distance from the Terran Hegemony and the nearest logistical hubs. General Komatsuzaki's strong relationship with Abbey District nobles and local corporate leaders has helped greatly in this regard. Any shortfalls in XII Corps stockpiles are often covered by locally produced goods at very reasonable prices, sometimes by goods initially meant for FWLM units elsewhere in the League. As the SLDF presence benefits the region's economy and ensures the District will remain protected from pirates, local manufacturers of ammunition and other supplies do not mind handing the absent FWLM lines about "production difficulties."

Technicians meticulously maintain XII Corps' equipment by keeping to a rigorous inspection schedule. Since long lag times exist between materiel shipments, finding and addressing hardware problems before they occur remains one of General Komatsuzaki's top priorities.

INDEPENDENT REGIMENTS

The premier regiment among XII Corps' independent regiments is the Thirty-second Royal CAAN Marine Regiment. Although it can boast the most impressive combat record among XII Corps' regiments, the Thirty-second's members refuse to work alongside other corps' regiments or divisions, the exception being XII's two Royal divisions. The Iwo Jima Regiment asserts that in the past, undertaking operations alongside a non-Royal unit has resulted in friendly fire, which led to claims of non-Royals being liabilities in a firefight. Royal Command and Regular Army command have attempted to iron out this operational bubble, but so far the Thirty-second's punishment has amounted to little more than a slap on the wrist.

XII Corps also claims the Thirteenth and Twenty-second Light Horse regiments, the Fifty-second and 189th Heavy Assault regiments, and the 502nd Battle Regiment. Due to the Thirteenth and Twenty-second Light Horse having their own transport and support elements, they can more easily root out elusive bandit groups, and then pin them in place until the Fifty-second and 189th Heavy Assault can join their firepower to eliminate the threat.

The 502nd Battle Regiment has been under disciplinary review for their last combat operation on Sierra. Colonel Horstmann ordered his troops into an untenable defensive situation which resulted in more than one hundred civilian deaths when a municipal building collapsed from stray fire. General Komatsuzaki remains furious over the incident, which resulted in her staff court-martialing Horstmann and dishonorably discharging the troops directly responsible for the errant fire.

15TH BATTLEMECH DIVISION

(The Bryant Division)
CO: Major General Chase Desola

The Fifteenth BattleMech Division has persevered through a few tough years of supply issues and low morale. Three years ago, the Fifteenth's headquarters on Gibraltar came under fire from a brazen pirate band looking for vengeance. Bombing runs leveled key portions of Fort Calpe's barracks and 'Mech hangars and restricted the Fifteenth's operational capacity. Recently-completed reconstruction efforts gave rise to extensive facility upgrades capable of better supporting the Fifteenth in training and offensive operations.

Despite the setback, the Fifteenth was instrumental in hunting down this renegade pirate band, which General Komatsuzaki's staff now believes was sponsored by Lyran Commonwealth agents. However, the Bryant Division has since exhibited a touch of recklessness when confronting pirate elements.

151ST ROYAL BATTLEMECH DIVISION

(The Ulysses S. Grant Division)
CO: Major General Sau Tappendorf

In every engagement, the 151st Royal BattleMech Division exhibits unparalleled ruthlessness, allowing it to overrun most defensive formations and fortifications with ease, but analysts believe such shock-and-awe tactics are responsible for causing more of the 151st's combat losses than it prevents.

However, more alarming is the members of the Ulysses S. Grant Division fostering some of the same us-against-them attitude as the Thirty-second Royal CAAN Marine Regiment, but not to as strict of a degree. Since the 151st is far larger than a single regiment, this potentially damaging outlook is not as widespread. General Tappendorf does not officially condone such uncooperative behavior, but neither has he tried to put an end to it.

32ND INFANTRY DIVISION

(*Tunnel Rats*)
CO: Lieutenant General Dylan Harders

Stationed on the independent frontier world of Sackville, the Thirty-second Infantry Division is constantly warding off Periphery pirates making for the slightly richer Abbey District worlds. In an effort to beat the pirates at their own game, the Tunnel Rats have trained extensively in nighttime and low-light operations so they can attack suspected pirate bases, fortifications, and unsanctioned LZs under cover of night. Lacking any mechanized transportation that would allow for pursuit or large maneuvers, the Thirty-second's infantry brigades are able to quickly establish revetments and spider holes for holding terrain or forming the anvil of a carefully laid trap.

Casualties among the Thirty-second rank the highest in XII Corps, and General Harders is constantly lobbying Replacement-Deployment Command for more troops, but reinforcements are often slow to arrive.

13TH ROYAL MECHANIZED INFANTRY DIVISION

(*The Argent Knights*)
CO: Major General Grayce Lakatos

The Thirteenth Royal Mechanized Infantry Division is stationed at XII Corps headquarters on Dalcour. In stark contrast to the 502nd Battle Regiment, the Thirteenth was recently embroiled in action against a pirate group on Merton. While the Thirteenth was patrolling through the outskirts of the planetary capital, Meyer, the hidden band attacked, resulting in the tragic loss of Colonel Verhoeven and several blocks of apartment housing. Without prompting by corps command members of the Thirteenth all pitched in to the recovery effort, even going so far as to offer medical supplies and food from their own personal stockpiles.

For their humanitarian aid and as an example to the rest of XII Corps, General Komatsuzaki has awarded the division distinguished service commendations.





XXXIV CORPS

Outside observers view XXXIV Corps as the FWLMR's dead-end assignment at the tail end of known space, a boring, backwater posting staffed by the castoff rejects, malcontents, and misanthropes from other, more prestigious corps. For insiders, however, the truth is far different. While XXXIV Corps's operational theater means it should never have reason to bring its guns to bear on a Star League member-state or a rebellious territorial-state, it nevertheless acts as a buffer between civilization and piracy. In addition to watching the Periphery border, XXXIV Corps can also extend its protection to the small Illyrian Palatinate just beyond the Free Worlds League's anti-spinward border.

COMMAND

A former citizen of the Taurian Concordat, Combat College of New Earth graduate Major General Lijsbeth van Coevorden lobbied for an assignment in Nineteenth Army but was denied. Instead, Regular Army Command promoted her to lead XXXIV Corps in hopes she would feel at home in a member-state's frontier region. Considering the current turmoil in the Concordat, the decision seems a fortunate one. Van Coevorden claims her superiors said her current assignment was "at least a step up from that backwater you came from." Witness among her command staff report she is still trying to come up with subtle ways to repay Regular Army Command for that insult, but fortunately in her current posting, she will have no opportunity to do so. Rather than replace Van Coevorden, Regular Army Command has instead chosen to keep her in place because her bitterness produces tangible results.

LOGISTICS

The placement and strategic importance of XXXIV Corps has unfortunately placed General Van Coevorden's command on Ninth Army's lowest priority for materiel shipments. However, due to her ingenuity, XXXIV Corps has been able to maintain acceptable levels of operational capacity even in the face of deficient support. Foremost among these ideas was convincing Royal Command to reassign the 151st Royal BattleMech Division to XII Corps. This reallocation resulted in XXXIV Corps counting only a single Royal regiment on its rolls, which greatly reduced the corps' reliance on regular materiel shipments.

To cover other shortfalls, Van Coevorden has resorted to diplomacy with the Illyrian Palatinate and the fledgling Niops Association. In exchange for military aid, these minor Periphery states offer what little support they can. Officially, such agreements fall outside SLDF jurisdiction, but thus far Regular Army Command has chosen to turn a blind eye to the arrangement.

INDEPENDENT REGIMENTS

XXXIV Corps counts eight independent units on its rolls, more than any other SLDF corps in the FWLMR. This array places a vast amount of flexibility at XXIV's disposal, as each representative regiment claims a different specialty. Seeing these units operating alone is unusual, as any foreseeable situation can result in enough overlap to benefit from at least two specialized regiments working in concert. For example, the 257th Hover Armor Regiment and the Eighty-fifth Marine Infantry Regiment might hunt down a waterborne threat while the 301st Hussar Regiment hunts down the target's base of operations along the shoreline. In fact, the colonels commanding the regiments of XXXIV Corps foster such a rapport with each other that the only reason one of their units would operate by themselves is in the event of an emergency wherein only one regiment is on hand to react. In many instances, the 187th Royal Striker Regiment has harassed an enemy force long enough for the Nineteenth Dragoon Regiment to arrive and bring their heavier guns to bear.

Other regiments calling XXXIV Corps home are the 3555th Independent Aero Wing, the 471st Medium Tank Regiment, and the 9999th Mechanized Infantry Regiment. The 9999th remains the corps' odd-man-out in the sense that they prefer to work alone, although they will collaborate as the situation dictates.



405TH BATTLEMECH DIVISION

(The Golden Pharaoh Division)
CO: Major General Kendall Norsen

Alternatively known as the Tutenkhamun Division, the 405th BattleMech Division earned its official nickname more than five decades ago after attempting to challenge the Royal standard. Their case accused a false dichotomy of existing within the SLDF, that the 405th's service record—while superior to even the worst-performing Royal division—would never qualify them for reclassification. The division felt their achievements had earned them the right to choose from the best Hegemony graduates and have access to the same level of equipment as their Royal counterparts. The case was unilaterally dismissed, but the High Command recognized the 405th's dedication and bestowed on them an official, Royal-inspired moniker. However, the Golden Pharaoh Division was then reassigned to Ninth Army, presumably as a reprimand for challenging the system.

44TH MECHANIZED INFANTRY DIVISION

(*Always Forward*)
CO: Lieutenant General Ching Besson

In 2748 the Forty-fourth Mechanized Infantry Division earned the dubious honor of becoming the laughingstock of XXXIV Corps. After tracking a bandit group to their base hidden in the wilderness of Cerignola, the Forty-fourth's advance brigade encountered far stiffer resistance than expected. When the division's other two brigades arrived, they found a beleaguered and abused brigade that was unable to locate their harriers. For over two months the pirates eluded the Forty-fourth, until an advance scout found the entrance to an extensive network of subterranean catacombs with multiple exits. The Forty-fourth located all exits and then collapsed them simultaneously. Much to their chagrin, several pirates still managed to evade the trap and flee the planet.

59TH MECHANIZED INFANTRY DIVISION

(The New Kyoto Samurai)
CO: Major General Royce Hoople

While the uninitiated might assume the New Kyoto Samurai originally hailed from the pervasive Japanese-inspired culture of the Draconis Combine, a large portion of the Fifty-ninth Mechanized Infantry Division's founding members had roots on New Kyoto in the Lyran Commonwealth. Located in Rahneshire, New Kyoto sits well away from the Commonwealth's border with the Combine, and since Lyran citizens traditionally eschew the culture of their long-time enemies, the origin of the Fifty-ninth's samurai leanings is a mystery. All of the Fifty-ninth's officers wear a *daishō* with their dress uniform and a *wakizashi* out in the field. Although Regular Army Command officially disapproves of the tradition, they have done nothing since it maintains *esprit de corps* within the division.

62ND MECHANIZED INFANTRY DIVISION

(*The Scheherazade Division*)
CO: Major General Breann Carlise

The soldiers of the Sixty-second Mechanized Infantry Division literally live for a good story. As a way to inspire his troops, every evening Lieutenant General Absalom Halberstam, commander of the 621st Brigade, finds the largest mealtime concentration of his troops and tell them an enthralling tale. He would always stop on a cliffhanger, saying, "If you want to know how it ends, survive through tomorrow and I'll tell the rest at dinner." A consummate storyteller, Halberstam even relays tales while out on combat deployment.

In 2735 a pirate sortie hit Halberstam's tent, and the 621st Brigade has not been the same since. Halberstam's tradition has long since perpetuated throughout the entire Scheherazade Division as its members try daily to concoct the best ending to his last, unfinished tale.



XLI CORPS

The only Ninth Army corps assigned five divisions, XLI Corps claims perhaps one of the most important tasks in FWLMR02. With three divisions perched along the Free Worlds League's border with the Lyran Commonwealth and two more not much further into the interior, XLI Corps covers a vast stretch of the League-Commonwealth. The past twenty years have not seen much change in XLI's status quo. Although low-level raiding by member-state-backed pirates has continued unabated for years and ensures a XLI Corps posting sees plenty of combat, the corps has yet to participate in a large-scale operation.

COMMAND

Born on Kentares IV in the Federated Suns, Major General Gisbert Beauchamp spent most of his childhood and adult life feeling the need to prove himself to everyone. Throughout his academic and military career, he has consistently earned high marks and top honors, yet the central tenet of his personal and command philosophy is that there is always room for improvement. Beauchamp is fond of saying "Even a flawless diamond needs to be polished." As such, he demands nothing but the best from all of XLI Corps's troops and his staff. Over the years, his meticulous standards of perfection have led to the dismissal of several of his staff and has driven XLI Corps to see the highest reassignment and desertion numbers in Ninth Army.

LOGISTICS

Even with only a single Royal regiment to equip, XLI Corps remains very well supplied. Its strategic importance and the near-constant raiding across the border assures Quartermaster Command's resupply DropShips arrive on a regular schedule. The corps' lack of Royal divisions also relaxes some pressure on the supply line, since lower-grade hardware is cheaper, easier to manufacture, and is far more readily available. Over the past decade, only in a few notable instances have XLI Corps troops committed to battle at less than optimum efficiency, and even then lacking only certain parts or ammunition for a specific weapon class. However, the recent turmoil in the Magistracy of Canopus has General Beauchamp worried his shipments might get delayed or rerouted to more explosive trouble spots. Thus far these concerns have not yet negatively impacted XLI Corps's stockpiles.

INDEPENDENT REGIMENTS

As busy as XLI Corps is, it cannot instantly mobilize against every single threat that crosses over the Free Worlds League border. To this end, General Beauchamp relies on a number of independent regiments to help pick up the slack and act as troubleshooters and firefighters.

The presence of many water-rich planets within XLI Corps's area of operations gives the Thirtieth Royal CAAN Regiment more than enough places to leverage its full talents. The Thirtieth specifically trains in artic conditions in order to root out raiders gone to ground in even the most inhospitable environments.

Battalions of the Fifty-first Light Horse Regiment tend to patrol along the border and respond as needed. While the regiment maintains a nominal base at corps headquarters on Tamarind, no more than one company at a time—rotated out every six months—remains to keep the pilot light burning. The 802nd Independent Aero Wing sometimes operates in conjunction with the Fifty-first to provide heavier air support, and their paratrooper contingent can access hard-to-reach areas where raiders might be hiding.

The Thirteenth Hussar Regiment remains on call to respond to threats that other regiments cannot confidently handle alone, whereas the First French Cavalry Regiment acts either as a relief force or as harassers.

In the event of a threat penetrating the initial defensive screens, the 384th Striker Regiment or the 387th Battle Regiment pick up the baton. While both of these regiments employ different tactics, the results are the same: few threats manage to escape their aggression.

245TH BATTLEMECH DIVISION

(The Marne Division)
CO: Major General Shanae Friends

Stationed at XLI Corps headquarters on the charming independent world of Tamarind, the 245th BattleMech Division must contend with thievery on a regular basis. However, rather than targeting their usual marks, the pirates that strike Tamarind tend to be art thieves that prey upon Padaron City's extensive collection of museums. The 245th maintain an armed presence near the largest museums, but even this is not enough of a deterrent. In one tragic instance, the would-be thieves leveled an entire wing of a major museum as a diversion—destroying many priceless works of art—and the resultant firefight killed more than one hundred civilians. Since then, the 245th's infantry brigade has run antiterrorist and counterinsurgency drills as often as possible, to prevent this from happening again.

275TH BATTLEMECH DIVISION

(The Altair Division)
CO: Major General Yessenia Faiella

The 275th BattleMech Division has a saying: "Pirates can land wherever they want, but they'll never take off again." Its reputation for blunting pirate attacks in XLI Corps' theater is legendary.

The Altair Division's latest coup was tracking down raiders that had hijacked a Transport Command DropShip en route to Dalcour. Upon recovering the DropShip, the 275th learned the vessel was carrying a damaged shipment of Royal-grade hardware intended for the Thirteenth Royal Mechanized Infantry Division in XII Corps. Rather than incur the additional expense of repairing and reshipping damaged cargo, Quartermaster Command used the materiel to replace the 275th's combat losses, with the stipulation that "once it's gone, it's gone." As such, the 275th fields a short company of Royal BattleMechs.

172ND MECHANIZED INFANTRY DIVISION

(*The Turpentine Division*)
CO: Major General Jasper Odam

The 172nd Mechanized Infantry Division derived its nickname from its troops' solidarity in the face of opposition. The tank crews and MechWarriors of the Turpentine Division strive to "make the enemy's colors run," be they of Lyran, Free Worlds, or pirate origin. Through the 172nd's recent combat history, it has had the unfortunate privilege to fight against all three. A routine patrol of 1722nd Brigade on Labouchere revealed Marik Militia troops on an unauthorized deployment that devolved into a short firefight. Strange activity on Alula Borealis led to the 1723rd Brigade into a policing action that forced LCAF troops into retreat. From each battle the 172nd kept several damaged armor-plate trophies with the Steiner and Marik sigils melted beyond recognition.

218TH MECHANIZED INFANTRY DIVISION

(*Unbowed, Unbroken, Unshaken*)
CO: Major General Hans Zutell

The past half-decade has not been kind to the 218th Mechanized Infantry Division. In 2760, the division's previous CO, General Apollonia Hanas, and her IIa were indicted on charges of embezzlement and corruption. The 218th's XO, General Zutell, was cleared of any wrongdoing and assumed command, but morale continued to plummet. Just when matters were starting to turn around, the 2182nd Brigade was returning to their headquarters on Loongana after a wearying off-planet operation when one of their DropShips suffered catastrophic drive failure during planetfall and broke up in reentry. The loss of two armor battalions in the tragedy shocked the division to its core. As a tribute to the deceased, so far the lost battalions have not yet been reconstituted.

35TH JUMP INFANTRY DIVISION

(*Leaping Lizards*)
CO: Major General Mitsuko Risto

Many consider the Thirty-fifth Jump Infantry Division to be the focal point of XLI Corps. Based on Nockatunga, the Thirty-fifth forms the first line of defense against any potential Lyran attempt to strangle the Bolan thumb and cut it off from the rest of the Free Worlds League. Strategists predict that if such an attack materialized, it would target Nockatunga before hitting Malazan and Ilion, and the Thirty-fifth has prepared accordingly. Fort Brittany is fortified enough to stave off most attacks. Able to strike back at both potential targets using a single jump, the Leaping Lizards are determined to turn any aggressive Lyran operation into a protracted and costly affair for the enemy. To this end, the Thirty-fifth has trained extensively in mobile warfare and guerilla tactics.



NINTH FLEET

Charged with patrolling the Magistracy of Canopus, Ninth Fleet has no lack of excitement of late. With unrest in the territorial-state regions at its highest peak since the Reunification War, the fleet's four component squadrons are constantly on the lookout for border jumpers and pirates looking to profit from the chaos. Also, the high taxes levied on the territorial-states has led to a marked increase in smuggling and black market trading within the Magistracy's borders. Aside from Ninety-fourth Squadron's efforts, the Ninth Fleet's self-proclaimed war against such smuggling operations has thus far proven only marginally successful.

COMMAND

A Federated Suns native and graduate of the Albion Military Academy, Admiral Francisca Nieminen has helmed Ninth Fleet for nearly twenty-seven years, and even at seventy-nine she has not yet announced plans to retire anytime in the near future, although sources close to her reveal this may change in coming months. Nieminen takes a *laissez-faire* approach to commanding the fleet, allowing her squadrons' vice admirals free operational rein unless circumstances dictate otherwise. Her extensive career experience prompts her subordinates to readily defer to her authority when necessary.

DEPLOYMENT

Elements of the Ninth Fleet do not have a set station around the Magistracy, but instead gravitate toward trouble spots or remain near points with the highest known concentrations of questionable naval traffic. Admiral Nieminen's flagship SLS *Infanta* and its attendant flotillas generally stay close to Canopus IV in order to oversee and coordinate any possible naval action in or near the Magistracy's capital. Other squadrons are rotated out to various patrol positions on a case-by-case basis.

HOMEPORT

Ninth Fleet goes to anchor at Severance Station near Canopus IV. Although a relatively small and poorly armed station compared to some, the facility offers drydocks for conducting maintenance or minor repairs and houses an aerospace group for defensive purposes. The station's proximity to Canopus allows Admiral Nieminen's WarShips to occasionally practice coordinating orbital-fire exercises—using simulated fire—with Seventeenth Army's 219th BattleMech Division. Other fleet divisions regularly use Canopus space to spar in training exercises. Both of these drills aim to remind Canopian citizens that inciting another war against the Star League would not be in their best interest.

91ST RECONNAISSANCE SQUADRON

(*Toward the Horizon and Beyond*)
CO: Vice Admiral Jasper Dowding

As Ninth Fleet's premier squadron, the Ninety-first Reconnaissance Squadron remains at the forefront of keeping watch on border activity. The Ninety-first's divisions are armed enough to take down smaller threats, but larger threats, such as WarShip-escorted pirates, require calling in larger guns. On several occasions, the Ninety-first's arrival has been enough to scare off several would-be combatants before backup divisions can arrive.

92ND RECONNAISSANCE SQUADRON

(*First Watch*)
CO: Vice Admiral Tasia Infantolino

While the Ninety-second shares some of the same duties as the Ninety-first, it maintains a different method of operation. Because much of the squadron is equipped with lithium-fusion batteries, the Ninety-second is capable of covering a long range in a relatively short period of time, and if its WarShips run into trouble after a jump, fully charged batteries allows allow each division to jump away and call in support.

93RD PURSUIT SQUADRON

(*The Antares Squadron*)
CO: Vice Admiral Reagan Hoganson

The Ninety-third Pursuit Squadron earned its nickname from the star at the heart of the Terran constellation Scorpio. One of the Antares Squadron's common tactics involves a kind of reverse hammer-and-anvil, where a blatant display of force engages and distracts a naval threat long enough for a swift flotilla or division to exact a surgical strike from a different direction. Vice Admiral Hoganson's predecessor called this maneuver the Scorpion Sting.

94TH INTERDICTION SQUADRON

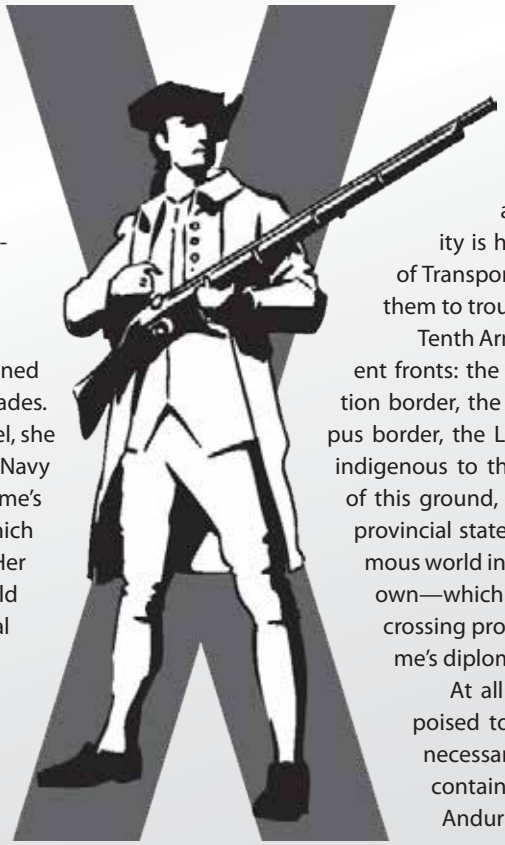
(The Smuggler's Bane)
CO: Vice Admiral Chase Flager

Before First Lord Simon Cameron's shoot-to-kill order regarding pirates, the Ninety-fourth Interdiction Squadron held the record for the most smuggler apprehensions and merchandise confiscations across the Star League Navy. After the order, it became incredibly difficult for the Smuggler's Bane to distinguish a smuggling vessel from a marauder. In the end the Ninety-fourth was forced to fire on all questionable traffic, despite the strong legal distinction between smuggler and pirate.

TENTH ARMY

Since the outbreak of the so-called Phony War, Tenth Army has been plagued by border jumpers, pirate raiders, and the occasional smuggler looking to profit from the conflict. In the event of true, outright hostilities, Regular Army Command and Royal Command fear the four component corps could easily be overwhelmed by overlapping duties.

Headquartered on Cirebon, an independent system in the Free Worlds League, Tenth Army is responsible for the League's rimward-most sections in FWLMR03 and remains constantly on high alert for any rapid barometric changes along their assigned borders. Compared to other army formations within the FWLMR, only the Tenth is capable of the particular brand of high-response deployment this turbulent border region requires.



COMMAND

Admiral Agathe Feuntiaume has retained command of Tenth Army for nearly two decades. Daughter of a retired SLDF Regular Army colonel, she rebelled against her father by enlisting in the Navy rather than following his footsteps. Feuntiaume's *alma mater* is the Fleet School of Keid, from which she graduated *summa cum laude* in 2727. Her distinguished service and tactical mindset would have earned her a coveted position in Naval Command, but the lack of open spots and her preference to lead from the field eventually led to the consolation prize of her assuming command of Tenth Army in 2746, after the unexpected death of incumbent General Abbey Bartlett.

Because of her long and decorated naval career captaining several different SLDF vessels, Feuntiaume treats the operation and administration of her command as though its Regular Army components were a naval organization, in the sense that they are capable of moving in three different axes rather than being confined to just two dimensions. This has led to the dissemination of rather unorthodox but effective strategies and tactics across all facets of Tenth Army's area of operations, such as a stronger emphasis on close air support and jump-capable infantry. To supplement this unique strategic approach, Feuntiaume works closely with Admiral Venizelos from Seventh Fleet, which provides her army's corps with naval support whenever possible.

With a few notable exceptions, Feuntiaume has continued to foster a decent working relationship with the Free Worlds League provincial states within Tenth Army's area of operations. Her nominal headquarters is at Fort Wilderness on Cirebon, but whenever possible, she is more comfortable commanding Tenth Army from the bridge of SLS *Midway*, which orbits Cirebon when not out overseeing various corps actions.

STRATEGIC OVERVIEW

Tenth Army contains highly mobile ground elements designed for fast response against potential border incursions. While most of the organization's divisions are able to mobilize at a moment's notice, its effective mobility is hampered only by the speed and logistics of Transport Command ships necessary for shuttling them to trouble spots.

Tenth Army oversees operations on four very different fronts: the Free Worlds League-Capellan Confederation border, the Free Worlds League-Magistracy of Canopus border, the League-Periphery border, and any threats indigenous to the League's provincial states. To cover all of this ground, the army is spread out over five distinct provincial states—or twelve, if one counts each autonomous world in the independent region as a state unto its own—which can create jurisdictional nightmares when crossing provincial borders, despite Admiral Feuntiaume's diplomatic overtures.

At all times, Tenth Army has two whole corps poised to spill over into the Magistracy border if necessary, and another two corps can easily blunt or contain an attack from either the Confederation's Andurien or Sian Commonalities.

OPERATIONS

Aside from border skirmishes and pirate raids—whether legitimate pirates or ones covertly sponsored by a member state—Tenth Army has seen little action and has had no reason to deploy the whole army or even a whole corps for a specific military objective. Most of the organization's goals consist of readiness drills in the event of the entire Tenth requiring deployment to defuse, contain, or even eradicate a nearby threat to Star League sovereignty. Admiral Feuntiaume remains confident such an operation would run smoothly, but her superiors still harbor doubts, as rushing off to defend or blockade one border could leave a good portion of the other bordering state left only marginally defensible—or even undefended, if the situation truly warrants.

TENTH ARMY

Army and District Three Headquarters: Cirebon

	2764	2765	2766	2767-2779	2784
IV Corps					
125th BattleMech Division (The Talitha Division)	FWLMR D3	Periphery	-	destroyed	
149th BattleMech Division (The Erwin Rommel Division)	FWLMR D3	Periphery	-	survived	Exodus
168th Mechanized Infantry Division	FWLMR D3	Periphery	-	destroyed	
190th Royal Mechanized Infantry Division	FWLMR D3	Periphery	-	destroyed	
41st Jump Infantry Division	FWLMR D3	Periphery, destroyed			
147th Light Horse Regiment	FWLMR D3	Periphery	-	destroyed	
42nd Hussar Regiment (member of 1st RCT)	FWLMR D3	Periphery	-	destroyed	
XIII Corps					
254th BattleMech Division (The Terra Firma Division)	FWLMR D3	Periphery, destroyed			
39th Infantry Division	FWLMR D3	Periphery, destroyed			
63rd Royal Infantry Division	FWLMR D3	Periphery, destroyed			
160th Jump Infantry Division	FWLMR D3	Periphery, destroyed			
237th Hussar Regiment	FWLMR D3	Periphery, joined rebels			
11th Dragoon Regiment	FWLMR D3	Periphery	-	destroyed	
XXVI Corps					
372nd BattleMech Division (The Asia Division)	FWLMR D3	Periphery, destroyed			
14th Infantry Division	FWLMR D3	Periphery	-	survived	Exodus
190th Jump Infantry Division	FWLMR D3	Periphery	-	destroyed	
210th Jump Infantry Division	FWLMR D3	Periphery	-	survived	Exodus
9th Royal CAAN Marine Regiment	FWLMR D3	Periphery	-	unknown	
75th Light Horse Regiment (member of 1st RCT)	FWLMR D3	Periphery, destroyed			
138th Dragoon Regiment (member of 1st RCT)	FWLMR D3	Periphery	-	survived	Exodus
XXXIX Corps					
21st Royal BattleMech Division (The Antaeus Division)	FWLMR D3	Periphery	-	destroyed	
58th BattleMech Division (The Pollux Division)	FWLMR D3	Periphery, destroyed			
42nd Mechanized Infantry Division	FWLMR D3	Periphery	-	destroyed	
82nd Mechanized Infantry Division	FWLMR D3	Periphery, destroyed			
146th Mechanized Infantry Division	FWLMR D3	Periphery	-	survived	Exodus
120th Jump Infantry Division (4674th Striker Regiment)	FWLMR D3	Periphery	-	survived joined DC	Exodus
195th Royal Light Horse Regiment (member of 1st RCT)	FWLMR D3	Periphery, destroyed			
7th Hussar Regiment	FWLMR D3	Periphery	-	heavy losses	disbanded

6 BattleMech Divisions
13 Infantry Divisions
9 Independent Regiments
Divisions in District: 20
Total Number of Divisions: 65



IV CORPS

Whereas most SLDF corps are tasked with a single, primary objective, IV Corps pulls double (or sometimes triple) duty. Before recent unrest in the territorial-states, IV Corps's primary, big-picture duty consisted of monitoring the Capellan Confederation border with the Free Worlds League and supporting XIII Corps in the event of any League-Confederation incident regarding the Duchy of Andurien. However, in recent years their focus has shifted toward the Magistracy of Canopus. As the corps stationed closest to the territorial-state, IV Corps would provide Tenth Army's first offensive line for any operations extending toward Canopus IV.

COMMAND

Originally from Rasalhague in the Draconis Combine's Radstadt Prefecture, Major General Jorma Polviander recently beat out three other candidates vying for command of IV Corps. Admiral Feuntiaume appointed Polviander due to his reputation for ruthlessness, something IV Corps has been in dire need of for the past decade. Although Polviander has only commanded IV Corps since 2762, his wholesale intolerance for unprofessionalism and indolence has resulted in his corps already holding the record for serving the most courts-martial and non-judicial punishments of any corps in the SLDF. With disquiet beginning to stir in the Star League's territorial-states, Polviander refuses to allow his corps any slack in their duties. When he tours forts in IV Corps' area of operations, all troops that do not meet his harsh standards during their pass in review are either disciplined or transferred to units in another corps.

LOGISTICS

Historically, IV Corps has been the redheaded stepchild of the Tenth Army with regard to its logistical train. Its distance from the Hegemony generally resulted in the bare minimum of materiel being shipped from Terra, just enough to keep formations operational, yet the corps comprising the Seventeenth Army (stationed in the Magistracy of Canopus) always seemed to be better supplied—if only slightly. General Polviander's appointment to IV Corps caused a radical paradigm shift in the Tenth Army's supply lines. He argued that the hornets' nest of the Magistracy only needed the wrong poke before it could escalate into a problem too large for Seventeeth Army to contain, which might also provoke the Capellan Confederation into action. Although policing the League-Confederation border remains one of the Tenth Army's critical objectives, SLDF Quartermaster Command saw the merit in Polviander's justification and rerouted a percentage of Transport Command's priority shipments from XIII Corps to IV Corps.

INDEPENDENT REGIMENTS

IV Corps' roster includes both the 147th Light Horse and the Forty-second Hussar regiments, both of which operate on two different strategies.

In recent decades, the 147th Light Horse Regiment has earned a well-deserved reputation as pirate hunters. Rather than simply remaining reactive and defensive, the 147th retains a proactive stance against piracy. Often, it will undertake sorties to rumored pirate bases within its area of operations and attempt to flush them out. Its cut-off-the-head policy during these sorties has led to a remarkably low incidence of piracy in the AO, which leads IV Corps administration to believe the 147th has successfully scared most of the pirate groups out of their quadrant of the FWLMR3. Those rare incidents occurring within the last five years often result in the 147th tracking the bandits beyond IV Corps' purview, where these criminals fall under the jurisdiction of another corps. On rare occasions, IV Corps command authorizes the 147th to coordinate with divisions in other corps to provide its expertise in helping hunt down the threat.

Among all of General Polviander's unit reforms upon taking command of IV Corps, only the 147th escaped any personnel changes within its officer ranks. Their aggressive posture toward interstellar criminal activity and their no-nonsense attitude toward pirate threats in their region impressed the otherwise-implacable general.

IV Corps's Forty-second Hussar Regiment—along with Seventy-fifth Light Horse and 138th Dragoon regiments of XXVI Corps and 195th Royal Light Horse Regiment of XXXIX Corps—forms a component member of First RCT. The Forty-second trains biennially with its sister regiments in coordinated deployment.

125TH BATTLEMECH DIVISION

(The Talitha Division)
CO: Major General Damian Fuel

The 125th BattleMech Division was hit the hardest by General Polviander's reforms. The division lost a good portion of its mid-level officers and saw them replaced by taskmasters. Although the reassignments of longstanding (but mediocre) officers increased overall troop response times, the division is still in the process of recovering its morale from such a unilateral decision and adjusting to stricter standards.

The Talitha Division earned its unit nickname both from the Terran Hegemony world its initial officers called home and its favored tactics. As Talitha lies within the constellation of Ursa Major—the Great Bear—the 125th often emulates a hibernating bear by luring enemies into a false sense of security before bludgeoning them with overwhelming force.



149TH BATTLEMECH DIVISION

(The Erwin Rommel Division)
CO: Major General Chuck Daggs

Despite is appellation, the 149th BattleMech Division does not follow standard organizational doctrine for an SLDF BattleMech division. Named for a famed Terran tank commander from the twentieth century, the Erwin Rommel Division comprises two brigades of armor and mechanized infantry and one brigade of BattleMechs. The tanks employed by this division are generally from heavier classes, which General Daggs utilizes more for offensive firepower than for their usual defensive role. Also, the 149th's BattleMech assets tend to fall into the heavy or assault classes, in order for them to coordinate with the armor brigades, and the division's mechanized infantry is used when mobility or lightning strikes are required.

168TH MECHANIZED INFANTRY DIVISION

(*The Bloody Treads*)
CO: Major General Carlo Petaccio

As the element of IV Corps stationed closest to the League-Confederation border, the 168th is responsible for the corps' first-response deployment in the event of a border incident. The division's command post on Gouderak lies within two jumps of Canopus IV, most of the Andurien worlds in the duchy's rimward half, and several systems in the Capellan Confederation. Due to their strategic import and General Polviander's lobbying, the Bloody Treads maintain the second-best quality of equipment in IV Corps. Only the presence of the 190th Royal Mechanized Infantry Division in the corps precludes the 168th from fielding the most advanced armor and BattleMech assets available.

The 168th commonly sends its vanguard of armor and infantry to bait hostile forces before its BattleMech cavalry sweeps in to surprise their overconfident opponents.

190TH ROYAL MECHANIZED INFANTRY DIVISION

(*The New Zealand Division*)
CO: Major General Marcelino Ulstad

Based out of the independent system of Obrenovac, the 190th Royal Mechanized Infantry Division maintains a good relationship with its host world. The system's lack of the political hurdles found in many other Free Worlds League provincial states has allowed the 190th unrestricted latitude in its garrison duties. On a few occasions over the past two decades, division troops have thwarted overt piracy efforts, supplemented the planet's overstretched police, and even flushed an organized crime syndicate into the open. These actions have helped to endear the division to Obrenovac's people.

The New Zealand Division owes its name to a large portion of the unit's original founders claiming ancestry from the Maori tribe. Because of this, SLDF recruits with Maori roots often request assignment to this unit.

41ST JUMP INFANTRY DIVISION

(*The Dragon Fangs*)
CO: Major General Collin Soard

As the IV Corps division stationed closest to the Magistracy capital, the Forty-first Jump Infantry Division is constantly on watch for activity on the other side of the border. In the event of a powder-keg incident in the territorial state, the Forty-first is meant to bolster Seventeenth Army operations in advance of other IV Corps elements.

Unusual for an SLDF division, the Dragon Fangs were originally staffed by a large proportion of troops from the Draconis Combine, which was ascribed to a clerical error. However it occurred, the staffing mistake imparted the division with a distinct character, and the "mistake" has become established tradition. However, due to SLDF proscriptions, only a few of the Forty-first overtly cling to samurai trappings.



XIII CORPS

Stationed near the Free Worlds League's rimward border with the Capellan Confederation, XIII Corps shoulders the responsibility for keeping the peace in the restive Duchy of Andurien. Headquartered at Fort Wilderness on Cirebon, this mobile corps maintains constant vigil along the border in the event of an outbreak of hostilities. Considering Andurien sentiment regarding their duchy's homeworld, XIII Corps carries the larger balance of this peacekeeping responsibility compared to its sister corps in the Confederation's Andurien Commonality. Should unrest escalate into armed conflict, XIII Corps is ready to mobilize and obstruct FWLM forces attempting to slip through the border.

COMMAND

Leading XIII Corps is Major General Lorraine Sharman, a graduate of Sandhurst's Class of '37. Due to her many commendations and her vocal support of Star League policy, Sharman was awarded command of XIII Corps in 2759. The decision immediately met with criticism from other candidates, due to her being a descendant of a merchant family originally based on Andurien. While some might view her ancestry as a possible conflict of interest, especially given the objective of XIII Corps's military contingencies, Tenth Army CO Admiral Feuntiaume places more faith in Sharman. Thus far Sharman has proven herself capable of rising above such perceived shortcomings. Regardless of her peers' beliefs—or perhaps in spite of them—Sharman drives XIII Corps hard and often coordinates border exercises with IV Corps or Seventh Army's LIII Corps in the Capellan Confederation.

LOGISTICS

Due to its strategic importance in the event of possible outbreak of hostilities between the Andurien region and the Capellan Confederation, XIII Corps remains relatively well-staffed and receives new and replacement materiel on a semi-regular basis. However, due to its location so far rimward in the League's territory, hardware shipments from the Terran Hegemony are slow to arrive and often lack vital components either due to shipping delays or the unavailability of parts. If necessary, XIII Corps is able to operate at close to full strength, despite these problems, by using outdated hardware. However, this shortfall has at times resulted in overstressed components failing at inopportune moments. At least three instances of preventable mechanical failure over the past decade have directly contributed to the deaths of XIII Corps personnel while on training maneuvers. Otherwise, under normal circumstances, XIII Corps has access to adequate supply lines.

INDEPENDENT REGIMENTS

Both of XIII Corps' autonomous regiments serve to fill holes in the component divisions' operational strategy. If the whole of XIII Corps were to deploy, the 237th Hussar Regiment and the Eleventh Dragoon Regiment would maneuver in place to catch elements small enough to fall through XIII Corps' net.

The Eleventh Dragoon Regiment often deploys alongside the 160th Jump Infantry Division, in order to provide them more defensive muscle when necessary. This regiment fields a larger proportion of armor battalions than most standard dragoon regiments, which grants them flexibility in either mobility or firepower, depending on the mission requirements. The Eleventh takes a proactive approach to peacekeeping duties by regularly rotating throughout several different bases within XIII Corps' operational area. This allows them to remain close to potential fires and either put them out quickly or prevent them from being lit entirely.

By contrast, the 237th Hussar Regiment remains relatively stationary in their deployment. General Sharman has encouraged the regiment to take more initiative, like the Eleventh Dragoons, but thus far the unit has remained set in its ways and continues to train and operate along its own idioms and principles. Thus far this disposition has not negatively affected their performance in the field exercises. However, rumors of dissension among the ranks point to falling morale caused by the regiment not having been deployed in combat for several years. Analysts believe Sharman will order the 237th into action for any future incident occurring in their operational range, just to watch them fail. In either case, all indications point to the 237th possibly falling under disciplinary review in the not-too-distant future.

254TH BATTLEMECH DIVISION

(The Terra Firma Division)
CO: Major General Kirby Weida

When not on maneuvers, the soldiers of the 254th BattleMech Division call the independent Free Worlds League system of Kearny home. Considering its neighboring systems lie a few jumps away from the Magistracy and Capellan Confederation borders, the notable frequency of pirate attacks in the area has given Major General Weida pause. While the Terra Firma Division would normally be adequately prepared for such occurrences, the rash of piracy has started to take a toll, and several regiments and brigades of the 254th have shown signs of battle fatigue and deteriorating morale. On one occasion pirates targeted one of the 254th's supply depots. The division is still recovering from that loss, and replacement materiel has been slow in coming.

39TH INFANTRY DIVISION

(*The Manassas Division*)
CO: Lieutenant General So Rockwell

The Thirty-ninth Infantry Division operates out of Fieferana in the Regulan Free States. While some of the Free Worlds League provincial states openly resent the presence of Star League troops on their sovereign soil, the Free States welcomed the Manassas Division. Lacking true military assets of their own, the Free States worlds labored under continual pressure to join the Principality of Regulus. The Thirty-ninth's presence has thus far curtailed any Regulan adventurism. In return, the Free States often provide the Thirty-ninth—via the SLDF's Quartermaster Command—with locally obtained supplies and hardware at significantly reduced rates. This has left the Thirty-ninth as the best supplied unit in XIII Corps, aside from the Sixty-third Royal Infantry Division.

63RD ROYAL INFANTRY DIVISION

(*The Bull Runners*)
CO: Major General Shasta Brandenburg

Headquartered along with XIII Corps command on Cirebon, the Sixty-third Royal Infantry Division is the best-staffed and best-equipped division in its corps. Due to its Terran Hegemony roots, most of the division's ranking officers hail from Terra's SLDF academies, and its light BattleMech brigade features sophisticated models only one or two generations below comparable chasses fielded by the First Army. The Bull Runners pride themselves on forming effective defensive embankments capable of repelling all but the most-determined opponent. During the last Martial Olympiad in 2736, the Sixty-third's defensive skill earned them high honors, only to have the top prize stolen from them by the 179th BattleMech Division from LXVI Corps. If the Olympiads ever resume, the Sixty-third remains poised to win first place.

160TH JUMP INFANTRY DIVISION

(*The Valkyrie Division*)
CO: Major General Robena Shelenberger

The 160th acts as the corps ready dvision of XIII Corps and forms an integral part of General Sharman's contingency plans. When a crisis occurs, this division is the first unit to set foot on the trouble spot and establish a defensive formation in advance of the corps' heavier divisions. This on-demand advance-deployment philosophy often leads to very little standing in the way of a potential aggressor steamrolling through the division's defenses, so they often rely on support from other corps elements. The Valkyrie Division trains extensively to reduce its overall time elapsed between the alert going up and boots hitting the ground at the target. Currently the division's highest average amongst its component brigades is six hours between initial alert and DropShip departure.





XXVI CORPS

With most of its elements stationed within two jumps from Regulus, XXVI Corps acts as the sword of Damocles hanging above the capital of the Principality of Regulus. In the event that the SLDF High Command's contingency plan for subduing the Free Worlds League is placed into effect, XXVI Corps would be responsible for striking at Regulus and occupying major worlds throughout the coreward half of the Principality. Given the constantly shifting political tides throughout of the Free Worlds League and specifically within and near Regulus, XXVI Corps must often protect its current charges from themselves as often as from outside threats.

COMMAND

Major General Lanfen Borowski runs XXVI Corps as efficiently as possible, given the circumstances and political pitfalls she must work around. A Capellan national, Borowski graduated with honors from the University of Proserpina and has distinguished herself ever since.

Some observers have remarked that Borowski seems to chafe in her current role for undisclosed reasons. While she does consistently lobby for reassignment, lack of suitable command replacements has forced her to remain at the head of XXVI Corps. Whatever her reason for these transfer requests, deployed elements of her corps still handle pirate or riotous threats with alacrity and—as some might say—glee at her command. Other observers have noted that she orders XXVI Corps to practice her so-called "Damocles contingency" on a regular basis, far more often than other corps commanders do. Members of her command staff believe Borowski secretly longs for the day she can bring the Principality of Regulus to heel.

LOGISTICS

Due to the placement of XXVI Corps—with two divisions stationed in the Principality of Regulus, one situated in the Federation of Oriente, one based on an independent system between these two provincial states, and a number of independent regiments spread across the whole area of operations—logistical concerns remain problematic for Quartermaster Command and Transport Subcommand. The political realities of the Free Worlds League necessitate a different approach to supplying and supporting XXVI Corps. Whereas most member-states see a relatively flat political landscape within their borders, Transport Subcommand and Replacement-Deployment Command JumpShips must stop at the border of each Free Worlds League province and jump through additional hoops, with a different size and number of hoops at each border. This delay in shipment often forces Quartermaster Command to settle for Regulan-produced supplies for most everyday consumables and incidentals (all purchased at a premium) while playing the waiting game for larger materiel shipments from the Hegemony.

INDEPENDENT REGIMENTS

The Ninth Royal CAAN Marine Regiment is generally stationed alongside the Fourteenth Jump Infantry Division on Dalton in the Federation of Oriente. Dalton, being a water-rich world, affords the Ninth the opportunity to extensively practice the blue-water naval combined-arms tactics unique to CAAN regiments. The Ninth deploys an above-average number of light hydrofoils and aerospace fighters compared to other SLDF CAAN regiments in the Free Worlds League, which allows them to accost waterborne targets with relative ease. The Ninth has been responsible for apprehending more smugglers attempting to skirt Dalton's intercontinental waters than even the planet's own coast guard.

Both the Seventy-fifth Light Horse and 138th Dragoon regiments are members of Tenth Army's First RCT. Due to their close proximity, both of these regiments often run combined exercises and thus are able to work in conjunction with better reliability than their sister regiments in the First RCT, with which they only are able to connect with every two years. Traditionally during these biennial exercises the First RCT holds a competition akin to their own miniature version of the Martial Olympiad. With only a few notable exceptions, the 138th wins the best regiment award every two years. Part of what keeps the Seventy-fifth Light Horse and the other RCT elements in top fighting trim is their drive to unseat the 138th from their throne.



372ND BATTLEMECH DIVISION

(The Asia Division)
CO: Major General Sharell Utsler

Based out of XXVI Corps headquarters at Fort Wittman on Keeling, the 372nd BattleMech Division ranks as one of the corps' highest-performing divisions. In any potential foray into hostile territory, the 372nd forms the vanguard of the operation. Keeping in line with General Borowski's operational methods, the division is capable of hitting targets quickly, with as much force as possible.

As XXVI Corps lacks its own Royal division, this leaves the Asia Division the best equipped division in the corps. However, with the current state of logistics, hardware shipments to the division are still slow in coming despite the availability of other supplies. As such, the 372nd remains the logistical barometer of XXVI Corps.

14TH JUMP INFANTRY DIVISION

(*Serenity Under Fire*)
CO: Lieutenant General Aldo Commiskey

Compared to other XXVI Corps divisions, the Fourteenth Jump Infantry Division has the easiest assignment, which has earned more than a few jealous looks—or condescending headshakes—from others in their sibling divisions. Stationed in the relatively quiet Federation of Oriente, the most action the Fourteenth has seen in recent years was disaster relief efforts due to broken levees during Dalton's stormy seasons.

The combat ability of this unit is not to be questioned, however. Its motto is attributed to its ability to hit any target quickly and impassively without wilting under return fire. The Fourteenth has internalized these words and even applied them to their disaster relief approach. Its swiftness and stoicism in the face of tragedy resulted in saving many lives.

190TH JUMP INFANTRY DIVISION

(*Spitting in Death's Eye*)
CO: Major General Jamar Hobel

The 190th Jump Infantry Division has the unfortunate privilege of being based on Camlann. In 2683, the landmark case of *Camlann v. Free Worlds* was decided in Camlann's favor, which led to the newly-independent planet's people adopting a me-against-them mentality with regard to other League polities. Furthermore, the populace protested that building an SLDF base on Camlann would violate their sovereignty under Free Worlds League law, but the League's Ministry of Justice dismissed the resultant lawsuit.

Due to the disposition of the populace, the 190th is constantly on guard for civilian unrest. At least once a year, a riot escalates into an incident that requires part of the division to step in, and the often violent aftermath merely serves to reinforce Camlann's hatred for the SLDF.

210TH JUMP INFANTRY DIVISION

(*Together as One*)
CO: Major General Chance Strickling

As the XXVI Corps division nearest to the capital of the Principality of Regulus, the 210th Jump Infantry Division is considered the linchpin of General Borowski's "Damocles" contingency and can easily called in to augment the Seventieth Mechanized Infantry Division of XXV Corps, should a situation on Regulus warrant.

Three years ago, the 210th was involved in an unfortunate misunderstanding with a detachment of Regulan Hussars troops undertaking unexpected maneuvers. The bitter stalemate resulted in no casualties, but Strickling believes it is only a matter of time before another such incident devolves into a firefight.

XXXIX CORPS



At a full six divisions, XXXIX is the largest corps in Tenth Army. In addition to providing support to IV Corps in the event of incidents along the League-Magistracy border, XXXIX Corps holds garrison duties in the rimward half of the Principality of Regulus. With one division at the spinward corner of the Rim Commonality and another in independent territory on the other side of the Principality, XXXIX Corps maintains the largest operational area in the Tenth Army. Under constant threat of piracy and turbulent Regulan politics, XXXIX Corps forms the last defense against chaos and anarchy in these frontier worlds.

COMMAND

A graduate of the War Academy of Mars, Major General Baruti Saayman was promoted to command XXXIX Corps in 2742. Originally from the Outworlds Alliance, Saayman began as a pacifist until a bandit raid killed his entire family. His path toward vengeance found its outlet in the SLDF, where his drive gave him a well-earned reputation as a bandit killer.

Of all corps commanders in the Tenth Army, Saayman understandably takes the hardest line regarding piracy. Since the outbreak of the Phony War in 2741, the frequency of bandit predation has skyrocketed throughout the XXXIX Corps area of operations, which prompted Saayman to order a zero-tolerance, kill-on-sight policy regarding pirates long before First Lord Simon Cameron made the policy official across the whole SLDF. This intolerance also extends to his command: any XXXIX Corps soldier caught looting is subject to immediate court-martial rather than the usual non-judicial punishment.

LOGISTICS

Although historically not as well supplied as IV Corps due to its lesser overall strategic importance, this has changed in recent decades since the explosion of the Phony War and rising tensions within the territorial states. XXXIX Corps nevertheless runs into several logistical difficulties. Though subject to the same internal border-hopping hurdles as XXVI Corps due to its remote placement, Quartermaster Command's logistical train out to XXXIX Corps has a much longer way to travel. Greater distance means more internal border legalities within the Free Worlds League, which ultimately results in the delay of supplies to local depots. Delays also mean more incidents in the interim. Much to General Saayman's chagrin, several times pirates have stolen hardware that XXXIX Corps divisions meant to use against these selfsame bandits. Since the first incident, at least one flotilla from Seventh Fleet has begun escorting these shipments at all times.

INDEPENDENT REGIMENTS

The Seventh Hussar Regiment functions in several different roles, the foremost among them anti-piracy tactics. Adept at catching grounded bandit forces in a trap and encircling them, the Seventh has exacted wholesale destruction on countless raiding forces and even captured a handful of DropShips. Although capable of working together, off the field the Seventh's component battalions seem to have a longstanding rivalry amongst themselves based on some past slight, which is damaging to their *esprit de corps*. Colonel Harding's attempts to mitigate this feud have thus far produced no measurable fruit, similar to the efforts of the Seventh's previous CO. Unless these battalions can put aside their differences in the face of a common foe, General Saayman believes the right amount of pressure could break the regiment apart.

By comparison, the 195th Royal Light Horse Regiment functions like a well-oiled machine befitting its Royal status. The regiment is a constituent member of the First RCT and excels at provides reconnaissance screens in advance of larger troop movements. Of particular note are the 195th's elite aerospace fighter squadrons. These well-trained pilots are capable of bringing pinpoint ordnance to bear on ground targets and have been credited with grounding more than half a dozen DropShips in atmospheric maneuvers over the past five years. The 195th's ground troops have come to rely on their aerospace support, as both aerial and ground forces work in close coordination and with great effect.

21ST ROYAL BATTLEMECH DIVISION

(The Antaeus Division)

CO: Major General Elidia Krassow

Due to logistical concerns, the Twenty-first Royal BattleMech Division is currently outfitted more like a standard BattleMech division than a true Royal division. Delays and pirate raids have forced them to field outdated or substandard equipment. However, the Twenty-first's outdated equipment still surpasses the hardware fielded by other standard divisions in XXXIX Corps. Because of the limitations of their equipment, the Twenty-first constantly feels the need to prove it still meets the Royal Command's standards of quality regardless of the tools they have at hand.

The Antaeus Division earned its name from its abnormally small ground aero wing and its tradition of collecting trophies from defeated enemy hardware.

58TH BATTLEMECH DIVISION

(The Pollux Division)

CO: Major General Wyatt Billen

Members of the Fifty-eighth BattleMech Division pride themselves with not entangling themselves in the Regulan politics that plague other divisions stationed in the Principality. They maintain a comparatively good relationship with the populace of Bayindir by adhering to a strict out-of-sight-out-of-mind policy. Fort Gates remains well out of the public eye, but the Fifty-eighth can easily deploy anywhere on the planet within a matter of hours. Due to their relative seclusion from the public, the Pollux Division's successful repulsion of pirate attacks in recent years has largely gone unremarked by a disinterested public. Many of the division's component regiments have voiced complaints regarding this perceived lack of respect and gratitude, but thus far nothing has come of it.

42ND MECHANIZED INFANTRY DIVISION

(*Excellence in Unity*)

CO: Lieutenant General Uriah Schlesser

The Forty-second Mechanized Infantry Division has unfortunately not seen active operations for several years. While the division remains in ready status and regularly engages in training exercises, General Schlesser has not had occasion to deploy his troops in any capacity beyond having them represent the Star League in holiday parades that run through Katlehong's capital of Jo'burg. While the Forty-second is eager for combat experience, their fellow divisions have made it nigh impossible for bandits along the Periphery border to penetrate this far into the Principality of Regulus.

Despite General Schlesser's regular reports, General Saayman has expressed serious reservations about the Forty-second's combat ability atrophying after such a long period of inactivity.

82ND MECHANIZED INFANTRY DIVISION

(*The Knispel Division*)

CO: Major General Enrico Martellini

Based at Fort Thompson on Mankova in the Principality of Regulus, the Eighty-second Mechanized Infantry Division is as much at war with its environment as it is with pirates or civil unrest. The world's dense jungles are home to conqueror worms, indigenous arthropods capable of slowly digesting metal components by means of secreted acid. These creatures are responsible for rendering countless BattleMechs and tanks inoperable due to the difficulty in realizing an infestation until catastrophic damage occurs. The division has lobbied many times to relocate, but Regular Army Command and Quartermaster Command has deemed replacement parts more acceptable than the cost of a complete relocation and construction of a new fort.

146TH MECHANIZED INFANTRY DIVISION

(*Back to the Stone Age*)

CO: Major General Lionel Hambry

The members of the 146th Mechanized Infantry Division are the envy of their fellow XXXIX Corps divisions. Stationed on Gatchina, the division holds one of the easiest yet most challenging posting in its corps. The laid back Rim Commonality allows the 146th to catch its breath between engagements, yet the system's proximity to common piracy lanes has provided the division with more than enough action to break up their long stretches of down time.

The motto of the 146th exemplifies their commitment to raw firepower. Enemies they face leave behind little in terms of usable salvage because the 146th purposely concentrates their fire in ways that leave downed enemy hardware almost unrecognizable.

120TH JUMP INFANTRY DIVISION

(*Pride of Carentan*)

CO: Lieutenant General François Lecourt

Among the divisions of XXXIX Corps, the 120th Jump Infantry Division shows the most capacity for restraint. Despite standing shoot-to-kill orders regarding pirates, General Lecourt's direction encourages the troops of the 120th to make every shot count, especially when forced to deal with urban environments where a poorly aimed salvo might mean civilian losses. Senior officers will not engage without direct orders from above, and their troops only take shots that are certain to hit. Because of Lecourt's policies, the 120th's ammunition expenditure ranks lower than any other Tenth Army division. Although this restraint has resulted in remarkably few civilian deaths, Regular Army Command wonders if this division lacks the initiative to thwart a truly dangerous foe.

TENTH FLEET

Stationed in the Outworlds Alliance, Tenth Fleet is responsible for overseeing the territorial state's naval disposition and providing fast response when pirates inevitably come calling. Although other territorial states have erupted into unrest since the levying of additional taxes, the peace-loving Outworlds Alliance has remained quiet by comparison, at least in terms of naval action. However, due to the Alliance's extensive territory stretching far beyond the five hundred light-year radius from Terra, bandit activity in the area remains a very common occurrence that threatens Alliance citizens on a regular basis and keeps Tenth Fleet's four squadrons busy.

COMMAND

A graduate of Sandhurst Royal Military Collage, Admiral Isla Firova commands Tenth Fleet from her flagship SLS *Drakon*. A native of the Magistracy of Canopus, Firova understood the independent, territorial-state mindset, which she felt would allow her to oversee naval operations in the Outworlds Alliance better than other candidates for the admiralty position. Because of this she was awarded command of Tenth Fleet in 2757, just before Commanding General Kerensky oversaw the PERSUASIVE FORCE maneuvers. Although these maneuvers were limited to Terran Hegemony space, Admiral Firova has since ordered her fleet on similar exercises in the Outworlds.

DEPLOYMENT

With so much Outworlds territory to patrol, the various squadrons of Tenth Fleet are often spread across vast reaches of space. The lengthy spinward border means more avenues of approach for would-be marauders. Since the Regular Army only stations three corps within Alliance borders, this places more pressure on Tenth Fleet to plug as many holes as possible and prevent marauders from setting down on worlds that are otherwise undefended. Over the past twenty years, Tenth Fleet has also increased the frequency of patrols on the Alliance's border with the Federated Suns and the Draconis Combine.

HOMEPORT

The Tenth Fleet goes to anchor at Quatre Belle. The SLDF naval yards in orbit allow the fleet to repair, refit, and run training simulations. Another advantage is the system's location within two or three jumps of both the Draconis Combine and Federated Suns borders. However, Tenth Fleet's homeport being so far from the Alliance's spinward expanse means squadrons patrolling these far reaches often cannot return to port for considerable lengths of time.

101ST RECONNAISSANCE SQUADRON

(*Puddle Jumpers*)

CO: Vice Admiral Oskar Petrovich

The 101st Reconnaissance Squadron is commonly tasked with circuiting the Outworlds Alliance's outermost spinward reaches and remaining on the lookout for the pirate raids that are becoming increasingly common in recent years. Due to the distance the 101st travels and the extended range away from their homeport, most WarShips in the squadron are equipped with lithium-fusion battery systems, which allow their vessels to traverse twice the distance of standard WarShips.

102ND ESCORT SQUADRON

(*Wings Over Georgia*)

CO: Vice Admiral Petra Levanon

WarShips of the 102nd Escort Squadron link up with Transport Subcommand JumpShips passing through either the Federated Suns or Draconis Combine borders and accompany them to their intended destinations. In this way, the 102nd effectively guards Eighteenth Army's logistical chain in an effort to ward off pirates. Although WarShips do not usually chaperone Periphery pirates, the 102nd lost the SLS *Cowpens* in one such encounter three years ago.

103RD PURSUIT SQUADRON

(*Vapor Trails*)

CO: Vice Admiral Corinne Loepp

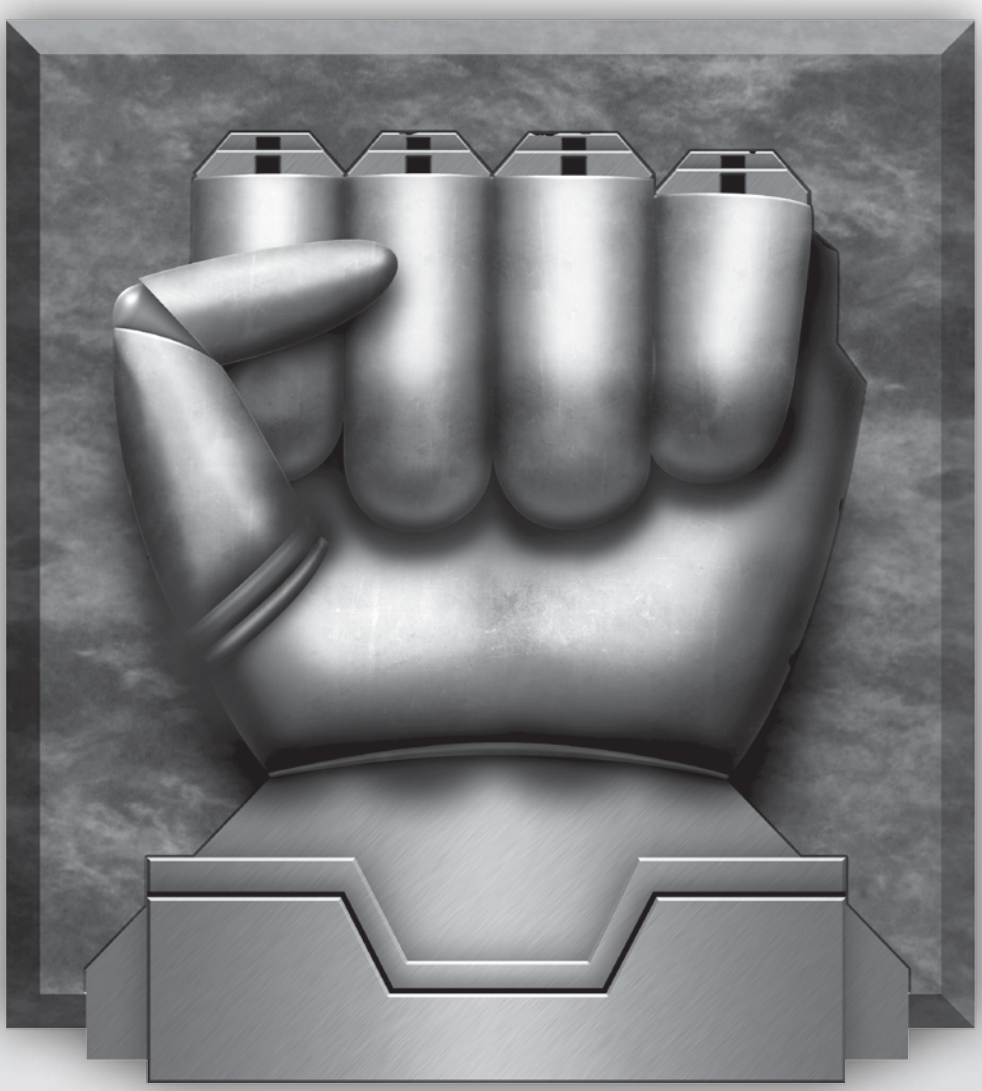
The 103rd Pursuit Squadron patrols in search of suspicious activity along the Alliance's border with the Draconis Combine and Federated Suns. Recently the squadron's Third Division caught an unmarked, unidentified WarShip coming from Federated Suns space attempting to enter Combine space by skirting through the antispinward half of the Outworlds. Fortunately, Admiral Loepp's *Essex*-class flagship SLS *John Paul Jones* and her escorts managed to outmaneuver and destroy the renegade WarShip.

104TH INTERDICTION SQUADRON

(*Blackest Night*)

CO: Vice Admiral Jubal Ehrle

Vessels of the 104th Interdiction Squadron maintain no set patrol path or regular duties and thus operate where needed. Admiral Erhle believes the randomness of their operations lulls potential marauders into a false sense of security, which allows the 104th to surprise and contain naval threats. Ehrle's most recent coup involved his First Division accosting and eradicating a pair of pirate WarShips that were hitting a civilian merchant convoy.

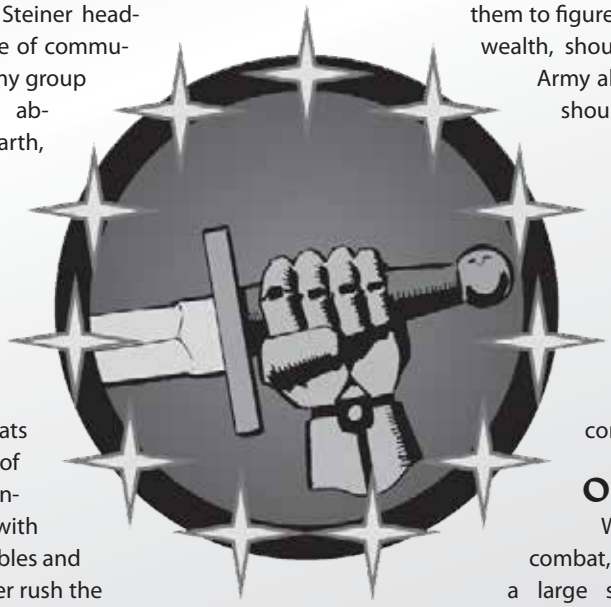




ELEVENTH ARMY

Despite the strong Lyran economy, the LCAF was not enough to protect the Commonwealth from all of its potential enemies. The Star League provided garrison forces for all of the member states, including the Lyran Commonwealth. Eleventh Army was assigned to cover the interior systems, primarily those on the border with the Terran Hegemony. There are some small edges that abut the Draconis Combine and the Free Worlds League, but the danger of major combat there is minimal. Nor are there many pirate attacks in the region, making this deployment perfect for training or recovering from operations in a region of frequent combat.

Eleventh Army shares its headquarters on Zollikofen with General Ariana Pasteur's Army Group Steiner headquarters, to better maintain a clear line of communication between her army and the army group commander. With Pastuer's frequent absence, visiting Tharkad, Terra or New Earth, General Nagenda is often the most senior Eleventh Army officer on-planet, which makes him the *de facto* second-in-command of Eleventh Army.



Army Group Steiner headquarters, much like the other army group HQs, is a clearinghouse of information about the Lyran Commonwealth, its military, and the threats likely to emerge. With the passage of Twentieth Army through the Commonwealth, the HQ has been inundated with complaints and requests from Lyran nobles and provinicial governments, trying to either rush the SLDF troopers through their space or detain them on some errand. Thus far, General Pasteur's staff has been able to handle most of these spurious communications.

COMMAND

General Mohammed Nagenda is a former aerospace pilot who has eschewed fleet duty to lead ground units with his unique perspective. A native of Ko, young Mohammed Nagenda took a different path to the SLDF than most Hegemony citizens: he chose to attend the Lloyd Marik-Stanley Aerospace School in the Free Worlds League on New Olympia, graduating at the top of his class. After service in several divisions, he was promoted to command the 3687th Royal Independent Aero Wing. There were a few objections from Royal Command until his citizenship was cleared up.

Nagenda made the statement of his career while commanding the 3687th. While in the Magistracy, his wing was attacked while on escort duty, leaving just a squadron to accompany his ground forces. Despite being outnumbered three to one by the attacking regiment, the 3687th forced the attackers to retreat after two hours of combat. The most notable aspect of General Nagenda's command in the field is his use of an airship to observe combat.

STRATEGIC OVERVIEW

Eleventh Army isn't likely to be involved in combat in its current deployment, so the primary strategic goal for the army is to support the bordering armies, especially Twelfth and Thirteenth Armies. Should either be repositioned, Eleventh has plans to spread into the vacated Lyran region. To keep his staff busy, Nagenda has assigned them to figure out how to cover the entire Commonwealth, should the unthinkable happen. Eleventh Army also has plans for the role of each corps should they be assigned to a combat action. Eleventh Army works together with the LCAF to ensure coverage for the Commonwealth. Should there be any redeployments, they would have to work even harder to cover the gaps that would invariably open up. The level of communication would have to increase even more in that event, perhaps even moving army commands from their current locations.

OPERATIONS

With Eleventh Army isolated from combat, General Nagenda has put in place a large strategic wargame called Operation KOBALD. As long as external events don't impact the army, he will, seemingly at random, select a division to attack another division. These engagements are as real as the Eleventh can make them without endangering soldiers or material, with powered down weapons still firing actual rounds. Despite the precautions, a few dozen members of Eleventh Army have died, mostly in accidents such as falls or unknown physical conditions.

Despite the deaths and injuries, General Nagenda has been pleased with the results of Operation KOBALD, keeping his troops prepared and providing yet another way to evaluate his commanders. Lyran citizens have been less than pleased by the disruption these attacks can make to their lives. Eleventh Army tries to avoid interfering with the populace but sometimes find people where they're not expected. The Star League has reimbursed anyone severely impacted by KOBALD, but those disbursements are now attracting con artists attempting to defraud the League.

LYRAN COMMONWEALTH MILITARY REGION (LCMR)

ELEVENTH ARMY

Army and Region Headquarters: Zollikofen

	2764	2765	2766	2767-2779	2784
V Corps					
331st Royal BattleMech Division (The North American Division)	LCMR D1	LCMR D3	-	survived	Exodus
151st Mechanized Infantry Division	LCMR D1	LCMR D3	-	destroyed	
153rd Mechanized Infantry Division (The Vein-Openers)	LCMR D1	LCMR D3	-	destroyed	
184th Mechanized Infantry Division	LCMR D1	LCMR D3	-	survived	unknown
80th Royal Jump Infantry Division	LCMR D1	LCMR D3	-	survived	Exodus
135th Royal Striker Regiment	LCMR D1	LCMR D3	-	survived	Exodus
208th Striker Regiment	LCMR D1	LCMR D3	-	survived	Exodus
257th Battle Regiment	LCMR D1	LCMR D3	-	destroyed	
541st Battle Regiment	LCMR D1	LCMR D3	-	destroyed	
XXVII Corps					
413th BattleMech Division (The Grand Association Division)	LCMR D1	LCMR D2	-	destroyed	
3rd Infantry Division	LCMR D1	LCMR D3	-	destroyed	
61st Infantry Division (The Michigan 61st) (346th Heavy Tank Regiment)	LCMR D1	LCMR D2	-	heavy losses	disbanded joined FWL
55th Mechanized Infantry Division	LCMR D1	LCMR D3	-	destroyed	
129th Mechanized Infantry Division	LCMR D1	LCMR D2	-	survived	Exodus
92nd Jump Infantry Division	LCMR D1	LCMR D3	-	destroyed	
11th Royal Heavy Assault Regiment	LCMR D1	LCMR D2	-	survived	joined LC
23rd Heavy Assault Regiment	LCMR D1	LCMR D3	-	survived	joined FS
2nd French Cavalry Regiment	LCMR D1	LCMR D2	-	destroyed	
188th Royal Independent Aero Wing	LCMR D1	LCMR D3	-	survived	Exodus
687th Hover Armor Regiment	LCMR D1	LCMR D2	-	destroyed	
958th Artillery Regiment	LCMR D1	LCMR D3	-	destroyed	
XLIX Corps					
280th BattleMech Division (The Hall Division)	LCMR D1	LCMR D2	-	destroyed	
295th BattleMech Division (The Blue Star Division)	LCMR D1	LCMR D2	-	survived	unknown
185th Mechanized Infantry Division	LCMR D1	LCMR D2	-	destroyed	
205th Mechanized Infantry Division	LCMR D1	LCMR D2	-	destroyed	
236th Mechanized Infantry Division	LCMR D1	LCMR D2	-	survived	joined LC
9th Jump Infantry Division (The Meteors)	LCMR D1	LCMR D2	-	destroyed	
25th Jump Infantry Division	LCMR D1	LCMR D2	-	destroyed	
110th Hussar Regiment	LCMR D1	LCMR D2	-	destroyed	
294th Hussar Regiment	LCMR D1	LCMR D2	-	survived	joined DC
97th Dragoon Regiment	LCMR D1	LCMR D2	-	destroyed	
170th Dragoon Regiment	LCMR D1	LCMR D2	-	destroyed	
LI Corps					
5th BattleMech Division (The Alula Australis Division)	LCMR D1	LCMR D2	-	destroyed	
146th Royal BattleMech Division (The George S. Patton Division)	LCMR D1	LCMR D2	-	survived	Exodus
67th Infantry Division	LCMR D1	LCMR D2	-	destroyed	
11th Mechanized Infantry Division	LCMR D1	LCMR D2	-	destroyed	
27th Royal Mechanized Infantry Division	LCMR D1	LCMR D2	-	survived	Exodus
37th Mechanized Infantry Division	LCMR D1	LCMR D2	-	destroyed	
14th Royal CAAN Marine Regiment (The Tripoli Regiment)	LCMR D1	LCMR D2	-	destroyed	
16th Light Horse Regiment	LCMR D1	LCMR D2	-	destroyed	
59th Royal Light Horse Regiment	LCMR D1	LCMR D2	-	survived	Exodus
69th Hussar Regiment	LCMR D1	LCMR D2	-	destroyed	

6 BattleMech Divisions
18 Infantry Divisions
18 Independent Regiments
Divisions in District: 26



V CORPS

One of the original corps of the Star League, V Corps saw significant service in the Reunification War and has played a prominent role ever since. Currently V Corps is garrisoning the first region of the Lyran Commonwealth, perhaps the most dangerous since it is full of an enemy that the SLDF has had problems with since its beginning: politicians. Not only must V Corps deal with the political arena of the Star League and the Commonwealth, but the nearby Draconis Combine and Terran Hegemony as well. With little combat action in their region, V Corps is glad to participate in Operation KOBALD.

COMMAND

Major General Jayne Badler keeps her forces isolated from the political pressures that are placed upon V Corps. She wants her troops to focus on the job of being soldiers on the battlefield, not the social scene. General Badler has had a difficult stop at most of her posts, as she came up through the ranks primarily in logistics departments. She has had to prove herself at every command since she was promoted from captain. Success in her tour in command of V Corps should prevent that from ever happening again.

LOGISTICS

Between the location and prestige of V Corps, as well as the large portion of Royal units, the corps is rarely in need of any necessities. Nor does it want for the best equipment that the SLDF has to offer. As if it didn't have enough advantages, V Corps has the experience of General Badler to work the system and use her contacts within the Quartermaster Command to keep her troops well cared for. It is often rumored that V Corps could get anything short of a WarShip should the general decide they need it.

INDEPENDENT REGIMENTS

The current location of V Corps precludes the great need for scouting regiments such as light horse units. Instead, additional garrison forces have been assigned for its duration in District One. Likely using political contacts for this assignment is the 135th Royal Striker Regiment, serving a scouting role until a division assignment can be found for it. The 135th was once a hiding place for the sons and daughters of Hegemony aristocrats, but has become a potent fighting force over the past two decades. Joining them is the 208th Striker Regiment, equally skilled but lacking in equipment.

For more combat-oriented reinforcements, V Corps keeps the 257th Battle Regiment and the 541st Battle Regiment in reserve, deployed at corps headquarters. On Sakhalin, this is on the other side of the planet from the Eightieth Royal Jump Infantry Division, allowing the division to keep some independence from V Corps Command while the two battle regiments provide a military presence for the base.

331ST ROYAL BATTLEMECH DIVISION

(The North American Division)
CO: Major General James McEvedy

One of the most elite units in the SLDF, the 331st Royal BattleMech Division recruits heavily from the North America continent of Terra. The famous insignia of the unit uses the outline of the sub-political region that the commander is from as the background, currently the Minnesota region that General McEvedy is from. Some wonder what would happen if a commander was appointed who was not a native of North America, but this has yet to happen. An original member of V Corps, any important corps operation is performed with the 331st in the premier role.

151ST MECHANIZED INFANTRY DIVISION

(*The Pluto Division*)
CO: Lieutenant General Michael Donovan

The back and forth between the 151st and the 184th for the past year is one of the most talked-about subjects in V Corps, with both mechanized infantry divisions being equally matched. The most recent maneuver had to be called after both forces had been on their feet for over fifty hours. After they returned to base, a brawl broke out in the mess hall between the two groups. General Nagenda hasn't reassigned either of the two divisions yet, but will no doubt keep an eye out for any further escalation.

General Donovan was confirmed in command of the Pluto Division after the sudden retirement of General Dade, who suffered a heart attack. Most observers expect his promotion to major general to come through within months.

153RD MECHANIZED INFANTRY DIVISION

(The Vein-Openers)
CO: Major General Cimbaeth al-Tarawneh

The history of the 153rd goes back to the famed assassins of the tenth century, or so the gullible believe. In reality it only goes back to the twenty-seventh century, formed as yet another mechanized infantry division. Despite the reality, the division does pride itself on being stealthy, and its infantrymen and tank drivers are the best at avoiding enemy sensors.

The regiments in the 1533rd BattleMech Brigade are as careful in their maneuver as their smaller cousins; though it's impossible to hide a ten-meter-BattleMech from view, they are adept at using the best available terrain to mask their advance until the last minute.



184TH MECHANIZED INFANTRY DIVISION

(*Any Which Way We Can*)
CO: Major General Edena Maric

General Maric expected that she would easily smash her junior opponent in Operation KOBALD, and has found the challenge both difficult and thrilling. The 184th's latest attempt was a combat drop at night, something that few commanders are willing to attempt in real combat. After some initial success, the 153rd regrouped and flanked the 184th, chewing up nearly a company in under two minutes of simulated combat. With the engagement not decisive, the rest of V Corps is busy placing bets on who will win and what the next attack will bring. Currently the odds are good that it will involve some sort of underwater assault.

80TH ROYAL JUMP INFANTRY DIVISION

(*The East Hartford Division*)
CO: Major General Paul Habeas

During the Second Soviet Civil War fears ran high of another world war, and money poured into the defense industry. One of the beneficiaries of this was the town of East Hartford and their engine manufacturing facility that continued to grow. With all the money poured in, it eventually overtook neighboring Hartford as the largest and wealthiest city in the region. This wealthy town relied heavily upon the defense industry, and returned it with the creating of the 80th Royal Jump Infantry Division. Enjoying such powerful backing, the 80th is the harbinger of V Corps offensive operations.



XXVII CORPS

XXVII Corps inhabits the heart of the Lyran Commonwealth's first district, surrounded by SLDF and LCAF forces. This location may appear to place them out of the way, but makes them one of the best corps to be pulled out to support weak points or respond to any hot spots. To stay in practice, XXVII Corps is one of the largest participants in Operation KOBALD. Regular Army Command has complained that XXVII Corps has spent too much time on KOBALD and not enough on their primary duties, but Eleventh Army has not sent out any instructions to alter their behavior.

COMMAND

XXVII Corps is led by Major General Harrison Greenleaf, a former MechWarrior who suffered brain damage in action against the Rim Worlds Republic in 2741. Unable to continue to pilot a 'Mech, General Greenleaf has continued to advance, focusing on leadership and strategy instead of his loss. He has taken to this new role and was promoted to lead XXVII Corps four years ago. Having replaced much of former commander General Kumala's staff, XXVII Corps has some new attitudes and procedures but still continues to be a unified fighting force ready to answer the SLDF's call, whenever that may be.

LOGISTICS

Despite disruptions in the overall SLDF logistical change, XXVII Corps has been unaffected. This is in large part due to the extra transport assets that were assigned to XXVII Corps should it need to respond to a strategic emergency. The ships can meet up with deliveries in other systems and transport them to the correct destinations. XXVII Corps remains well supplied, and its transport assets get to do something besides wait to give the troops a ride while the corps can write off the expenses as part of training and part logistical cost.

In addition, XXVII Corps' location in the heart of the Commonwealth means they have much of the duty of redirecting the logistical lag that still feeds materiel toward Twentieth Army's former postings in the Rim Worlds Republic. With the drastic need for that materiel in the Concordat and the Magistracy, its critical those supply shipments get rerouted, but this has trapped many Twentieth Army divisions in the Commonwealth.

INDEPENDENT REGIMENTS

For additional support, XXVII Corps can call in the Eleventh Royal Heavy Assault Regiment and the Twenty-third Heavy Assault Regiment. Both pack a powerful offensive punch, especially the Eleventh with its advanced Royal equipment. When not on independent operations, these two regiments often help augment the firepower of the jump infantry divisions. The Eleventh set off alarms when they unintentionally blundered into one of the warning stations in an uninhabited system near the edge of the Hegemony. While the matter was quickly resolved, the independent regiments need to do a better job of filing their transport routes.

A recent resurgence in German culture within the Commonwealth has created an antagonistic air between Lyrans and the Second French Cavalry Regiment. While the Second continues to go about its duty, the derision is getting on its nerves. In addition to the Second, XXVII Corps also has the useful 188th Royal Independent Aero Wing and 958th Artillery Regiment, allowing the divisions of the corps to quickly add both offensive power and an ability to limit the mobility of their enemy. A rare hover regiment can catch most opponents off guard and gives XXVII Corps an ability to attack across large bodies of water or through swampland. General Greenleaf is personally observing the 687th Hover Armor Regiment in Operation KOBALD, to become more familiar with its capabilities.

413TH BATTLEMECH DIVISION

(The Grand Association Division)
CO: Major General Zachery Carlyle

The 413th has given Eleventh Army some headaches over the past half century. Given their nickname after the Victorian revival movement of the 2710s, they have held true to the steampunk culture. It would be easier for General Nagenda to put a stop to if it affected their performance, but the 413th continues to perform at a high level. Rather, Eleventh Army must endure snickers and comments rather than disrupt XXVII Corps' only BattleMech division. General Nagenda has, however, ordered that any extraneous decorations, other than paint, be removed from SLDF equipment and vehicles.

3RD INFANTRY DIVISION

(*The Lucky Third*)
CO: Major General Nathaniel "Dawg" Kipper IX

When discovering that a division has such a low number as the Third, it is often assumed that it has a long and glorious history for it to have survived this long. In the Third Infantry Division's case it has merely had a dull history that has kept it out of most conflicts. As an infantry division, commanders are loathe to use it in an offensive, most often using the Lucky Third to defend the vital rear areas.

Despite this long and dull history, the Third will get a chance to change its fortunes, having been selected to attack the 413th as part of Operation KOBALD.

61ST INFANTRY DIVISION

(The Michigan Sixty-first)
CO: Major General Agnes Lafleur

Where the Third has little to recommend it, the Sixty-first has managed to find itself in the thick of more than a few conflicts. The most famous of these was when the 346th Heavy Tank Regiment found itself facing a full brigade of Taurian soldiers. Flanking the brigade, they kept it tied up for hours, only facing about a regiment at a time as the Taurians tried to maneuver to kill the 346th. When the Taurians pulled back to regroup, the 346th fled into the hills. For three months the Taurians devoted the damaged brigade and two other regiments to tracking down this lone regiment, failing when the remainder of the 346th's brigade was able to reach them and smash the ragged Taurians.

55TH MECHANIZED INFANTRY DIVISION

(*The Robert Fulton Division*)
CO: Lieutenant General Takia Foster

The latest casualty of Operation KOBALD, the Fifty-fifth was crushed so badly by the Ninety-second Jump Infantry Division that the command staff was removed and replaced. The division is improving drastically, but still trails the rest of XXVII Corps in performance. The staff has been focusing on changing the attitude of the troops before they begin to crack down on the job proficiencies, believing their time would be wasted trying to teach soldiers that don't care. How well they have done will be shown in the next round of Operation KOBALD.

The new commander, General Foster, previously served on the staff of General Pasteur's Army Group Steiner. Thankful for a combat command, she driving hew new division hard.

129TH MECHANIZED INFANTRY DIVISION

(*The Clockwork Division*)
CO: Major General Herbert Garibaldi

Due to dramatically increased snowfall, the 129th Mechanized Infantry Division has spent most of the last six months digging out the residents of the New Aragon continent. The LCAF has offered to dispatch forces to assist the 129th, but General Garibaldi declined, finding the work keeps the division occupied while giving them a break from constant war games and exercises. A brigade rotates around the rest of the planet's inhabited areas, ensuring it is safe in the unlikely event of some sort of attack.

In combat, the Clockwork Division's brigades attack and retreat flawlessly across an entire front, as if orchestrated by a single hand, no matter the distance.

92ND JUMP INFANTRY DIVISION

(*The Falling Angels*)
CO: Major General Patricia "Slicer" DeHavilen

A recent star in Eleventh Army, the success of the Ninety-second Jump Infantry in Operation KOBALD over the Fifty-fifth was eye-opening. Expecting a combat drop, the Fifty-fifth was unready for the standard deployment of the Ninety-second as well as the frontal assault by its BattleMech regiments. The most shocking part of the plan was the way in which the jump infantry constantly hit and faded, leaving the Fifty-fifth Mechanized Infantry confused and unable to respond as the Ninety-second's BattleMechs took out their opposition's headquarters. Isolated, the rest of the unit quickly folded. This victory could open up a great many doors for General DeHavilen.



XLIX CORPS

XLIX Corps is a big deal, mainly because it is so big. Seven divisions on its own would make it rather potent, but another four independent regiments gives it over a third of another division. Providing protection for the majority of the Lyran Commonwealth's border with the Free Worlds League inside of the Bolan Thumb, XLIX Corps is more than enough force for the low-level of volatility of that region. XLIX Corps hasn't seen combat action in years outside of a few raids by the most desperate of pirates, and only participation in Operation KOBALD has kept them ready for an emergency.

COMMAND

Leading XLIX Corps is Major General Devlin Rogers, a forty-year veteran of the SLDF. He must know that as he nears retirement age that this is his last command, something proven out by his occasional "lone wolf" management of XLIX Corps. Rather than working to groom a successor or establish a legacy, General Rogers seems to be most concerned with ensuring that his troops are taken care of and enjoy their deployment. So long as XLIX Corps meets the requirements sent down by General Nagenda, Eleventh Army command seems willing to let Rogers treat the men and women of the corps as he sees fit.

LOGISTICS

Though not one of Eleventh Army's favored corps, XLIX Corps has location on its side. With a proximity to the Hegemony and being inside the industrial muscle of the Commonwealth, most material needs are easily met. Deployments and new equipment are rarely delayed thanks to the ready availability of transport assets in the region. Supplies can come from the Hegemony, nearby Lyran manufacturers or even League retailers. The greatest problem in the logistical chain for XLIX Corps is bureaucratic mistakes; clerks in the divisions typically request replenishment for the wrong location or the wrong amount.

General Rogers' IIa shop is trying to correct the mistakes by using corps staff assets to allocated supply requests, but the staff at headquarters is too far away to know the divisions' needs any better than the ham-fisted division IIa shops.

INDEPENDENT REGIMENTS

Gathering information for XLIX Corps are the 110th Hussar Regiment and the 294th Hussar Regiment. The 294th is the superior of the two independent regiments, chosen for the tougher missions and returning better results. The 294th doesn't seem very receptive to this honor, however, feeling they are put in harm's way far too often while the 110th should assume its share of the risk. General Rogers has asked Colonel Hirai to improve the unit's attitude, but Colonel Hirai has been slow to respond.

When the mission calls for a more direct confrontation and a division or brigade response would be overkill or too slow, XLIX Corps uses the Ninety-seventh Dragoon Regiment or the 170th Dragoon Regiment. The 170th is the slightly heavier of the two, so the Ninety-seventh gets more of the chases while the 170th has more assignments in conjunction with one of the hussar regiments, smashing the enemy after the hussars have pinned them.

280TH BATTLEMECH DIVISION

(The Hall Division)

CO: Major General Indira Geathers

Originally one of the Hegemony's premier desert forces, a regiment from the arid world of Hall became the basis for the Star League's 280th BattleMech Division. While no longer a specialized unit, the division does tend to enjoy deployments on less humid worlds, still retaining a large portion of their force native to Hall.

General Geathers has been petitioning Eleventh Army and Regular Army Command to transfer two of her battle regiments out in favor of a pair of heavy assault regiments. The 2802nd Brigade commander is the former colonel of a dragoon regiment, and has brought several assault 'Mech specialists with him to his staff.

295TH BATTLEMECH DIVISION

(The Blue Star Division)

CO: Major General Leigh MacArthur

The premier division in XLIX Corps, the 295th has a history going back to the Western Alliance. Originally named after a military decoration signifying relatives lost in combat service, the division was a Royal division for the first few decades of service, but security lapses led to it being reassigned from Royal Command. Despite that stain on their record, they have had several excellent tours of duty and are excellent on the field of battle.

General MacArthur, who assumed command in 2761, has made it her personal mission to win the Blue Star Division a place in Royal Command in again. Thus far, her tactics have been limited to transferring non-Hegemony citizens out of the division.

185TH MECHANIZED INFANTRY DIVISION

(*The Swiss Guard*)

CO: Lieutenant General Boris Boranavich

A versatile unit, the 185th Mechanized Infantry Division focuses neither on defensive or offensive actions but prepares for any situation they may run into. Best of all, the 185th works well with all of the other divisions in its corps, coordinating with them to ensure all the bases are covered. As the jack-of-all-trades division, the 185th will be a great asset for XLIX Corps in a large offensive but unless unrest in the Periphery continues to grow, the division will continue to provide protection for a few systems just like any other division.

Colonel Ida Hayes, General Boranavich's Ic, has just come from a tour with SLIC, and is whipping her staff into shape. Already fourteen officers have been transferred out.

205TH MECHANIZED INFANTRY DIVISION

(*The Yankee Doodle Dandy Division*)

CO: Major General Orestes McNamara

Recently assigned to Arcadia after the debacle with the 236th Mechanized Infantry Division, the 205th has had its hands full with protests and outraged politicians. General McNamara is trying to negotiate the turbulent waters of Lyran society in an attempt to keep his division out of the infighting. After years of proving himself as a commander and leader, General McNamara is a tyro in the political theater. Luckily, the Arcadia region has not suffered any notable incidents that required military intervention. Should something occur, the 205th will have to weather a two-front battle or withdraw and rely upon Lyran forces to solve the issue.

236TH MECHANIZED INFANTRY DIVISION

(*The Blue Demon Division*)

CO: Lieutenant General Regina Platt

The combat ability of the 236th has become lost in the sideshow that has engulfed the division in the last few months. While garrisoning Arcadia, Major Jessup Schmidt went on a massive killing spree, along with half his battalion, after he didn't get a toy in his HarpyMeal at a local Zeus Burger. Major Schmidt is awaiting trial, along with those members of his unit that should have been aware his orders to attack insurgents were illegal orders. The division has since been relocated but that hasn't stopped this PR nightmare.

General Platt, who is barely two years from retirement, is busy trying to keep herself from the eyes of SLIC and JAG Command; her staff is doing the same.

25TH JUMP INFANTRY DIVISION

(*The Clowns*)

CO: Major General Argent Smecker

A quality jump infantry division, the 25th includes more than a few risk-takers, like most jump infantry units. The Clowns have a legacy going back nearly a century as the most well-known group of practical jokers in the SLDF. While they have moved past pranks as a division, they still retain the traditions of their forefathers, complete with an unofficial polka-dot paint scheme and more than a few BattleMechs with large red, spherical noses.

General Smecker, who assumed command in 2762, was not warned of her divisions' proclivities. It has taken her most of a year to acclimate, but if the glue-bomb set of in her staff's mess hall is any indication, she's hit the ground running.



LI CORPS

Unexpectedly experienced for a corps numbered in the fifties, LI Corps has a rather enjoyable deployment. While other corps have to contend with territorial state uprisings, scuffles between member states and pirate raids, LI Corps guards the border between the Commonwealth and the Hegemony. This region hasn't seen a major combat operation in half a century, a trend that isn't expected to change any time soon. A great deployment for those with loved ones, it does force commanders to be creative in keeping their troops ready for battle.

COMMAND

While the soldiers of LI Corps are enjoying their deployment, Major General Maria Gomes has her focus on keeping her troops from losing theirs. In addition to being an eager participant in Operation KOBALD, Gomes finds herself vacillating between wanting some combat to keep her force's edge fresh and the desire to not write any more messages of condolence. There have been rumors that groups on Skye have been approaching General Gomes about a position outside the SLDF. The general is eligible to retire at any point, but she seems to be favoring loyalty to a greater paycheck at the current time.

The general uptick in bandit activity that has been growing along with unrest in the territorial states has provided little added combat for LI Corps. Most piracy in their area is handled by the LCAF, though General Gomes has been gaming more active roles for her independent regiments with her staff, in the hopes of capturing a larger share of the action.

LOGISTICS

For the most part, LI Corps has little to complain about. With two divisions and two independent regiments going through Royal Command, the remainder of the corps is relatively easy for Quartermaster Command to keep up with. Their proximity to the Hegemony and Lyran manufacturing has shortened the shipping time for equipment, and supplies mainly come through local subcontractors. There lies the problem for LI Corps: the local food provider is based on Skye, and is the parent company of the largest seafood provider on the planet. The typical menu for LI Corps is seventy to eighty percent fish or some other type of seafood. The lack of variety is beginning to cause unrest.

LI Corps has been successful in capturing some of the equipment still in the lethargic Twentieth Army pipeline, though the Quartermaster Command, always vigilant in the Isle of Skye, is beginning to recapture the edge in procurement.

INDEPENDENT REGIMENTS

If there is any unit that is used to seafood, it's the Fourteenth Royal CAAN Marine Regiment. Nicknamed the Tripoli Regiment, from the first major action of marines for one of the Terran nations that formed the Western Alliance, the Fourteenth not only excels at surface and beach attacks but also dominates beneath the waves. Their BattleMechs are chasses almost entirely energy-based weapons, with a few modified to have their missiles replaced with torpedo launchers.

For reconnaissance, LI Corps has two units, the Sixteenth Light Horse Regiment and the Fifty-ninth Royal Light Horse Regiment. Despite the long history of the Sixteenth, its performance was not keeping up with its history and was shifted from a Royal unit to a standard SLDF unit two decades ago. The Fifty-ninth has had no such issues, and remains one of the best at dropping onto a planet undetected. If a little more firepower is called for, the Sixty-ninth Hussar Regiment has heavier equipment than the light horse regiments, and the three have acted as an *ad hoc* brigade in the past.

5TH BATTLEMECH DIVISION

(The Alula Australis Division)
CO: Major General Abbey Chase

One of the oldest divisions in the SLDF, the Fifth can trace its origins back to the Terran Alliance, where it originally was the defense force for Alula Australis. It was the first division to accept non-Hegemony personnel and continues to eagerly recruit the best soldiers from all of the SLDF. The division has been labeled vultures for this practice, but the drive to be the best runs throughout the Fifth.

As part of Operation KOBALD, the Fifth has been attacking the Sixty-seventh Infantry Division. Thus far, the superior soldiers of the Fifth have prevailed, but they find themselves having to constantly develop new tactics as the Sixty-seventh learns from their mistakes.

146TH ROYAL BATTLEMECH DIVISION

(The George S. Patton Division)
CO: Major General Michael Romanov

One of the most battle-hardened units in the SLDF, the 146th is enjoying time away from the front. After nearly two decades of never turning down a mission, no matter how difficult, General Romanov is concerned that battle fatigue may set in with his troops. Rather than continue to drill them constantly for combat, the 146th routinely conducts various obstacle course contests, requiring not only physical fitness but also mental acuity to master. The results have been so good that Royal Command has taken notice. On the other hand, they have turned a blind eye to the hazing of new members, consisting entirely of slaps to the face.

67TH INFANTRY DIVISION

(*The Bulldog Division*)
CO: Major General Anthony Montoya

Playing defense is what the Sixty-seventh Infantry Division does best, and the division makes no pretense at doing anything else. When LI Corps is on the offensive, the Sixty-seventh ensures the safety of the command and logistics units as well as cover for any retreating units. Recently, the Sixty-seventh has become very good at defending against BattleMechs, using both high-tech gear as well as ancient pit traps and trip lines.

General Montoya is a career infantry officer, but when he assumed command of the Sixty-seventh he began MechWarrior training to familiarize himself with all of his divisions' assets. Though he is a certified MechWarrior, he still commands from an infantry command post.

11TH MECHANIZED INFANTRY DIVISION

(*The Imposters*)
CO: Major General Yuri Hugo

In addition to their traditional role as a mechanized infantry division, the Eleventh specializes in providing an opposing force, or opfor, in training and war games. While every division can be active as part of Operation KOBALD, the Eleventh does more than just engage other divisions. The division is trained to replicate the tactics and strategies of other forces, so that LI Corps will be prepared when they engage the enemy. The Eleventh has even been loaned out other corps so they could train for a mission against a well known enemy force.

Colonel Annette Rand, the Imposters' staff operations officer, is a former faculty member of the Gunslinger Program and a member of the Order of the Star.

27TH ROYAL MECHANIZED INFANTRY DIVISION

(*The Huntsmen*)
CO: Major General Yukiko Kaneshiro

Eschewing the typical role of a mechanized infantry division as more of a support based unit, the Twenty-seventh Royal Mechanized Infantry Division relishes being on the offensive. A boon in wartime, as a garrison force it can be problematic. There is no current threat beyond banditry on the systems that the Twenty-seventh defends, but it does pose questions for the future assignments of the division. When engaging the Thirty-seventh, KOBALD opponents used the Twenty-seventh's aggressive nature against them, letting them overextend themselves. General Kaneshiro is trying to rein in the division without dampening their spirits.

37TH MECHANIZED INFANTRY DIVISION

(*The Everest Division*)
CO: Major General Gary Newman

The Thirty-seventh has the duty of defending Vindemiatrix, a dying world with little outlet for the men and women of the division. While this has allowed them to focus on their jobs, General Newman doesn't think this will be good in the long term for his troops and is trying to find a way to send them on leave to a nearby system. This plan has been tough to sell to General Gomes because of the transport assets that will be used, but General Newman is still trying to find a way to make it happen. For now, the training has paid off in Operation KOBALD as the Everest Division embarrassed the Twenty-seventh.

ELEVENTH FLEET

As the primary fleet element in the Taurian Concordat, Eleventh Fleet has worked itself into a higher operational tempo than any other numbered fleet. Because of the high tensions throughout the Concordat, and because sabotaging the HPG system has become a favorite tactic of the Taurian Freedom Army, Eleventh Fleet units often find themselves assigned as mail carriers. This practice, though necessary to the smooth functioning of the SLDF in the Concordat, infuriates Admiral Manseur and his staff, who are pleading with New Earth for additional reconnaissance and pursuit squadrons.

COMMAND

Admiral Lewis Manseur is well aware of his fleet's position in the Taurian Concordat. During the Reunification War, the Taurian Navy was by far the most formidable threat to the Star League Navy, and Manseur doesn't let his sailors forget that. Despite the restrictions against building WarShips imposed against the Periphery, the admiral keeps his sailors drilling constantly in shipboard drill, matching his fleet's readiness to that of Nineteenth Army.

This drilling, much like the high alert status Nineteenth Army has been forced to hold, has diluted Eleventh Fleet's edge in combined operations. Recent tests by the SLDF inspector general's office have concluded that Eleventh Fleet is ill-equipped to fight fleet-level opponents. Admiral Manseur dismisses this report, citing the lack of a Taurian navy to threaten his fleet, but most observers expect that Twentieth Fleet, when it goes operational next year, will deploy to the Concordat to help sharpen Eleventh Fleet's teeth.

DEPLOYMENT

Like Nineteenth Army, Eleventh Fleet is dangerously spread out meeting the SDLF's commitments to protecting the peace in the Concordat. Only the 111th Line Squadron is concentrated at Taurus; the rest of the squadrons are operating in divisional or, in some cases, flotilla strength throughout the Concordat.

HOMEPORT

Though Eleventh Fleet's designated homeport is Taurus, the appropriated naval facilities at Illiushin are the fleet's primary repair and refit facility. Though there is significant naval industry in the Taurus system and throughout the Hyades Cluster, the Taurians' scorched-earth policies during the Reunification War meant that most of those facilities were scuttled; spacedocks large enough to hold a *Texas*-class battleship were never rebuilt.

Standing orders limit the amount of strength sent to Illiushin for refit at one division, but special orders sometimes exceed that limit. Before the attack on Camadeierre, for instance, the whole of 114th Pursuit Squadron cycled through the Illiushin yards for last-minute repairs and refits.

111TH LINE SQUADRON

(*The Long Wall*)

CO: Vice Admiral Dame Esther Townsend

The Long Wall is homeported at Taurus itself, where the squadron's heavy battleships can cow the Taurian people into submission. The stars of the *Texas*-class SLS *Nebraska* and her consorts are visible in the early-morning twilight as they orbit over Samantha, reminding the protector and her government of the Star League's might.

Or at least, that is Admiral Townsend's official position. In reality, the 111th remains in space rather than docked for security reasons; all ship's stores are lightered up under tight security.

112TH ESCORT SQUADRON

(*The Rockhounds*)

CO: Vice Admiral Roger Willingham

The 112th Escort Squadron has spent its deployment in the Hyades Cluster working up among the asteroid belts that proved so devastating during the Reunification War. As Eleventh Fleet's most mobile squadron, Admiral Willingham knows his force will be the first to respond to any emergency, and he wants his sailors and marines to be ready. The squadron practices high-acceleration maneuvers and spaceborne asteroid assaults.

113TH RECONNAISSANCE SQUADRON

(*Big Brother*)

CO: Vice Admiral Hiram Goldenfels

Though Admiral Goldenfels is listed as the 113th's official commander, the squadron rarely operates combined. Instead, the squadron's light elements spread in divisional or smaller groups across the Concordat's worlds, gathering information and forwarding it back to the SLIC's Taurian headquarters on New Vandenberg. Admiral Goldenfels and his staff remain there, acting as a clearinghouse for information.

114TH PURSUIT SQUADRON

(The Camadeierre Picketers)

CO: Vice Admiral Kyra Hanson

Admiral Hanson's 114th Pursuit Squadron accompanied the task group to Camadeierre earlier this year, helping to capture the leadership of the Taurian Freedom Army. Splitting into three divisional-sized units, the squadron first captured the zenith and nadir jump points before escorting the 509th Battle Regiment to orbit. There, the squadron's aerospace fighters flew low CAP for the ground assault.

In recognition of their sterling service, the High Command recently awarded the 114th Pursuit Squadron the appellation "The Camadeierre Picketers."

TWELFTH ARMY

While the borders between the Star League member states pose a greater potential risk of conflict, with their larger militaries and advanced technology, the Periphery borders are a more likely region of conflict for the Star League. Twelfth Army defends one of the important Periphery borders, that between the Lyran Commonwealth and the Rim Worlds Republic. Despite large numbers of Hegemony citizens calling the Republic home, the Rim Worlders have fought to escape membership in the Star League. With some of the best troops in the SLDF, Twelfth Army ensures that any uprisings won't flow over into the valuable industry of the Commonwealth.

COMMAND

General Eliud Felischhauer has served the SLDF for four decades, after growing up on Warlock and earning a scholarship to Krieg Universitat. Having served in a dozen combat engagements, he has earned his way from commanding a BattleMech lance to one of the Star League's armies. Felischhauer is a perfectionist and a micromanager, which has allowed him to accomplish his goals, but it can be very offsetting to his subordinates. His close staff is used to, and enjoys, these traits, while newer members either adapt and endure or transfer out.

The corps commanders routinely meet with General Felischhauer to update him on their corps. When emergencies aren't impacting the meetings, they are conducted twice a year. They alternate between the corps commanders coming to Twelfth Army headquarters and General Felischhauer touring the corps headquarters. The general has received criticism for not being more available for visitors at army headquarters.

STRATEGIC OVERVIEW

Twelfth Army is the most important of the SLDF armies protecting the Lyran Commonwealth. Not only are they covering the border with the Rim Worlds Republic, but also about half of the border with the Draconis Combine. Covering such a large area with contentious borders is a difficult task for Twelfth Army, so they are working closely with the LCAF to ensure that the citizens of the Commonwealth are protected. The most important part of this partnership is keeping good lines of communication between the two forces.

Despite the two militaries working well together, friction does impact part of Twelfth Army's job: protecting the Star League from the Commonwealth. An unlikely risk, should the LCAF assault another member of the SLDF then Twelfth Army would have to respond. In addition to the large amount of information shared, the teamwork of the two forces would be painful hurdle to overcome for individuals who have developed a working relationship or friendship with their counterparts.

OPERATIONS

Twelfth Army has had its hands busy with pirate raids on the Commonwealth. Able to count on the LCAF to help defend targets, it is solely Twelfth Army's responsibility to track down and locate the raiders. The Ic staff shop estimates their success rate at eighty percent, currently, with only one out of every five attackers in their region so far escaping justice. Some of these pirates have been found to be the typical fringe residents with hardly any resources. A few have been shown to be different, typically the ones responsible for the greater number of attacks. These groups are well supplied and outfitted, with well-maintained BattleMechs, fighters and combat vehicles.

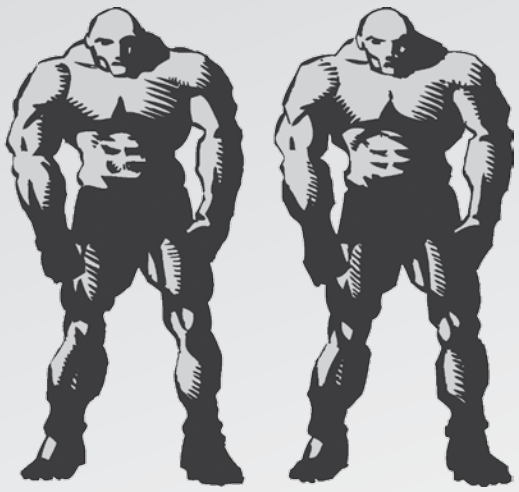
Twelfth Army has been pushing to continue to trace the origins of these groups, but Regular Army Command has turned any captured personnel and material over to Intelligence Command. Further inquiries have been met with the dreaded "need-to-know," as well as hints that any retribution would come from Special Forces Command. It seems unlikely that the truth about these recent attacks will be revealed until long after the problem has been resolved.

TWELFTH ARMY

Army and District Two Headquarters: Deia

	2764	2765	2766	2767-2779	2784
II Corps					
11th Royal BattleMech Division (The Orion Division)	LCMR D2	Periphery	-	survived	Exodus
92nd BattleMech Division (The Sheridan Division)	LCMR D2	Periphery, destroyed			
28th Infantry Division	LCMR D2	Periphery	-	destroyed	
18th Royal Mechanized Infantry Division (The Pride of Leningrad)	LCMR D2	Periphery, destroyed			
29th Mechanized Infantry Division	LCMR D2	Periphery, heavy losses	disbanded	-	elements joined DC
29th CAAN Marine Regiment	LCMR D2	Periphery, joined rebels			
38th Light Horse Regiment	LCMR D2	Periphery	-	survived	Exodus
XXX Corps					
118th BattleMech Division (The Jotun Division)	LCMR D2	Periphery	-	destroyed	
229th BattleMech Division (The Chara Division)	LCMR D2	Periphery	-	survived	Exodus
97th Mechanized Infantry Division	LCMR D2	Periphery, destroyed			
118th Mechanized Infantry Division	LCMR D2	Periphery	-	heavy losses	disbanded
123rd Mechanized Infantry Division	LCMR D2	Periphery	-	survived	unknown
99th Light Horse Regiment (The Brights of Brewler)	LCMR D2	Periphery	-	destroyed	
51st Hussar Regiment	LCMR D2	Periphery, destroyed			
XLII Corps					
259th BattleMech Division (The Fomalhaut Division)	LCMR D2	Periphery, destroyed			
127th Mechanized Infantry Division	LCMR D2	Periphery, destroyed			
154th Mechanized Infantry Division	LCMR D2	Periphery, destroyed			
164th Mechanized Infantry Division	LCMR D2	Periphery	-	survived	Exodus
101st Royal Hussar Regiment	LCMR D2	Periphery, destroyed			
258th Dragoon Regiment	LCMR D2	Periphery	-	survived	joined CC
LXI Corps					
322nd BattleMech Division (The Antarctica Division)	LCMR D2	Periphery	-	destroyed	
41st Mechanized Infantry Division	LCMR D2	Periphery	-	survived	Exodus
54th Mechanized Infantry Division	LCMR D2	Periphery	-	-	unknown
65th Royal Mechanized Infantry Division	LCMR D2	Periphery	-	survived	Exodus
126th Jump Infantry Division	LCMR D2	Periphery	-	destroyed	
25th Striker Regiment (member of 2nd RCT)	LCMR D2	Periphery	-	heavy losses	joined LC
299th Heavy Assault Regiment	LCMR D2	Periphery, destroyed			
2369th Independent Aero Wing	LCMR D2	Periphery	-	survived	Exodus

6 BattleMech Divisions
13 Infantry Divisions
9 Independent Regiments
Divisions in District: 20



II CORPS

The prestigious II Corps is the centerpiece of Twelfth Army. The second corps formed by the SLDF, some of its divisions have histories that are centuries old. With the prominence of II Corps, there many requests to transfer into the corps, from experienced soldiers to promising young graduates. II Corps strives for the best, so a good balance has been struck between turnover and promising newcomers at the expense of under-performing members of II Corps. Most are willing to request a transfer out when their commanders inform them of their performance appraisal, but a few require orders to find them a new outfit.

COMMAND

Major General Horst Nunweiler took command of II Corps in 2549, and has no intention of letting down the corps' tradition of excellence. Having previously served in the Eleventh Royal BattleMech Division, he has personal ties to many of the members of his command and looks to promote from within. Most transfers are not promotions, but lateral transfers, where new commanders have a chance to show not only that they deserve more responsibility but also seek to be continually challenged. General Nunweiler doesn't let his troops become bored, but rarely pushes them to excess, keeping their lives as stress-free as they can be.

LOGISTICS

For the most part, II Corps gets what it wants when it comes to supplies. It has benefitted greatly from the glut of equipment left over from Twentieth Army's slow withdrawal, and combined with the Twentieth Army units in transit, suffers relatively little loss. Non-Royal units don't receive the advanced Royal equipment, of course, and prototypes go where R&D wants them tested, but the corps never has to scrounge for materials. When an unexpected blizzard hit the normally tropical region of New Crete on Graus, II Corps was able to get a million winter coats sized for children within a week.

II Corps logistics staff is one of the best in the Regular Army; General Nunweiler knows this, and keeps a very close eye on his staff officers. Any request by a IIa-department officer for a transfer is, by standing order, personally reviewed by the general or his adjutant, and require his signature. Nunweiler knows that a large part of his corps' success comes from having what equipment it needs, when it needs it.

INDEPENDENT REGIMENTS

The Twenty-ninth CAAN Marine Regiment has been assigned to operate undercover, so for the past two years small groups have been assigned to infiltrate the Rim Worlds Republic and become familiar with the customs and culture of the Republic. While General Felischhauer is concerned with them going local, General Nunweiler is certain that the next big military action will be with the Republic and wants good troops to do the dirty work that will need to be done. Colonel Brianna Smyth is a Republic native and believes her troops will be better for the experience.

On the other hand, the Thirty-eighth Light Horse Regiment remains a standard regiment, operating solely as a fighting force. The first unit to respond to any reports of pirates or civil unrest, the Thirty-eighth has become adept at guiding civilian authorities through reacting to civil uprisings without resorting to lethal force. The regiment also has developed great skills at writing incident reports, allowing them to pass intelligence to brigades or divisions that need to handle problems that are bigger than a light horse regiment can tackle by itself. The formation of a few new divisions in other armies has cost II Corps most of its independent regiments, but it should be assigned more in the next decade or so.

11TH ROYAL BATTLEMECH DIVISION

(The Orion Division)

CO: Major General Shawna Orlando

The Eleventh focuses its efforts on offensives, spending little time on defensive operations. Named after the great hunter of legend, the division has seen few combat operations in recent memory, but continues to drill for when it will be called upon again. Believing that the best defense is a great offense, the Eleventh rotates through the other divisions of II Corps, training with them so that all the divisions are ready for combat at any time. The Eleventh is frequently testing new cutting-edge equipment for Royal Command, often having regiments cut off from contact with their relatives for months at a time while they do so.

92ND BATTLEMECH DIVISION

(The Sheridan Division)

CO: Major General Kenyen Khan

One of the more prestigious non-Royal divisions, the Ninety-second BattleMech Division made a splash in its first combat action. With tenacious Taurian rebels operating out of the Fordheim region of Atreus Prime, the Ninety-second smashed the entire support system, from roads to agriculture to light industry. Unable to resupply, and with many of the residents turning against them, the rebels finally succumbed and surrendered. With their actions reminiscent of ancient General Sheridan, they took his name as part of their own while the Star League quickly rebuilt the region. To this day, the division relies heavily upon disabling the enemy's resources as soon as it can.

28TH INFANTRY DIVISION

(*The Proud Blooded Irishmen*)

CO: Major General Stana Kalfin

The primary defensive division of II Corps, the Twenty-eighth likes to spar with their counterparts in the Eleventh, wanting to be the immovable object to their unstoppable force. While the Eleventh generally has the upper hand, it is never a sure thing in their training operations. In actual combat operations, matters are far more in the Twenty-eighth's favor. Once dug in, the enemy cannot dislodge them, and often wastes an inordinate amount of force to try and do so. In the meantime, other divisions or other elements of the Twenty-eighth will smash into the depleted foe, earning yet another victory for the SLDF.

18TH ROYAL MECHANIZED INFANTRY DIVISION

(The Pride of Leningrad)

CO: Major General Gregor Tikinov

Tracing its legacy back to the Second Soviet Civil War, where a division fought both Soviet and Western Alliance forces to keep Leningrad free of violence, the Eighteenth continues to be a popular destination not only for residents of the Russian region of Terra but also those of Russian heritage throughout the Hegemony. With such a proud heritage, the division fights hard but has taken larger casualties than it needed because of its reluctance to retreat. Currently guarding II Corps' headquarters, there has been some question if the flare-ups on Dustball are really excuses to send a regiment for R&R.

29TH MECHANIZED INFANTRY DIVISION

(*The Aces and Eights Division*)

CO: Major General Stannis Al-Hadi

By II Corps standards, the Twenty-ninth is the laid-back unit, but those standards are fairly high. The division has not tried to do anything innovative, but rather perfected its craft as a defensive unit, either as a garrison force or operating defensively as part of a larger offensive attack. Each battalion is represented by a different playing card, changing when each new commanding officer takes over. Of the fifty-three choices, only the aces and eights are unavailable.

The current command, General "Nine of Spades" Al-Hadi, rose to command from within the division, with a stint on II Corps staff as the division intelligence officer as his only time away from the Twenty-ninth.





XXX CORPS

Thanks to the Roman numbering system chosen by the SLDF and a media rating system from a millennium ago, XXX Corps has more than its fair share of nicknames, but the corps was more than a punch line. With two BattleMech divisions and three mechanized infantry divisions, XXX Corps is a potent offensive force. Deployed unusually in almost a line radiating from the middle of the Lyran Commonwealth toward the Rim Worlds Republic border, this configuration shows that XXX Corps isn't just guarding the edge but poised to react to any incursion against the Commonwealth from the Periphery. Even if the attackers bypassed the order, the corps could still react quickly to squelch any invasion and has been shown to be effective against raiding parties that have plagued the region in the past.

COMMAND

The promotion of General Mohammed Nagenda to head Eleventh Army prompted a chain reaction within XXX Corps to fill the voids created. Major General Erwin Moeller has led XXX Corps for the past year, barely having time to put his imprint on his command. Forced to rely upon the division commanders, some conflicts have arisen in XXX Corps, especially from two division commanders that feel they should have been promoted over General Moeller. The personality clashes haven't affected the combat effectiveness of the corps, but it will be a challenge for Moeller to overcome.

Luckily for XXX Corps, the corps command staff is largely unchanged. General Moeller knew he would have a learning period, and he made a careful effort to retain as much of the former commander's staff as he could. The corps Ia, Colonel Theodora Casey, is carrying much of the weight of command while Moeller learns his steps.

LOGISTICS

The logistical situation of XXX Corps is unremarkable. They lack any Royal divisions, but do possess a pair of BattleMech divisions, which receive preferential treatment to infantry divisions. Plentiful commercial shipping in the Lyran Commonwealth allows regular shipments to all of XXX Corps, but recent problems in the SLDF have caused shipments of more restricted material, such as BattleMechs, to be late, leaving portions of XXX Corps under-gunned or using outdated machines.

General Moeller's biggest complaint to Twelfth Army is supplies, but is hardly isolated to his command. Although everyday supplies are available, seeing updated 'Mechs and tanks move through his command to the redeploying Twentieth Army is galling. He knows those divisions will need the equipment if the Outworlds erupts into open warfare, but he also wants the best toys for his own boys and girls.

INDEPENDENT REGIMENTS

The lead reconnaissance unit for XXX Corps is the Ninety-ninth Light Horse Regiment, also known as The Brights of Brewler after legendary commander General (then colonel) Robert "Diamond" Brewler. Finding the regiment surrounded by a full division of Outworlds troops, Brewler did the unexpected and led his troops between two of the enemy brigades. The poor coordination between brigades allowed most of the Ninety-ninth to escape with the third brigade following. The tailing brigade not only engaged the Ninety-ninth, but also their comrades, plunging the division into utter chaos.

Not nearly as famous is the Fifty-first Hussar Regiment, which responds to small problems that only require a regiment to tackle. Heavier than the Ninety-ninth, it is more capable of offensive and defensive operations, but is still capable of performing recon for the divisions of XXX Corps. The corps believes that it needs another independent regiment or two, but has yet to receive any confirmation of further forces.

118TH BATTLEMECH DIVISION

(The Jotun Division)

CO: Major General Chiana Barclays

Visibly upset with the selection of General Moeller to lead XXX Corps over her, General Barclays has overcome her personal beliefs to support XXX Corps. She has done this primarily through focusing on the 118th BattleMech Division, with a nickname that harkens back to giants of Scandinavian myth. Frequent drilling and war gaming has pushed the division to exhaustion, causing them to incur higher casualties than normal while guarding the Lyran border. Moeller has been slow to reprimand Barclays, for fear of adding another enemy to his busy workload.

Much of the Jotun's success can be laid at the feet of 453rd Heavy Assault Regiment, which maintains two full battalions of the new *King Crab* assault 'Mech.

229TH BATTLEMECH DIVISION

(The Chara Division)

CO: Lieutenant General Adam Xevak

General Moeller's former division, and the pride of the planet of Chara, the 229th has become a fierce rival of the 118th BattleMech Division. General Xevak is young for his position, but with two decades of regimental command behind him, he is not new to leading soldiers. He is remaking the division more in his image, quicker to respond than under the more conservative General Moeller. While in the early stages, he has garnered support from his reports as they instill a quicker reaction time in the troops.

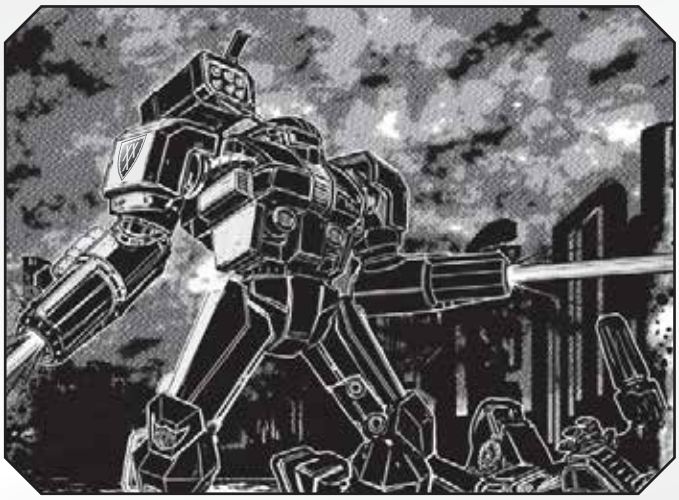
Lieutenant General Aaron Santos, commander of the 2291st Brigade, resents Xevak's promotion, and has taken every opportunity to undermine his authority.

97TH MECHANIZED INFANTRY DIVISION

(*The Troglodytes*)

CO: Major General Parker O'Leary

Specialized divisions are not common in the SLDF, but the Ninety-seventh is an exception. When the SLDF encounters excessive enemy combatants in subterranean locales, they can call in the Ninety-seventh. Experts under the earth and in enclosed spaces, they have engaged foes in tunnels, underground caverns and even ore mines. Their biggest challenge so far was when terrorists seized control of part of the planet of Gallery in 2738. Quickly taking the spaceport, the terrorists were determined to make the planet too costly to take back. In the end, the Ninety-seventh was too good in the tunnels and caverns, quickly cutting the enemy into four sections, unable to communicate with each other. Three portions quickly surrendered and the last group was killed to the last man.



118TH MECHANIZED INFANTRY DIVISION

(*The Horsemen*)

CO: Major General Trevor Chan

The longest tenured major general in XXX Corps, General Chan has actively worked against General Moeller since his promotion. This is a shocking change from commanders who celebrated their sister divisions for sharing the same number for almost a decade. Chan's actions have divided the 118th Mechanized Infantry Division so badly that is almost unready for combat. Chan refuses to follow orders from General Moeller, claiming his unit is incapable, the message wasn't received or there was a misunderstanding. Moeller has tried to remove Chan from command, but JAG Command has yet to act on the request for a court martial.

123RD MECHANIZED INFANTRY DIVISION

(*The Surfing Soldiers*)

CO: Major General Ronald Jeremy

Having just rotated from the border with the Rim Worlds Republic two years ago, the 123rd is a weary division in need of some time in the interior of the Commonwealth. General Jeremy fears that the problems of XXX Corps will force his division to return to the Republic border to replace a division that isn't working with the corps. For a fighting force that has handled raiders and Republican excursions for half a decade, it would be a tragedy to have to return so quickly.

Fortunately for General Jeremy, his IIa section his working overtime to both stockpile parts and supplies and hide that information from XXX Corps and Twelfth Army HQ. If the Surfing Soldiers do return to the border, they will at least be equipped.



XLII CORPS

XLII Corps is responsible for the corner of the Lyran Commonwealth, guarding against incursions from the Rim World Republic, the Draconis Combine and the unincorporated parts of the nearby Periphery. Feeling isolated, XLII Corps is somewhat insular, thriving on an us-versus-them mentality with the local Lyrans. The typical deployment of the divisions is a full brigade on the planet where they are based, and the remainder of their forces rotating around in regimental units. This allows a large area to be covered but can leave these regiments exposed to attacks by larger units.

COMMAND

Major General Winnie Museveni is a former tank commander and remains one of the most strident proponents of armored forces over the "walking targets" of BattleMechs. While 'Mechs have proven themselves over the years, there are still some skeptics lingering, even in the SLDF. When conducting operations, she focuses on the armored and infantry regiments, saving BattleMechs as reserves and for terrain where armored operations are severely limited or impossible. With General Museveni being an otherwise good commander despite her bias, her division commanders follow her commands, though they use their own judgment when not under direct orders.

Despite General Museveni's bias, her staff operations officer is a Mechwarrior, Colonel Haakon Olafsson. Colone Olafsson does what he can to keep the general from doing away entirely with her 'Mechs, but even his carefully-orchestrated plans can't keep her from sidelining her BattleMech brigades.

LOGISTICS

With XLII Corps' preference for armored vehicles, they are often first in line for newer models, especially those released from service solely with Royal units. Their BattleMech assets, on the other hand, often rival member-state units, which is not a complement. Supplies can be plentiful or next to non-existent, depending on the current relationship between the three states. General Museveni prefers her units to run lean, so late shipments can impact the divisions quicker than most, but when everything is running smoothly her costs are the lowest in the entire SLDF.

The Fomalhaut Division's General Garver is currently in league with XLII Corps' IIa, Colonel Mary MacIntosh, trying to get his division a larger share of more modern BattleMechs. With all of the reallocations of materiel toward the Periphery armies, there is little to be had, especially in light of General Museveni's predilection for armor forces. Nonetheless, General Garver hasn't given up.

INDEPENDENT REGIMENTS

Despite General Museveni's dislike of BattleMechs, she relies heavily on the 101st Royal Hussar Regiment for strategic reconnaissance and quick responses. The best trained and supported unit in XLII Corps, it can accomplish anything that doesn't require a full brigade or more. Supplied through Royal Command, its BattleMechs are state of the art and Colonel Staubach does an excellent job of walking the line between supporting General Museveni and remaining loyal to the Hegemony's natural embrasure of the BattleMech.

On the flip side, the 258th Dragoon Regiment is used as a garbage dump for XLII personnel. Poor soldiers, people with attitude problems and those who make enemies among the corps staff populate the regiment. They get the worst assignments, often dealing with upset nobles or chasing down less threatening pirates. In the past the 258th was a heavy-hitting cavalry regiment and, while they still retain the equipment to perform a similar mission, their personnel are a better fit as emergency reserves for desperate times.

259TH BATTLEMECH DIVISION

(The Fomalhaut Division)

CO: Major General George "GeeGee" Garver

Currently assigned to XLII Corps' headquarters on Tamar, the Fomalhaut Division has faded from its glory years, when it was one of the primary divisions of the Terran Hegemony. Where it once was an offensive force to be feared, it largely serves as the primary defensive division for the corps. General Garver continues to ensure that all his forces are capable of any mission they are assigned, but operating under the watchful eye of General Museveni has not helped the morale of the MechWarriors that populate the division. The armored crews take care not to abuse their superior station for the good of the division.

127TH MECHANIZED INFANTRY DIVISION

(*Hell on Wheels*)

CO: Lieutenant General Stefan Steiner

Though many assume his positing to be a political assignment because of his name and lineage, General Steiner is a formidable armor commander, regularly beating General Museveni in war games and simulations. Despite being a prodigy in combat, the young Steiner still has a long way to go as a leader and administrator at the division level. The 127th has yet to engage forces as a complete division since General Steiner took over, but has had a long history of aggressive infantry action while the more mobile forces take advantage of the flanks.

Lieutenant General Harris Mansfield, commander of Hell on Wheels' BattleMech brigade, believes he would have earned command of the 127th had Musenevi's prejudice not placed Steiner in command.

154TH MECHANIZED INFANTRY DIVISION

(*The Raging Horde*)

CO: Major General Veronica Gibson

The premier division of XLII Corps, the 154th Mechanized Infantry Division has bought into General Museveni's beliefs completely, reorganizing to allocate their BattleMech forces evenly throughout the brigades. This organization caught a rogue Republic brigade off guard in 2755, forcing their surrender despite only taking eight percent casualties. Where possible the 154th prefers to deploy infantry and tanks together, allowing each one to defend the other's vulnerabilities.

The division's senior MechWarrior, Lieutenant General Clem Borden, has quashes a number of transfer requests out of the Raging Horde, but SLIC estimates his own transfer request is only weeks or months away.

164TH MECHANIZED INFANTRY DIVISION

(*The Fighting Amazons*)

CO: Lieutenant General Diego Garcia

Having the distinction of being the first division formed by a Periphery nation for the SLDF, the 164th Mechanized Infantry Division seems to have been the Magestrix's way of getting rid of troublemakers who were supporters of the Star League. The 164th hasn't remained a showplace unit, though – it is working to become a credible fighting force. While it continues to recruit heavily from the Magistracy, the Fighting Amazons are made up of men and women from all over the Star League. Due to the limited availability of BattleMechs in the Magistracy, the division has one of the worst collections of 'Mechs in the SLDF, but that issue is less of a concern in XLII Corps than elsewhere.





LXI CORPS

Sharing a headquarters with Twelfth Army and defending one of the most active portions of the Lyran Commonwealth/Rim Worlds League borders, LXI Corps is in the spotlight despite being Twelfth Army's youngest member. The diverse nature of the divisions in LXI Corps makes it a good choice for tackling almost any issue that creeps up, so it has been the primary troubleshooting corps for the past few decades, providing excellent results for Twelfth Army.

COMMAND

Major General Valentina Magellan tries to avoid drama in her corps, despite costing her a few officers with "high drive." She encourages her troops to strive for the best and work hard, but unnecessary conflict within the unit is just more work for her. In her career, General Magellan has been known for a fierce belief in using offense to force the enemy's hand and keep them off balance. Since her appointment to LXI Corps, she has adopted a more conservative approach, perhaps due to the more defensive nature of the divisions of LXI Corps. This adaptability will serve her well in the future, as she seems a promising candidate to assume command of an army in the next decade.

One of the main points of drama in her corps is her corps staff intelligence officer, Colonel Aubrey Dade. Colonel Dade believes he is on the fast-track, whatever Regular Army Command believes, and is constantly complaining about his lack of promotion. Griping in a soldier is nothing new, of course, but SLIC estimates his complaints are reducing the effectiveness of LXI Corps' staff operations, and is considering a quiet not to General Magellan to replace him.

LOGISTICS

Not in the "wants for nothing" category, being centered around the Twelfth Army's headquarters has benefitted LXI Corps greatly. Not only are almost all of their shipments on time, they sometimes receive BattleMechs or combat vehicles intended for other corps that have been sitting for too long. This occasionally creates tension with the other corps, especially those posted farther out, but generally the frustration is vented at Twelfth Army command and not LXI Corps.

Of particular note in LXI Corps' logistics are its staff logistical officers' abilities to appropriate equipment intended for other units, particularly Twentieth Army. As that army's logistical tail reorients itself in light of the army's redeployment from the Rim Worlds to the Outworlds Alliance, LXI Corps officers have been very successful in administratively assuming responsibility for shipments left on the ground in transshipment. When the Quartermaster Command then requests the shipments be sent on, the equipment has been marked critical to current needs.

INDEPENDENT REGIMENTS

Though it is listed merely as a "member of the Second RCT," the reality is that the Twenty-fifth Striker Regiment is currently also the entirety of the Second RCT. The RCT was dispatched to the sparsely populated Detroit system to investigate rumors of weapon stockpiles. It was completely unprepared for a full division of Taurian rebels. The Eighty-fifth Light Horse was erased in a nuclear strike, while 147th Dragoons and the 1111th Royal Light Horse died as they were outnumbered and surrounded. Their death did allow the Twenty-fifth to fight its way through enemy flankers to escape to call in reinforcements. They have since returned to full strength, but the rest of the Second RCT remains empty for now.

The 299th Heavy Assault Regiment is currently fitting whatever roles that LXI Corps can find for it. Its posting is temporary, though temporary can easily mean a decade in the SLDF, until a new division is formed. Though useful, General Magellan wouldn't be heartbroken if the 299th were recalled, unlike the 2369th Independent Aero Wing. Useful for doubling the air support of any division, the 2369th has been rather effective hunting down pirates by itself. It can engage the bandits in space or pin them down on the ground until its ground forces come in and mop things up.

322ND BATTLEMECH DIVISION

(The Antarctica Division)

CO: Major General Brittany Clarke

The history of this division harkens back to the early days of the Western Alliance. When the threat of war arose with the Asian Co-Prosperity Sphere, a multinational force was created to guard the resource mining stations and scientific outposts of the Alliance member nations. While war never came to the seventh continent, the force remained, growing and shrinking in size until it was dispatched off planet during the last days of the Terran Alliance. This undersized brigade was the seed of the 322nd BattleMech Division. Despite it not being a Royal division, the few citizens of Antartica that enter SLDF service all choose to join this division to continue the proud heritage of their homeland.

41ST MECHANIZED INFANTRY DIVISION

(*The Tricky Dick Division*)

CO: Major General Joshua Sanchez

Self-proclaimed the most talented division in LXI Corps, the Forty-first Mechanized Infantry Division is determined to validate its belief in itself. General Magellan demurs when asked about the validity of their claim, typically responding with "I trust that the Forty-first can get the job done." Thus far, it has managed to do so, though in keeping with its nickname it uses any way it can short of breaking the Ares Conventions. Most notably, when faced with raiders who hid amongst civilian housing, the division destroyed half a battalion with artillery on Bountiful Harvest. Hearing of this, the remainder of the pirates surrendered. Only later did they discover that the Forty-first had built the town just for that purpose, and it was uninhabited.

54TH MECHANIZED INFANTRY DIVISION

(*The Running Rebel Division*)

CO: Major General Tanner Hansen

Believing that simplicity removes distractions and makes better soldiers, the Fifty-fourth Mechanized Infantry Division has one of the most spartan existences in known space, let alone the SLDF. General Hansen requires that all personal effects fit into a standard envelope, meals are designed to meet the nutritional guidelines only and no media is allowed for the troops, including music and trid. Most new troops suffer through a few years and transfer out but General Hansen has a core of troops that enjoy this existence.

SLIC suspects the presence of an active black market, but has yet to penetrate the division to a meaningful depth. Surprisingly, the Running Rebels close ranks when pressed for information.



65TH ROYAL MECHANIZED INFANTRY DIVISION

(*The Zurich Division*)

CO: Major General Anastasia "Tsarina" Pitt

The recipient of the best equipment in LXI Corps, the Sixty-fifth Royal Mechanized Infantry Division works hard to avoid being outdone by the Fifty-fourth or Forty-first, who operate less-advanced gear. With fear of failure motivating them, General Pitt has been able to keep her troops performing at a high level while also pushing the other two divisions to catch up with them. They are assisted in this task by the Zurich Academy, which sends their future soldiers, both enlisted and officers, through an extra year of training, to provide excellent young soldiers for the division that bears its name.

126TH JUMP INFANTRY DIVISION

(*Death From Above*)

CO: Lieutenant General Spaniel Perez

The 126th Jump Infantry Division works better with their BattleMech brigade than any other infantry division in LXI Corps. While capable of indepenent operations in their own right, the infantry brigades perform much better as a distraction while a full brigade of BattleMechs hits the enemy. When forces to react to the BattleMechs, the 126th can press their advantage or recover from their initial encounter. General Perez is new to the unit, replacing the recently deceased Major General Vladamir Bolslovich. A former aerospace pilot, she has put an emphasis on air superiority and freedom of strategic movement.

TWELFTH FLEET

Operating in the Rim Worlds Republic is a vital task for the SLDF's fleet. Not only can it be a problematic enemy, the shadowy edges of the nation are blurred at best. Keeping an eye on where the Republic operates is just as important as keeping the nation under control. Twelfth Fleet performs well in this role, balancing the needs of the SLDF with a good public face for the populace they patrol.

Like Twentieth Army, Twelfth Fleet vigorously protested the withdrawal from the Rim Worlds, but has followed orders and moved out. Its squadrons arrived in the Outworlds in 2763, but most of its officers are still glued to SLIC and media reports from the Republic. There are rumors that Twelfth Fleet is due another redeployment in 2765, this time to the Taurian Concordat.

COMMAND

Admiral Guo Tan likes to work with all of his command, so every six months he rotates to a different squadron, allowing each squadron commander to handle the nominal operations of their squadron while Admiral Tan focuses on Twelfth Fleet. He makes sure to monitor his squadron commanders and uses their decisions, good or bad, as teaching moments, so that they continually grow. The commanders have gotten used to the admiral being around and they have grown used to his continual teaching, actually looking forward to the admiral's rotation with their squadron.

DEPLOYMENT

Perhaps the least hostile Periphery deployment, Twelfth Fleet enjoys support from the ruling house as well as citizens in Outworlds. This is not to say that there are no dangers or threats, but putting into port does not force every member of the fleet to be on guard the entire time they are off their vessel. The squadrons are still working up in their new environment, accompanying the elements of the already-present Outworlds-based fleet as they push into the many distant Periphery colonies that territorial state is or has founded.

HOMEPORT

Twelfth Fleet was previously based out of a Star League base hidden in the Dark Nebula. Nearly impossible to find without the exact coordinates, it provides an excellent base of operations for the fleet. While leave while in port allowed little for the crew to do, it is almost as safe as Sol itself. There were rumors of advanced technology and AI construction facilities.

With their new station in the Outworlds, Twelfth Fleet is currently overburdening the fleet station at Quatre Belle, although Admiral Tan keeps as many of his squadrons away from port as possible to lessen the impact.

125TH PURSUIT SQUADRON

(*The Snowy Owls*)

CO: Vice Admiral Jean-Claude Dethier

Being the heaviest squadron in Twelfth Fleet isn't really saying a lot, but against the smaller Periphery fleets it is more than enough. The 125th is equipped to chase down raiders and retreating WarShips, but has functioned more like a reconnaissance squadron. This has upset some members of the squadron, who are looking for something else. Admiral Dethier has tried to accommodate those who wish to transfer, but has begun including more exploration and evaluation to break up the monotony.

129TH RECONNAISSANCE SQUADRON

(*The Aether Zepplins*)

CO: Vice Admiral Petr Rynchowski

The One-twenty-ninth has filled itself with explorers, always eager to find out more and see new things. While they are confined to their patrol region of the Outworlds Alliance, that hasn't stopped Admiral Rynchowski and his ships from exploring the remote reaches of the systems that make up this region and those systems in-between. Some in the SLDF find the 129th's activities wasteful, something that can be done by civilian cartographers over the next century rather than wasting WarShips. Thus far, Admiral Tan has supported his crews.

126TH PURSUIT SQUADRON

(*Screaming Eagles*)

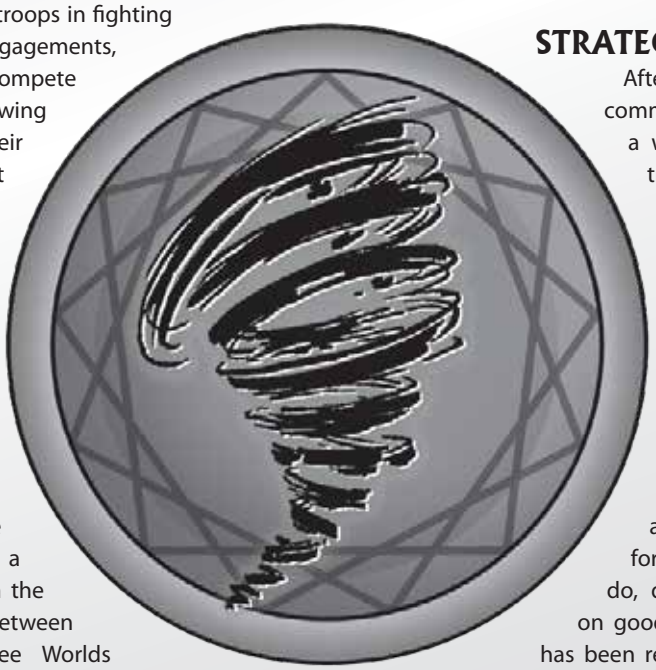
CO: Vice Admiral Kristoph "Black Baron" Schmidt

Seeing the most combat activity in Twelfth Fleet, the 126th Pursuit Squadron has engaged more than six different attacking squadrons. Typically filled with assault DropShips, the 126th did destroy a small flotilla accompanied by a *Wagon Wheel*-class frigate. How the former TCS *Gorgon* ended up in the hands of bandit forces operating on the edges of the Outworlds is still unknown, but the Star League's intelligence agencies will be looking into the matter. In the meantime, the Screaming Eagles have more than enough to occupy themselves with in learning the ropes in the Outworlds.

THIRTEENTH ARMY

While unlucky to many people (Thirteenth Army easily beat out Fourth Army for the army with the most transfers because of superstition), Thirteenth Army didn't receive an unlucky deployment, enjoying the anti-spinward regions of the Lyran Commonwealth. The heart of the army is VI Corps, notable in the early years of the Star League for difficulties by foreign troops stationed in the Lyran Commonwealth. The three other corps are more middle-age corps, neither recent nor the storied corps of the SLDF. This has kept an air of competition in Thirteenth Army, especially amongst the divisions.

With minimal conflict in their deployment zone, the army has relied upon war games to keep the troops in fighting shape. Rather than limited engagements, Thirteenth Army has two corps compete against one another for a decade, allowing them to engage one another at their leisure. The latest term is almost complete, with XXVIII Corps well ahead of XX Corps. The next set of combatants hasn't been chosen, but with the poor reviews that VI Corps has received lately, it will likely be one of the sides selected.



One of the challenges facing the Thirteenth is its small size. With less than twenty divisions and a mere nine independent regiments, the army is stretched thin. While the threat level is lower, this still puts a tremendous amount of pressure on the army. All it would take is an incident between the Commonwealth and the Free Worlds League to push the area into chaos. The Thirteenth's commander has requested an increase in manpower, but is hardly alone in that desire.

COMMAND

General Armand Surban is an up-and-coming star in the SLDF, promoted to command Thirteenth Army at the age of 45. He has done wonders with the army in the past decade, trimming the fat off of many of his units while coordinating successful operations. Despite the strain on his forces, Surban has been rotating his forces to the Rim Worlds Republic border in hopes of alleviating the fears from portions of the Twentieth Army that their withdrawal would leave the Republic unguarded. While not having a major impact so far, Regular Army Command has not let the work go unappreciated.

Despite being a former armor commander, Surban has shown the ability to coordinate not only ground forces but airborne and waterborne commands as well. Born in the Hegemony, General Surban moved to the Rim Worlds Republic as a child and later graduated from the Andrew Jackson Academy on Apollo before joining the SLDF. As a tank commander, Surban's tactical skills were mediocre, but as he advanced, his strategic and bureaucratic talents became apparent. After his division quickly suppressed an anti-Star League uprising in the Concordat, he was given the challenge of revitalizing Thirteenth Army.

STRATEGIC OVERVIEW

After a decade of building a close command staff, Thirteenth Army covers a wide swath of space with minimal troops but has so far kept altercations to a minimum. Many divisions remain officially at the posts, but have a regiment or two rotating closer to the Republic border to bolster Twentieth Army's glacial withdrawal. The exception is the venerable VI Corps, which has been the most resistant to General Surban's changes.

Thirteenth Army doesn't work as closely with the Commonwealth forces as Eleventh and Twelfth Armies do, despite many of the troops being on good relations with their hosts. Surban has been reticent to undergo a major cultural undertaking until all his corps are working well together. There are also rumors that Surban does not want to begin such a task when he may be promoted in the near future.

OPERATIONS

Thirteenth Army has run a number of smaller military operations recently, assisting Twentieth Army in Republic uprisings and responding to pirate incursions. With approximately half of those actual pirate raids and the other half incursions by proxies of neighboring realms, the army has been busy keeping the Commonwealth from lashing out. In addition to combat operations, two of the army's corps have been keeping each other at full readiness with constant war games. At least one of these corps will rotate out soon, allowing a change of pace for the entire force.

THIRTEENTH ARMY

Army and District Three Headquarters: Zaprudy

	2764	2765	2766	2767-2779	2784
VI Corps					
62nd Royal BattleMech Division (The Rephaim Division)	LCMR D3	Periphery, destroyed			
142nd BattleMech Division (The Ingress Division)	LCMR D3	Periphery, destroyed			
44th Royal Infantry Division	LCMR D3	Periphery	-	survived	Exodus
103rd Mechanized Infantry Division	LCMR D3	Periphery, destroyed			
133rd Mechanized Infantry Division	LCMR D3	Periphery, destroyed			
111th Light Horse Regiment	LCMR D3	Periphery	-	destroyed	
19th Hussar Regiment	LCMR D3	Periphery, heavy losses		disbanded	
XX Corps					
209th BattleMech Division (The Ardennes Division)	LCMR D3	Periphery	-	destroyed	
308th BattleMech Division (The Punjab Pass Division)	LCMR D3	Periphery	-	survived	Exodus
148th Mechanized Infantry Division	LCMR D3	Periphery	-	destroyed	
173rd Mechanized Infantry Division	LCMR D3	Periphery	-	-	unknown
174th Mechanized Infantry Division	LCMR D3	Periphery	-	survived	Exodus
100th Hussar Regiment	LCMR D3	Periphery, joined rebels			
902nd Royal Hussar Regiment	LCMR D3	Periphery	-	survived	Exodus
XXVIII Corps					
409th BattleMech Division (The League Division)	LCMR D3	Periphery	-	destroyed	
181st Royal Mechanized Infantry Division (The King's Own Scots Rifles)	LCMR D3	Periphery, destroyed			
186th Mechanized Infantry Division	LCMR D3	Periphery, heavy losses		disbanded, elements joined rebels	
195th Mechanized Infantry Division	LCMR D3	Periphery, destroyed			
203rd Striker Regiment	LCMR D3	Periphery	-	destroyed	
305th Battle Regiment	LCMR D3	Periphery, destroyed			
XXXI Corps					
438th BattleMech Division (The Commonwealth Division)	LCMR D3	Periphery	-	destroyed	
196th Mechanized Infantry Division	LCMR D3	Periphery	-	survived	Exodus
133rd Jump Infantry Division	LCMR D3	Periphery	-	heavy losses	disbanded, elements joined DC and CC
178th Jump Infantry Division	LCMR D3	Periphery, destroyed			
204th Jump Infantry Division	LCMR D3	Periphery	-	destroyed	
10th Heavy Assault Regiment	LCMR D3	Periphery	-	destroyed	
1002nd Independent Aero Wing	LCMR D3	Periphery	-	survived	Exodus
687th Artillery Regiment	LCMR D3	Periphery, destroyed			

6 BattleMech Divisions
13 Infantry Divisions
9 Independent Regiments
Divisions in District: 20
Total Number of Divisions: 66



VI CORPS

VI Corps is an old corps, with an average age of 41.2 years per soldier. While this "grizzled" corps might be thought a battle-hardened unit, the truth of the matter is that much of the unit is comprised of transfers, working with VI Corps until they have retired and can take up residence in the Lyran Commonwealth. This has resulted in a lack of cohesion across the force and a general unpreparedness.

Fortunately for VI Corps, they garrison the third district of the Commonwealth, with much of the borders internal with the other Lyran districts. The remaining borders are with the less-volatile Free Worlds League and the Star League's greatest Periphery ally, the Rim Worlds Republic. With such a low-risk division, VI Corps will need new leadership to shake it up before it falls apart as a capable fighting unit.

COMMAND

Much like her command, Major General Aja Brynn is biding time until retirement. Once a fearless and aggressive officer, she is now conservative and uninvolved. Most of the actual decision making for VI Corps is made by her XO, General Helmut La Rou, a Lyran native and rising star. With only two years until Brynn's retirement, La Rou is beginning to put the building blocks of a new leadership team together. He has also reached out to several Star League academies in hopes of transfusing new blood into the aging corps.

La Rou has his work cut out for him. Most of the senior officers are near the end of their service and many are the accumulated coattail riders of General Brynn's long career. This accumulation of yes-men has made critical thinking a rare thing in VI Corps. Luckily for the citizenry, the individual divisions are less affected by the geriatric nature of the corps command.

LOGISTICS

While VI Corps is toward the bottom of the SLDF Quartermaster's list, its current location serves to blunt this fact. With proximity to so many high-quality Lyran manufacturers, economical shipping often results in them getting the same high-quality equipment and supplies as top-of-the-line forces. General Brynn has connections with local suppliers, so often the corps gets a little more than they officially order. This in turn allows them to profit in the SLDF's grey market, swapping surplus supplies for any materials or equipment that they lack.

In addition, VI Corps has two Royal divisions, linking over a third of the corps to the Royal Command. While some consumables find themselves shared amongst the rest of VI Corps, Brynn has learned not to attempt to shift equipment around to appease other units. When a lance of advanced *Exterminators* was transferred from the Sixty-second Royal BattleMech Division to the 133rd Mechanized Infantry Division, General Bryant earned a stinging rebuke, and the for 'Mechs were repossessed by the Royal Command.

INDEPENDENT REGIMENTS

With the generally lethargic nature of VI Corps, General Brynn has made it a point to keep both of her independent regiments lean and efficient forces, as rarely is there an emergency that a regiment can't tackle on its own. The 111th Light Horse Regiment is the showcase of the corps, specializing in recon missions. While a battlefield asset, this tasking has also turned out to a public relations goldmine. The 111th is able to respond to disasters and locate survivors better than local search and rescue operations. They were even specifically dispatched to investigate rumors of illegal BattleMech manufacturing on the Rim Worlds Republic planet Kwangjong-Ni, but nothing was located.

The other outfit, the Nineteenth Hussar Regiment, is also a capable unit though not as notable as the 111th Light Horse. In the past two years, XO General La Rou has taken a personal interest in the regiment. At first, Brynn was concerned that it was the first stages of a play against her, but it has become apparent that the Nineteenth is being developed into an advanced cadre unit. When La Rou assumes control of VI Corps, most analysts expect the Nineteenth to be busy bringing the rest of the corps up to par with the SLDF.

62ND ROYAL BATTLEMECH DIVISION

(The Rephaim Division)

CO: Major General Ivanka Stalitsna

Currently a unit living in the past, the Sixty-second has had a long and storied history but hasn't accomplished much of late, almost as if the unit was striving to live up to their nickname, referencing a Hebrew legend of ancient, fearsome giants.

General Stalitsna is a newly-appointed commanding officer, and has a tough job ahead of her. The lack of discipline, both from the former division commanders as well as IV Corps' leadership, combined with the protective nature of the SLDF for officers near their retirement,has made Stalitsna's replacement of poor commanders that much harder.

142ND BATTLEMECH DIVISION

(The Ingress Division)

CO: Major General Tomeka Andree

The epicenter of the influx of potential retirees, the 142nd BattleMech Division has the toughest fight on their hand—Tharkad politics. Most of the officer corps focuses on the various social networks on the Lyran capital, leaving the younger officers and non-commissioned officers to run the nominal operation of the division. In addition to the simple distraction of Lyran society, the various factions are straining the division as the officers supporting these factions butt heads. While the command structure of the division is in chaos, the troops have become very experienced fighting in the frozen wastes of Tharkad.

44TH ROYAL INFANTRY DIVISION

(*The Desperados*)

CO: Major General Roger "Colt" White

The most insular of the divisions in VI Corps, General White's command labors beneath a man whose methods make him a bit of a rogue commander in the SLDF. While still suffering from the influx of potential retirees to the Forty-Fourth, General White and his staff don't let them rest on their laurels. Aggressive training is common, but the Forty-fourth will often dispatch forces after pirates or civil unrest without orders. This will often get the unit in hot water, but has also earned the division praise for solving problems before the normal chain of command can react, earning them their nickname.

103RD MECHANIZED INFANTRY DIVISION

(*The Atlantian Division*)

CO: Major General Cesar Lamb

Of all the divisions of VI Corps, the 103rd Mechanized Infantry Division has seen the last official deployment. Star League courts convicted the owners of Tainjin BattleWorks of selling Star League designs to other parties. The Commonwealth declined to become involved, deeming it a Star League matter, so the 103rd dropped on Tainjin in 2761. After a month long siege, they finally moved in, quickly overwhelming the limited forces that TBW possessed. While the owners were imprisoned, twenty people were killed in the incident. The missing Star League war materiel has still not been located.

133RD MECHANIZED INFANTRY DIVISION

(*The Reaper Division*)

CO: Major General Addison "Kitty" Komiskey

Stationed in the heart of the Lyran military-industrial complex, the 133rd Mechanized Infantry Division has had the most conflict with locals over the past decade than the rest of the VI Corps. In an attempt to bond with the populace, General Komiskey arranged a series of training missions with the Coventry academy. At first, the training went well, both sides learning from the experience. As they grew more competitive, tensions rose, culminating in a massive brawl after a mission.

In addition to turning the locals against the division, some Lyran natives in the division sided with the locals, creating a very divisive culture after the fighting was over.



XX CORPS

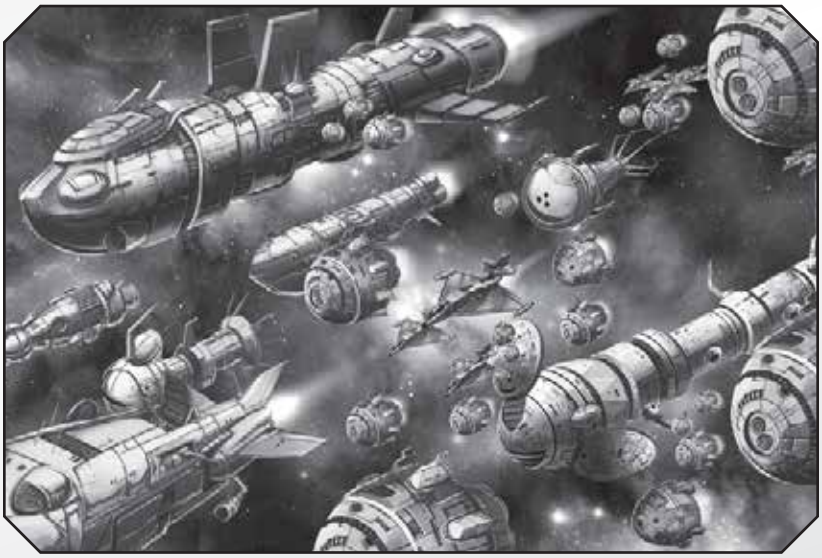
While General Surban's restructuring has had a dramatic change on the competency of XX Corps, it still lags behind XXVIII and XXXI in effectiveness. This is most problematic, because XX Corps is the largest in Thirteenth Army, the only one possessing five full divisions. Much has been made of the lack of a Royal unit in XX Corps, but army command doesn't believe that Hegemony citizenship and technology provide that great of a difference, especially at a corps level. In an attempt to assist the corps, XX Corps headquarters is part of the Thirteenth Army headquarters. General Surban's staff has been working with members of XX Corps leadership to improve their skills and education.

COMMAND

The death of General Keskepoltis three years ago catapulted Raymond McGavern to the head of a corps quicker than anyone was expecting. While he has done a fair job of maintaining XX Corps, the corps needs more than just maintenance. In inheriting a command staff, McGavern has had to command a few people who thought they would be promoted to his position, limiting the cohesion and resulting more factionalism than is healthy. The situation should ease with time, as officers transfer to positions with more promising for promotions, but XX Corps will be slow to respond to any real issue until that happens.

LOGISTICS

Other than the 902nd Royal Hussar Regiment, none of XX Corps receives anything more than the standard allotment from the SLDF. Or rather they are scheduled to; many shipments are delayed because of problems in shipping due to Transport Subcommand's scheduling issues. While this is endemic of the entire SLDF, XX Corps seems to be hit harder than the rest. Luckily, local merchants are happy to provide the necessities for the corps, but it is cutting into General McGavern's discretionary budget at a rapid pace.



INDEPENDENT REGIMENTS

One of the newer independent regiments in the SLDF, the 902nd Royal Hussar Regiment is still developing its own personality. Conceived of as the next generation of cavalry forces, the entire regiment is capable of battlefield speeds of over sixty kilometers per hour. The 902nd has been working closely with the 100th Hussar Regiment to become more proficient on the battlefield, but the process has not been smooth. While more experienced, the 100th lacks the equipment to keep up with their comrades. The heavy sympathy for the Rim Worlds Republic in the 100th has caused off-the-field issues between the units, with the Royals having no like of Periphery governments.

209TH BATTLEMECH DIVISION

(The Ardennes Division)
CO: Major General Stewart "Tripp" Stimpson VI

Descended from a Terran unit that kept peace between regions with a long dislike of one another, the Ardennes Division finds itself in that role once again. In 2758, the division responded to a Republic attack on the Lyran world of Mercedes. After smashing the brigade responsible, the 209th had to respond immediately to a Lyran counterattack on Stanley. The 209th left the Sixth Lyran Guards licking their wounds, but the fighting was relatively brief ,as General Stimpson was eventually able to reason with his counterpart, General Burns, before too much damage was done to Stanley or the Guards. Rotation to Halfway has been a nice respite for the unit.

308TH BATTLEMECH DIVISION

(The Punjab Pass Division)
CO: Major General Latricia Bao

The 308th BattleMech Division is the focal point in a new strategic experiment by the SLDF. The 308th has seen its aerospace assets double in the past year. A school of thought in Regular Army Command is that increased integral aerospace will dramatically increase the capability of the ground forces. The division will be monitored for the next few years to see how the new assets impact the performance of the 308th.

General Bao is wary of these changes, believing that limiting her ground troops' options to those the aerospace fighters can support is a bad idea. It is up to her aerospace commander, Colonel Glen Bandy, to convince her otherwise.



148TH MECHANIZED INFANTRY DIVISION

(*The Jacob R. Winstrom Division*)
CO: Major General Harmony Tran

Recovering from a black market scandal, the 148th Mechanized Infantry Division has undergone a dramatic change in leadership over the past year. Where other divisions are drilling and coming together, the 148th is coming apart at the seams as officers do background checks and look at bank statements. With the investigation likely coming to a close in four to five months, any remaining conspirators will be removed and the unit can rebuild trust under a completely new officer corps.

General Tran, surpisingly, was blindsided by JAG Command's assault on her division. Though speaking well to her character, it has made Thirteenth Army command unhappy with her awareness of her troops' actions.

173RD MECHANIZED INFANTRY DIVISION

(*Hell's Escorts*)
CO: Major General David Logan

The 173rd Mechanized Infantry Division has been focusing on combined-arms actions recently. Where standard SLDF organization has infantry and BattleMechs in different regiments, General Lopan has had his battalions work as mixed groups. At first, the strain on the reporting structure wreaked havoc with the unit, causing an increased level of conflict between commands. After sticking with the training for the past two years, the division is now very comfortable working as combined-arms units. The command staff is eager to see how this cohesion will work on the battlefield, and has been pushing for combat action, but so far has not had any success.

174TH MECHANIZED INFANTRY DIVISION

(*Never give up, never surrender!*)
CO: Major General Kelvin Nguyen

Sharing the same planet with both his army and corps command staffs, General Nguyen has kept as busy with his division as he can. The simple desire to avoid the criticism of his commanders has benefited the 174th greatly when they are on the field. Extra time spent drilling has enabled the division to anticipate what their comrades will do, allowing them to react surprisingly quickly on the battlefield. The extensive training has led to some fatigue among the troops, so General Nguyen has been increasing leave time for the division.

Much of Nguyen's success can be laid at the feet of his staff, particularly his operations officer, Colonel Daffyd Ho Jang.



XXVIII CORPS

If Thirteenth Army needed to deploy just one corps to accomplish an important mission, it would most likely be XXVIII Corps. Smaller than XX Corps, XXVIII Corps has a greater overall skill level and, though it only has a single BattleMech division, sports some of the best equipment in the SLDF in the 181st Royal Mechanized Infantry Division. And though XXVIII Corps has two independent regiments like VI Corps and XX Corps, both regiments are much heavier, better at hitting emplaced opponents where the other corps use their regiments mainly for reconnaissance and quick response. General Surban has great faith in this corps, and gives it more of a free rein than the other corps of Thirteenth Army.

COMMAND

Major General Redgar Hamilton has commanded XXVIII Corps for five years, developing a strong staff and good rapport with his troops. General Hamilton seems the likely candidate to replace General Surban, should he leave Thirteenth Army. The former Rasalhague citizen joined the SLDF as a MechWarrior to escape the Draconis Combine, and hasn't looked back. While not a brilliant strategist, Hamilton excels at creating a team that will work well together to accomplish his goals. He is a hard taskmaster but rewards his subordinates well, finding places in his unit or elsewhere where they can continue to grow.

LOGISTICS

On the Republic border, XXVIII Corps is frequently short of the necessities of life but is never short of the necessities of battle. The 181st receives the best equipment that the Star League has to offer, from advanced machines to top-of-the-line medical devices, even the latest noteputers. That doesn't make life any easier when they are two months behind in toilet paper, along with the rest of XXVIII Corps. Ammunition continues to find its way to the divisions, as does food, but anything else that isn't directly related to warfare is a chancy prospect at best. General Hamilton's complaints have been met with excuses and promises, many of which have been printed out to provide for his troops.



INDEPENDENT REGIMENTS

In a somewhat unusual organization, XXVIII Corps has two line regiments attached as independent regiments. The 203rd Striker Regiment and the 305th Battle Regiment are really the core of what will likely be a new division to bring XXVIII Corps up to five full divisions. In the meantime, the 203rd fills out the corps' roll as a light horse regiment, while the 305th bolsters the offensive firepower of the various divisions. Were an actual shooting war to start, the 305th would likely stay attached to the 181st. Despite the latter being a Royal division, the extra firepower would give XXVIII Corps an unexpected offensive force.



409TH BATTLEMECH DIVISION

(The League Division)

CO: Major General Kendra Pol'Mu'La

The Free World League's gift to the SLDF, the 409th BattleMech Division is the lone BattleMech division in XXVIII Corps. Having the unit serve in the Lyran Commonwealth has been a political sore point, but not a universally-agreed one. Some Lyrans are offended by the division's history with the League, while a good many Free Worlders are upset that the division isn't protecting the League. The reverse is also true, with some finding the division's presence a sense of pride for their nation. While the unit would prefer to be free of controversy and focus on their job, they haven't let the occasional protest or media story disrupt them.

181ST ROYAL MECHANIZED INFANTRY DIVISION

(The King's Own Scots Rifles)

CO: Major General William Stewart

Despite the 409th being the only BattleMech division in XXVIII Corps, the 181st Royal Mechanized Infantry Division is the focal point of any offensive actions. Descending from a northern European military unit, the long history of the force has ensured that many of the best in the Hegemony vie for a position in the 181st. In addition to precision firing, the division's soldiers are experts at finding any cover, even in the most open terrain. This trait allows them to be aggressive where enemies would never expect it from infantry forces.

186TH MECHANIZED INFANTRY DIVISION

(*The Black Tide*)

CO: Major General Conner Stefanopolis

Currently assigned to Reese Station, the 186th Mechanized Infantry Division is the reserve force for XXVIII Corps. With unrest unlikely to happen in the middle of the Commonwealth, the 186th can back-up or fill-in for any of the other three divisions on the Republic border. The 186th rotates troops to the border regularly, so the other divisions can have larger unit leaves or extended training missions without depleting their defensive capacity. General Stefanopolis believes this keeps his troops is practice better than drilling behind the lines will.

195TH MECHANIZED INFANTRY DIVISION

(*Life is What You Make It*)

CO: Major General Oprah Zapatista

The "party division" for XXVIII Corps (and Thirteenth Army), the 195th Mechanized Infantry Division still is a capable fighting unit. Despite the poor image they bring to their commanders, XXVIII Corps does appreciate their ability to reduce tension amongst the group as well as accumulating materials that they may be short on. General Hamilton has asked General Zapatista to reduce the visibility of her units' actions, but not rein back their activities so much that it seriously impacts morale. If she is not up to the task, there is a likelihood that she might be reassigned or demoted.



XXXI CORPS

While many a corps or army has found a division of jump troops beneficial for their abilities, XXXI Corps seems to be almost a jump infantry corps, possessing three of the divisions, almost sixty percent of XXXI Corps' forces. This organization could be a great asset for a massive offensive campaign, but despite the localized problems of late such an event seems unlikely. This has forced XXXI Corps to use their unconventional forces for a more conventional deployment.

COMMAND

Major General Jason Quan is a polarizing figure, making friends and enemies in equal amounts. His promotion to head XXXI Corps mirrors his high-risk, high-reward command style. Success with XXXI Corps will be difficult, but would be quite a feather in his cap. Over the past few years most of his command staff that didn't agree with his management has transferred out of XXXI Corps, but a few stubborn holdouts remain. This has made getting all of the corps on the same page difficult, with areas in hotspots covered by XXXI Corps paying the price of slow response. If General Quan can't find a way to alleviate the infighting, he will find himself talking with General Surban about his corps not meeting its goals.

LOGISTICS

Straddling the border between the Lyran Commonwealth and the Free Worlds League can throw a wrench into keeping XXXI Corps supplied. Though not the most problematic border in the Inner Sphere, customs inspectors still slow down the occasional shipment, but the plethora of competition between the League and Lyran manufacturers prevents shortages for most consumables. For non-consumables, the lack of Royal units and not being an exemplar corps pushes XXXI Corps down the line, forcing it to outfit its forces with 'Mechs, vehicles and fighters that are commonly available. The exception to this is the 409th BattleMech Division, which is refitted by the LCAF.

INDEPENDENT REGIMENTS

Unlike many other independent regiments, those of XXXI Corps don't operate independently. Rather, they are used to augment divisions when needed.

The Tenth Heavy Assault Regiment provides a punch to any of the jump infantry divisions that might need it (or on rare occasions the 196th). Similarly, the 1002nd Independent Aero Wing has been used to keep the jump troops safe when dropping on the enemy, as well as pinning more mobile foes so the 438th could move in and smash them to pieces.

The 687th Artillery Regiment has supported all the divisions at times, pinning the enemy or smashing them when entrenched. While all three are adept at assisting other divisions, they can also work together as an *ad hoc* brigade. General Quan has never used them as such, but has contingency plans should he feel that an attack is a diversion and he needs to respond without stripping any of his other divisions of any of their troops.

438TH BATTLEMECH DIVISION

(The Commonwealth Division)

CO: Major General Ludwig von Straussburg

The Lyran answer to the creation of the 409th BattleMech Division, the 438th is very Lyran in its makeup. With a large portion of its BattleMechs heavy or assault machines, the 438th may seem like a Commonwealth unit, but with SLDF tactics and officers, it doesn't perform like one. While it is one of the most massive division in the SLDF, it possesses enough scouting forces to avoid being outmaneuvered by the enemy. The Lyrans have even contributed to that effort, providing and maintaining a full company of *Commando*s, the only *Commando*s deployed by the Commonwealth outside of the LCAF.

196TH MECHANIZED INFANTRY DIVISION

(*The Benchwarmers*)

CO: Major General Carol Po

The primary defensive force for XXXI Corps, the 196th Mechanized Infantry Division has a much greater responsibility than most mechanized infantry divisions do. With so many offensive pieces, the 196th has worked primarily on how to move into the gains made by the other XXXI Corps units and hold that territory. While unusual for a division to be so specialized, with XXXI Corps normal isn't the norm.

General Po assumed command of the Benchwarmers in 2763, and has thus-far struggled with her officers' entrenched attitudes toward defense. An offensively-minded officer normally, she has been beating her head against the wall trying to find a way to get through to her staff.

133RD JUMP INFANTRY DIVISION

(*The Flying Nuns*)

CO: Lieutenant General Claude Le Gaugen

Most famous for their fourth regiment, staffed exclusively by soldiers with Scottish ancestry, the combination of kilts and jump packs has been found to disturb enemies and allies alike. The 133rd earned its nickname when the seventh regiment played a practical joke on the fourth, showing up in full habits during an inspection. While the joke did backfire somewhat, with the entire division being labeled because of it, the unit has in time embraced it and doesn't get upset when other soldiers bring it up.

General Le Gaugen, who has stopped slapping non-judicial punishment on soldiers for calling him Mother Superior, has been pestering Thirteenth Army headquarters for reassignment.



178TH JUMP INFANTRY DIVISION

(*I am not a number, I am a free man!*)

CO: Major General Winston Churchill Mather

The 178th has a long history dating back to the Second Soviet Civil War. A group of escaped political prisoners got access to arms and became guerilla fighters in the eastern part of the war. While prisoners they were denied the use of names, so when they fought back, they responded with a quote from popular culture that has stuck as their motto.

With 178th's operations officer, Colonel Vera Kallinin, is a former instructor at Fort Forlough; under her direction, the operations shop has begun drafting detailed plans for both offensive and defensive operations.

204TH JUMP INFANTRY DIVISION

(*The Horned Frogs*)

CO: Major General G. Jefferson "Jeff" Fitzsimmons

Divisions are supposed to be self-contained fighting units that work together to solve any situation beneath epic proportions, yet the 204th is best when they aren't working together. Where most forces will mass together to hit the enemy, the 204th will drop all over their opponent, in front and in back, left and right. Chaos engulfs both forces, but the 204th seems to thrive on it, crippling opponents who can't get a handle on the situation then linking up with the rest of their unit, creating a spiderweb pattern throughout the enemy formation.

THIRTEENTH FLEET

Many Star League fleets are tied down to patrolling a region of space, allowing highly mobile raiders to dance between regions and wreak havoc amongst the member states. Thirteenth Fleet is designed to avoid that limitation. With no region to protect, Thirteenth Fleet doesn't have to worry about leaving their charges to chase down long-range raiders.

An example of this service was evident before Simon Cameron was killed. Supposed "bandit" forces were hitting the edges of the Inner Sphere. Between the Periphery sneak attacks, member states fighting by proxy and actual bandits, Thirteenth Fleet was busy covering a large area. Working hand in hand with Eighth Fleet, they were able to track and strike back against raiders.

COMMAND

Admiral Oliver Finch is a very hands-off commander, an excellent choice for Thirteenth Fleet. With each squadron acting as a wolf pack, a micromanager would fail in that position. While commanding the 131st Pursuit Squadron himself, he allows the other three squadron commanders a long leash and backs most of their decisions. This has made Admiral Finch popular with Thirteenth Fleet, but his familiarity has made disciplining his reports difficult, coming off as too much a friend to them.

DEPLOYMENT

Thirteenth Fleet has only been assembled four times in the past century, every time for ceremonial reasons. Nor does the fleet have a defined region of defense, so Thirteenth Fleet goes where the action is. Or where it is expected. Currently, the fleet patrols areas of the Lyran Commonwealth and Free Worlds League, hunting down raiding parties, pirates and member-state forces that are attacking other nations. Luckily for Thirteenth Fleet, the Lyrans and Free Worlders don't object very often to the appearance of squadrons on patrol, unlike some other nations of the Star League.

HOMEPORT

Thirteenth Fleet doesn't have even an official homeport, though ships of the fleet rotate back to New Earth for refitting. New deployments will rendezvous with their assigned squadron at the shipyard where the new ships were built. For simple maintenance or replenishment, the ships of Thirteenth Fleet use the closest base to their location. This has led to all SLDF ports to carry more material than expected, just in case one of these lone wolf squadrons shows up.

131ST PURSUIT SQUADRON

(*Wolfpack*)

CO: Admiral Oliver Fitch

The lighter ships of the 131st Pursuit Squadron are trained to literally go under the enemy's radar, hiding and moving with ultimate stealth, luring raiders into showing themselves. They trap the enemy, and Admiral Fitch brings his *Luxor*-class heavy cruiser in to finish them off. With raiders looking at every piece of rock as a potential ship of the 131st Pursuit Squadron, the tactic has a sphere of effect far greater than it can physically reach.

137TH LINE SQUADRON

(*The Boys in Blue*)

CO: Vice Admiral Nicholaus Langden

Sometimes policing an area is easier when everyone knows that enforcement is nearby and watching. The 137th Line Squadron does the dirty job of reminding everyone that Thirteenth Fleet is in the vicinity, making very public and imposing appearances as hot spots and local bases. With the heaviest ships in the fleet, the 137th makes a good deterrent. When the weapons go hot, though, it is quite capable of showing how effective SLDF WarShips are.

139TH LINE SQUADRON

(*The Ships of the Dark*)

CO: Vice Admiral Tiffany Ilslip

While filling a similar combat role to the 137th, the 139th Line Squadron is operationally different. Rather than make very public appearances, they have a much more dangerous job, patrolling the dead systems. While the safest place for bandits and insurrectionists to be are inhabited systems, sometimes they use uninhabited ones to travel between inhabited systems or to base operations out of. The 139th looks for any evidence of this and braves the dangers of being stuck in a hostile location should anything go wrong.

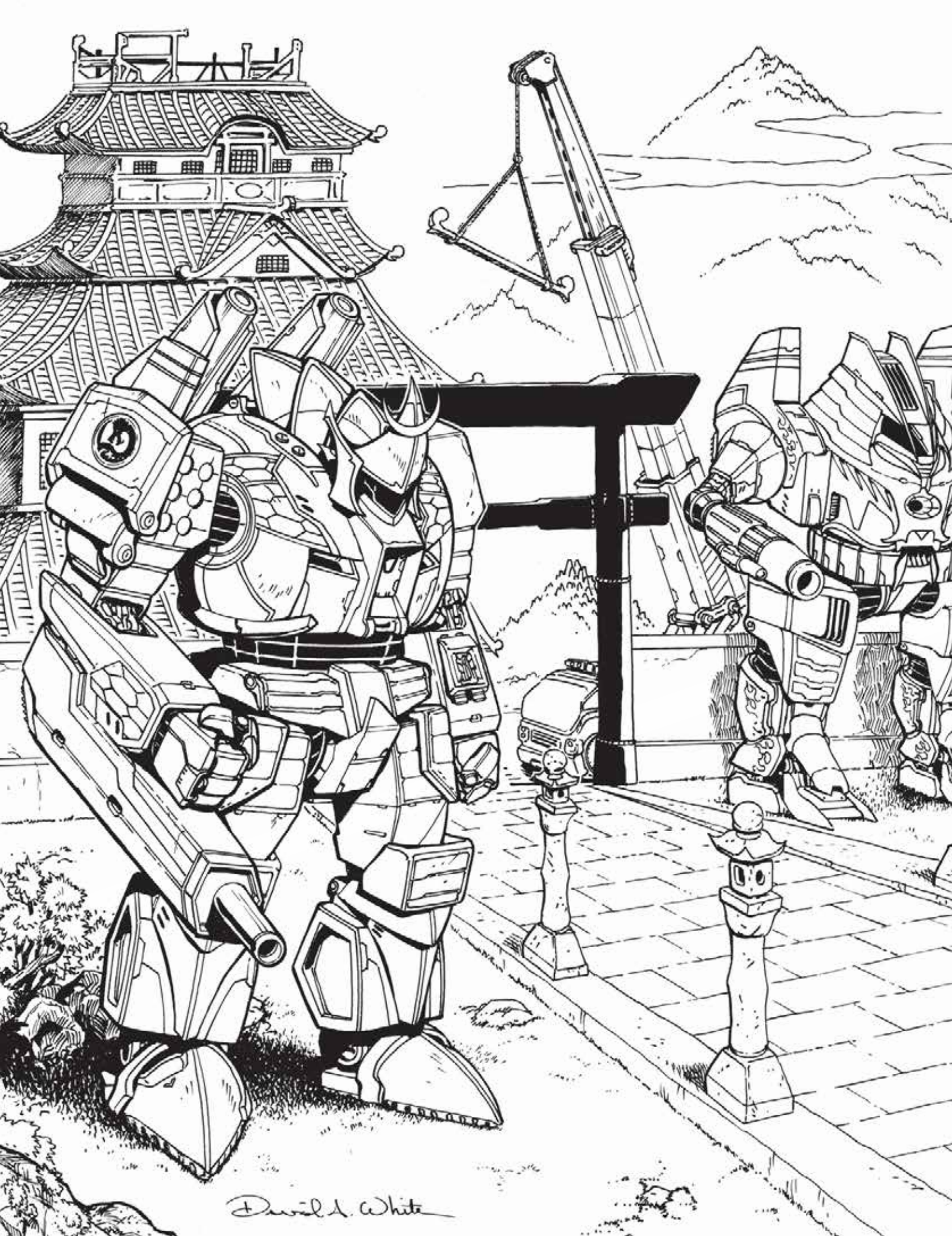
138TH RECONNAISSANCE SQUADRON

(*The Rocketmen*)

CO: Vice Admiral Jin Vu

Normally performing routine patrolling, the 138th Reconnaissance Squadron also does a lot of drilling for warfare where they would have a much different role. Instead of routing patrolling, they would evaluate a target before Thirteenth Fleet engaged it. The common belief is that they would stealthy enter a system to observe the enemy and report back but the 138th also practices making high-speed approaches before using their lithium-fusion batteries to jump out and evaluate the collected data safe with the rest of the fleet.

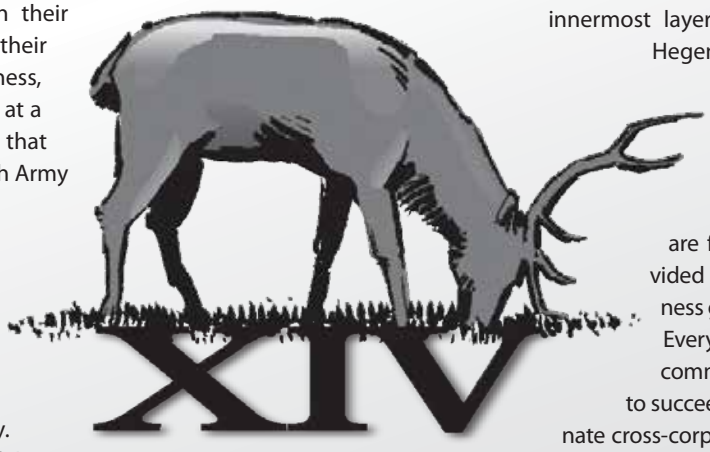



David A. White

FOURTEENTH ARMY

One of the largest armies in the SLDF, Fourteenth Army has responsibility for the Terran districts of the Draconis Combine. In addition to fielding regular challenges from *ronin* warriors in the First Hidden War and putting out the Davion-Kurita combat of the Second Hidden War, Fourteenth Army is now dealing with the border raiding of the Third Hidden War on the three borders the Draconis Combine shares with the Lyran Commonwealth, the Federated Suns, and the Terran Hegemony. In response, Regular Army Command has allocated extra forces to Fourteenth Army, adding a fourth corps and increasing each corps to six divisions.

Despite its proximity to the Terran Hegemony, Fourteenth Army is in a constant battle to keep its equipment fully functioning and replace units lost in combat. The frequent conflict the army has faced over the years has led the army, corps and division commanders to push their units hard in any attempt to get their newer forces up to combat worthiness, and keep all the units ready to fight at a moment's notice. History has shown that a moment's warning is all Fourteenth Army will receive.



COMMAND

General Daishin Makarau has managed to keep his headquarters on Dieron in the Terran Hegemony despite the closest unit in his army being two jumps away. He has argued, and argued successfully apparently, that the resources spent long ago to build the large command center on Dieron should not be put to waste simply to relocate Fourteenth Army headquarters out into the midst of its operational area. Perhaps the general was granted this privilege based on his years of experience successfully commanding Fourteenth Army. Or perhaps, as some of his detractors claim, the general has pulled some political favors to remain in the Terran Hegemony. A likely conclusion at first glance, General Makarau is not fond of the social and political gatherings frequented by his peers. As best can be gathered through his subordinates, the general would rather, and frequently does, spend much of his time reviewing reports from his corps, division and even some regimental commanders.

STRATEGIC OVERVIEW

Fourteenth Army is tasked with protecting the innermost planets of the Draconis Combine, an area reaching at its farthest out to Maule, Dover, Minowa and McComb. To best police and protect this region, General Makarau has organized his corps into an "onion layer" defense. The two innermost layers, those closest to Terra, are small enough to be covered by one corps each. The outermost layer covers an area twice as wide as the innermost layer and as such is covered by two corps, with each one taking half of the width of the layer.

Based on experience levels and division assignments, General Makarau has placed his most experienced corps, VIII Corps, and his least experienced corps, XIV Corps, together on the outermost layer. The middle layer is guarded by the veteran XXII Corps. Lastly, the newer, still experienced XXXII Corps is assigned to the innermost layer where units from the Terran Hegemony can quickly shift to provide assistance if needed.

OPERATIONS

Unlike in some armies, corps and division commanders are free to train as they see fit, provided they continue to meet the readiness goals set by Fourteenth Army HQ. Every effort is made to provide unit commanders the resources necessary to succeed, even going so far as to coordinate cross-corps training sessions. Many a commander has seen his or her position taken from them over poor performance standards, and another, Major General Miram Romero of the Sixty-fifth Infantry Division, will soon join the ranks of those who have lost their command.

With tensions heating up in the territorial states, General Makarau has received warning orders to expect possible redeployment of portions of his army. Twentieth Army's new posting in the Outworlds means it's unlikely his divisions will go there, but increasingly-violent combat in the Taurian Concordat and the Magistracy of Canopus makes him suspect he could lose his forces in that direction. Accordingly, his staff has begun drafting contingency movement orders for every division and independent regiment in Fourteenth Army, in case Regular Army Command activates their warning orders.

DRACONIS COMBINE MILITARY REGION (DCMR)

FOURTEENTH ARMY

Army and Region Headquarters: Dieron

	2764	2765	2766	2767-2779	2784
VIII Corps					
135th Royal BattleMech Division (The Van Diemen Division)	DCMR D1	DCMR D2	-	survived	Exodus
160th BattleMech Division (The Sirius Division)	DCMR D1	DCMR D2	-	destroyed	
11th Infantry Division	DCMR D1	DCMR D2	-	survived	Exodus
65th Infantry Division	DCMR D1	DCMR D2	-	destroyed	
3rd Mechanized Infantry Division (The Junkers Division)	DCMR D1	DCMR D2	-	destroyed	
5th Mechanized Infantry Division	DCMR D1	DCMR D2	-	heavy losses	disbanded, elements joined FWL
17th Royal Mechanized Infantry Division	DCMR D1	DCMR D2	-	survived	Exodus
23rd Mechanized Infantry Division	DCMR D1	DCMR D2	-	destroyed	
179th Jump Infantry Division	DCMR D1	DCMR D2	-	destroyed	
102nd Royal Light Horse Regiment	DCMR D1	DCMR D2	-	destroyed	
139th Light Horse Regiment	DCMR D1	DCMR D2	-	destroyed	
231st Light Horse Regiment	DCMR D1	DCMR D2	-	survived	joined LC
75th Royal Hussar Regiment	DCMR D1	DCMR D2	-	destroyed	
XIV Corps					
185th BattleMech Division (The Northwind Division)	DCMR D1	DCMR D3	-	destroyed	
251st BattleMech Division (The Lipton Division)	DCMR D1	DCMR D3	-	heavy losses	disbanded, elements joined FS
28th Mechanized Infantry Division	DCMR D1	DCMR D3	-	destroyed	
32nd Mechanized Infantry Division (The Aztec Division)	DCMR D1	DCMR D3	-	destroyed	
34th Royal Mechanized Infantry Division	DCMR D1	DCMR D3	-	survived	Exodus
51st Mechanized Infantry Division	DCMR D1	DCMR D3	-	destroyed	
53rd Mechanized Infantry Division	DCMR D1	DCMR D3	-	destroyed	
64th Mechanized Infantry Division	DCMR D1	DCMR D3	-	destroyed	
159th Jump Infantry Division	DCMR D1	DCMR D3	-	survived	Exodus
22nd Royal CAAN Marine Regiment	DCMR D1	DCMR D3	-	survived	Exodus
12th Light Horse Regiment	DCMR D1	DCMR D3	-	destroyed	
149th Hussar Regiment	DCMR D1	DCMR D3	-	destroyed	
152nd Hussar Regiment	DCMR D1	DCMR D3	-	survived	Exodus
XXII Corps					
305th BattleMech Division (The Nirasaki Division)	DCMR D1	DCMR D2	-	destroyed	
349th Royal BattleMech Division (The King Henry Division)	DCMR D1	DCMR D3	-	survived	Exodus
68th Mechanized Infantry Division	DCMR D1	DCMR D2	-	survived	Exodus
77nd Mechanized Infantry Division	DCMR D1	DCMR D3	-	destroyed	
79th Mechanized Infantry Division	DCMR D1	DCMR D2	-	survived	unknown
94th Royal Mechanized Infantry Division (The Bavarian Division)	DCMR D1	DCMR D3	-	destroyed	
95th Mechanized Infantry Division	DCMR D1	DCMR D2	-	survived	Exodus, elements joined DC
124th Mechanized Infantry Division	DCMR D1	DCMR D3	-	destroyed	
131st Jump Infantry Division	DCMR D1	DCMR D2	-	destroyed	
229th Hussar Regiment	DCMR D1	DCMR D3	-	destroyed	
64th Dragoon Regiment	DCMR D1	DCMR D2	-	destroyed	
108th Dragoon Regiment	DCMR D1	DCMR D2	-	survived	Exodus
181st Dragoon Regiment	DCMR D1	DCMR D3	-	destroyed	
XXXII Corps					
410th BattleMech Division (The United Member States Division)	DCMR D1	DCMR D2	-	destroyed	
137th Mechanized Infantry Division	DCMR D1	DCMR D2	-	destroyed	
192nd Mechanized Infantry Division	DCMR D1	DCMR D3	-	survived	Exodus
210th Mechanized Infantry Division	DCMR D1	DCMR D2	-	destroyed	
99th Jump Infantry Division	DCMR D1	DCMR D3	-	destroyed	
106th Royal Jump Infantry Division	DCMR D1	DCMR D2	-	survived	Exodus
125th Jump Infantry Division (The Portuguese Men of War)	DCMR D1	DCMR D3	-	destroyed	
320th Dragoon Regiment	DCMR D1	DCMR D2	-	destroyed	
369th Striker Regiment	DCMR D1	DCMR D3	-	destroyed	
3rd French Infantry Regiment	DCMR D1	DCMR D2	-	survived	joined CC
169th Independent Aero Wing	DCMR D1	DCMR D3	-	destroyed	
235th Royal Artillery Regiment	DCMR D1	DCMR D2	-	destroyed	
9873rd Mechanized Infantry Regiment	DCMR D1	DCMR D3	-	survived	Exodus

7 BattleMech Divisions
27 Infantry Divisions
18 Independent Regiments
Divisions in District: 36



VIII CORPS

With a history dating back all the way to the Reunification War, VIII Corps, like the other original corps, has long been a desired posting in the SLDF. A provisional corps in the Reunification War, the lack of training and the harsh combat of fighting in the Rim Worlds Republic instilled a need for thorough training and preparation in the first corps commander, an attitude that has been continued by every subsequent commander including Major General Ibrahim Nadrasana, the current VIII Corps commander.

COMMAND

Like XXII Corps, VII Corps is spread across its operational area in a line, stretching from Deshler to Benjamin, with VIII Corps headquarters on Apriki. General Nadrasana is a veteran of corps command, having also commanded XXXII Corps and XXXV Corps in Fifteenth Army before assuming command of VIII Corps. Without the political clout of so many army commanders, it is unlikely that General Nadrasana will ever rise in rank to command an army in the SLDF, but he is happy to continue to command various corps, advancing to command the more prestigious units.

With relatively few planets in their operational area, divisions in VIII Corps prefer to keep one or two brigades of troops on a single planet. Divisions then send out smaller units to the other planets, to show the colors and maintain a security presence on every planet in their operational area.

LOGISTICS

Despite being one of the oldest corps in the SLDF, VIII Corps frequently suffers from supply problems in its current posting. Assigned to a relatively sparse region of space, there are few local suppliers to aid in filling supply gaps, and with the 135th Royal BattleMech Division, the Seventeenth Royal Mechanized Infantry Division, the 102nd Royal Light Horse Regiment, and the Seventy-fifth Royal Hussar Regiment all needing specific supplies from the Terran Hegemony, the logistics section of corps headquarters is constantly kept busy trying to keep everyone properly supplied.

On the plus side, Benjamin has many parts factories, so the non-Royal units are able to purchase much of their spare parts and surplus plate armor. This saves time waiting for the next supply run from SLDF suppliers, and allows the divisions of VIII Corps to maintain a higher state of readiness than other divisions.

INDEPENDENT REGIMENTS

Among the independent regiments assigned to VIII Corps are two Royal regiments, the 102nd Light Horse and the Seventy-fifth Hussar regiments. General Nadrasana has taken this as a sign that command trusts his leadership, as his corps is trusted with two Royal divisions and two more Royal regiments. Whenever possible General Nadrasana uses his independent regiments as his personal forces, directing them to stage surprise practice raids on the divisions in XIV Corps. Most often these offensive missions fall to the 139th and the 231st Light Horse regiments. The two regiments prefer to use their speed to strike fast and test how quickly the defensive units react to the attacks. On defensive missions the 139th and 231st Light Horse regiments frequently combine to operate as a pseudo light horse regimental combat team.

More recently, elements of the 102nd and the Seventy-fifth have been loaned to XIV Corps to help train the green units that make up the majority of XIV Corps. The experienced Royal regiments have been a great help in training, and have taught the new commanders in XIV Corps how to more effectively command their forces, as well as presenting extra opportunities for the commanders to lead their units in battle, even if it is only a practice battle. The training is beneficial for the Royal regiments also; it helps keep them fresh and their skills sharp during the times when there is not much action going on.

135TH ROYAL BATTLEMECH DIVISION

(The Van Diemen Division)

CO: Major General David Rutherford

The 135th Royal BattleMech Division is led by Major General David Rutherford, a descendent of Major General Bruno Rutherford, the first commander of VIII Corps in the Reunification War. The current General Rutherford has made it his personal goal to one day command VIII Corps, like his ancestor once did. Unfortunately, this has meant turning down multiple opportunities for advancement throughout his career in order to get closer to achieving his goal. After assuming command of the 135th and performing exemplarily for the past five years, Rutherford approached Major General Nadrasana and General Makarau with his goal of assuming command of VIII Corps. Assuming his performance continues at its high level, General Rutherford will likely achieve his lifelong goal.

160TH BATTLEMECH DIVISION

(The Sirius Division)

CO: Major General Lee Sonwei

With the many parts factories and Fourteenth Fleet headquarters located in the Benjamin system, the 160th BattleMech Division has a great responsibility. With all the assets on planet, most of the division remains on planet, only sending out the occasional battalion on patrol. Fortunately the factory complexes provide plenty of opportunities for training in the steel jungles of the factories. General Sonwei is something of a perfectionist, and has worked out training and rotation schedules to ensure that each battalion receives an equal amount of training and equal time at each of the good and bad duty stations.

3RD MECHANIZED INFANTRY DIVISION

(The Junkers Division)

CO: Major General Jose Ordonez m

General Ordonez is a quietly rising star in Fourteenth Army, and unlike General Engen, who can't help but draw attention to herself, General Ordonez prefers to let his actions speak for himself. Critics of the Junkers Division use the division's nickname as an insult, claiming the division is little better than junk, and it's official nickname proves it. General Ordonez has encouraged his troops to make it a badge of honor; subsequently, the division works to trade its newer equipment for older equipment from other units. Using older equipment, the Third works to prove its critics wrong, showing that it is the warrior inside, not the equipment, that is most important.

65TH INFANTRY DIVISION

(*Strength in Numbers*)

CO: Major General Miriam Romero

The Sixty-fifth is a once-proud division that is in decline thanks to its current commander, Major General Miriam Romero. An officer who had commanded a battalion at one point before switching to the staff ranks, she seems to be in over her head in her current posting. When the Sixty-fifth's last commander left, General Romero petitioned her superior hard to allow her to switch back to the command ranks. Knowing the Sixty-fifth was a solid division with excellent regimental and battalion commanders, and having witnessed four years of superb performance, General Makarau agreed. Only a year and a half later, it is a decision he is regretting.

17TH ROYAL MECHANIZED INFANTRY DIVISION

(*Peace Through Superior Firepower*)

CO: Major General Saki Nagasato

Major General Saki Nagasato takes a simplistic approach to combat and command. Her personal motto, which the Seventeenth Royal Division has taken as their own, is "peace through superior firepower." At one social event hosted by General Makarau for all the corps and division commanders General Nagasato got drunk and was quoted as saying, "forget this winning of hearts and minds, all we need to do to stop these rebellions is crush their forces and replace their leaders." While this sentiment is echoed by many commanders, especially commanders of other Royal units, it is a large black mark on an otherwise stellar career and General Nagasato is unlike to advance any further.

179TH JUMP INFANTRY DIVISION

(*Fireflies from Hell*)

CO: Major General Carli Engen

Short, but very physically attractive, Major General Carli Engen is something of an oddity in the jump infantry forces. Her first assignment was to a paratrooper unit, where she qualified top in her training class and became quite skilled as a paratrooper and infantry soldier. Rising up the ranks, Engen switched to the jump infantry where once again she proved a quick study. Her forces fight in a chaotic swarm and attack enemies whenever a target presents itself. While this style makes the 179th appear small and insignificant, once a command unit shows itself, that's when the Fireflies from Hell strike, quickly turning to a full company, battalion or even regimental assault on the command unit.



XIV CORPS

Among all of Fourteenth Army's corps, and likely all of the Draconis Combine districts, XIV Corps is the least experienced corps. Many unit commanders are new to their positions, including XIV Corps commander Raju Kumar, who so impressed his superiors he has sped up the command ranks. This inexperience does have some benefits; most members of XIV Corps are eager to learn and few have bad habits to unlearn. Along with VIII Corps, XIV Corps forms the outer onion layer of Fourteenth Army's layered coverage of the Terran sectors of the Draconis Combine.

COMMAND

Awano is home to XIV Corps headquarters, located at the rimward edge of its operational area, but close to Fourteenth Fleet headquarters and close to VIII Corps' operational area. As one of the youngest corps commanders in the SLDF, General Kumar knows he must work hard to get his units more experienced and to improve their combat performance. In order to gain experience, small to medium sized units will travel to train with the more skilled and more experienced units of VIII Corps and XXII Corps.

With an operational area covering almost 30 planets and units cross-training with other corps, most units break down to the regiment or even battalion level and deploy to ensure all planets have a significant Regular Army presence on-planet. This deployment has distributed a lot of day-to-day command decisions to the lower levels of command. This has been a benefit, instead of the detriment most outsiders believed it would be, since it forces the lower-level commanders to gain experience making decisions on their own.

LOGISTICS

Assigned to an area of space with so many planets packed in close, and having most planets garrisoned with at least a battalion of troops, the transportation assets of XIV Corps have rarely had life so easy. The majority of XIV Corps' supplies come from local sources and other than the occasional rotation of units to a new duty station, few units move around the corps' operational area. As a result, XIV Corps is well-stocked with supplies and frequently loans its transportation assets to the other corps in Fourteenth Army in exchange for additional training with the more experienced units of the other corps. With extra training from the other corps, units within XIV Corps are slowly gaining the experience and knowledge they are sorely lacking.

INDEPENDENT REGIMENTS

The independent BattleMech regiments of XIV Corps, the Twelfth Light Horse, 149th Hussar, and 152nd Hussar Regiments are very experienced units, helping to support the less experience units of XIV Corps. Unlike the divisions in XIV, the independent BattleMech regiments of XIV Corps deploy together as a whole regiment, rotating through the planets along the anti-spinward edge of XIV Corps operational area. These regiments frequently act as the enemy force in training, frustrating the less-experienced units in XIV corps with their ability to take out heavier machine in their lighter-weight BattleMechs.

While the Twenty-second Royal CAAN Marine Regiment is officially assigned to XIV Corps, the Twenty-second deploys either to Fourteenth Fleet headquarters in the Benjamin system or onboard the ships of Fourteenth Fleet. Recently, two battalions of the Twenty-second deployed with the ships of the 141st and 144th Squadrons to the Periphery, where their skills boarding and taking enemy ships will be useful in capturing some of the numerous pirate and bandit ships found in the region. The remainder of the Twenty-second has split itself between the 142nd and 143rd squadrons primarily on guard duty, but they are also onboard to assist in searching ships suspected of smuggling.

185TH BATTLEMECH DIVISION

(The Northwind Division)
CO: Major General Dede Alves

The Northwind Division is headquartered on Arkab, a desert world home to descendants of those that roamed the middle-eastern deserts on Terra. Though the locals prefer the SLDF to the Draconis Combine, many within the 185th and XIV Corps command are wary of the potential for rebellion. Major General Dede Alves is new to division command, and cautiously keeps at least two regiments of BattleMechs and a regiment of infantry on-planet at all times. The official reason is to take advantage of the vast deserts on Arkab for desert combat training, but unofficially it is to keep a substantial force on planet to prevent a rebellion.

251ST BATTLEMECH DIVISION

(The Lipton Division)
CO: Major General Kim Chu-Sung

The Lipton Division is the more experienced of the two BattleMech divisions in XIV Corps, but like the 185th, Major General Kim Chu-Sung is new to division command. Division headquarters are based on Sakai, but only a battalion each of BattleMechs and infantry is stationed there. The rest of the division is stationed elsewhere in the region. Despite the higher experience level of the 251st, most lower-level commanders within the division still prefer to use rookie tactics like concentrated fire by company on a single target. Either through the sheer numbers the 251st is able to throw at an enemy, or through plain dumb luck, such basic tactics work against most enemies the division faces.

32ND MECHANIZED INFANTRY DIVISION

(The Aztec Division)
CO: Major General Yashuhito Hosogai

Major General Yashuhito Hosogai is the newest division commander in XIV Corps, and is extremely proud of the position she has achieved. Born in the Draconis Combine the only child to simple laborers, she had to fight the cultural restrictions of her parents just to enlist in the SLDF. While her intelligence and reasoning scores tested high, after a sheltered life her technical scores were low and she was sent to the infantry. Always eager to learn, and hardworking, Yashuhito slowly made her way up the ranks, eventually earning a commission. Once in the officer corps, she quickly to the position she holds today.

34TH ROYAL MECHANIZED INFANTRY DIVISION

(*Royal Executioners*)
CO: Major General Valter Jokic

The Thirty-fourth Royal Mechanized Infantry Division is the most experienced, veteran division in XIV Corps, although that isn't saying much. With the independent BattleMech regiments spending most of their time deployed to the anti-spinward edge of XIV Corps' operational area, the Thirty-fourth frequently serves as the opposition force for training other divisions in the spinward half of XIV Corps' territory.

The unit nickname, Royal Executioners, was given to the Thirty-fourth by the other divisions in XIV Corps upon seeing the Thirty-fourth in combat for the first time. With their advanced technology the machines of the thirty-fourth are able to carry more weapons and more speed than their non-Royal counterparts, benefits which allow the Thirty-fourth to come into a battle and kill their enemies.

53RD MECHANIZED INFANTRY DIVISION

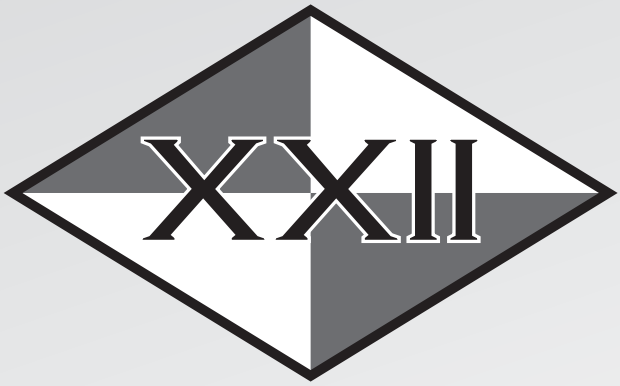
(*Phoenix Rising*)
CO: Major General Siaka Doumbia

Major General Siaka Doumbia is something of an oddity. She excelled as a division commander in VIII Corps, and was subsequently given command of XIV Corps. However, over the course of two years as XIV Corps commander, she seemed to lose herself. The performance of all the divisions under her command suffered, unit commanders transferred out at an alarming rate, and morale suffered. Since she was replaced by Major General Kumar and demoted to command of the Fifty-third, she seems to have returned to her old form. Close monitoring of her brigade and regimental commanders has shown none of the problems that she suffered while in command of XIV Corps and the performance scores of her division are steadily rising.

159TH JUMP INFANTRY DIVISION

(*Hill Hoppers*)
CO: Major General Karem Baki

In his current position four years longer than the next closest of his contemporaries, many generals believed Major General Karem Baki would be given command of XIV Corps when the last commander was removed, but General Kumar was chosen instead. General Baki is given some leeway on matters like his notoriously wild haircuts, in recognition for his many years of service and for his ability to train newer troops. Unfortunately for XIV Corps, General Baki has been so good at training new troops his command has effectively become a training battalion, where new troops come to learn before deploying to another unit.



XXII CORPS

The second onion layer in the Fourteenth Army's shell covering the Terran sectors of the Draconis Combine, XXII Corps is headquartered on Junction. Major General Dorcelina DeSouza, a veteran of Operation SMOTHER, has deployed half of the units in XXII Corps within one jump of the Federated Suns border. Not wanting to see hostilities resume between the two member states, General DeSouza encourages XXII Corps to hold regular training sessions in public view to show the colors. While rare, challenges from *ronin* still occur. However, the general population loves the presence of the SLDF, and misinterprets this show of force to believe the SLDF will back them in any future conflict against the Davions.

COMMAND

General DeSouza has shifted most of the forces of XXII Corps to the borders to stop increasing border raiding between member states. In practice this has paid off, although in an emergency situation on a central planet it would take a while to reposition the necessary forces.

Recently the Ninety-fifth Royal Jump Infantry Division of LVI Corps, Nineteenth Army was rotated to Junction to begin cross-training with the 349th Royal BattleMech Division. The two units have clashed, both sides believing the other is there to test their loyalty. There are reports that General DeSouza is beginning to believe the rumors that her chain of command has orchestrated the assignment of the Ninety-fifth to test her loyalty, which has led the general to become distracted and discipline and order to slack across XXII Corps. Ironically, her reaction to the assignment of the Ninety-fifth has led some to question her command abilities.

LOGISTICS

Despite being located close to the Hegemony, most units in XXII Corps are stuck with older equipment near the end of its usage life. The 131st and 305th recently received upgrades, but replacement schedules are set years in advance and the other divisions still have a year or more before they receive new equipment. In the past the Ninety-Fourth went so far as to train their troopers to disable and capture enemies rather than destroy them as quickly as possible. While this tactic resulted in impressive gains in salvage, it also resulted in higher losses among the Ninety-Fourth. Other divisions have taken less drastic methods, trading or buying supplies from local manufacturers in order to fill any gaps or delays in receiving supplies. Most divisions stay on their assigned planets, with the majority of XXII Corps' JumpShips dedicated to transporting supplies or on standby in case either border flares up into larger conflicts.

INDEPENDENT REGIMENTS

While all the divisions have equipment in every weight class, most of the regiments in XXII Corps trend toward lighter, faster machines, relying on their superior numbers and advanced weapons to overcome any size advantage an opponent might have. The independent regiments attached to XXII Corps are an exception. The Sixty-Fourth, 108th, and 181st Dragoon regiments all favor heavier, hard-hitting assault 'Mechs. While not quite as heavy on average, the 229th Hussar Regiment also favors heavy 'Mechs, trading some tonnage, compared to the dragoon regiments, for the speed that the rest of XXII Corps favors.

Just like the divisions in XXII Corps, the independent regiments are stationed toward the borders to more quickly respond to border raiding. The regiments rotate through the rest of the planets in XXII Corps' operational area, making their presence known to the locals like a policeman on patrol. The 229th Hussar and Sixty-Fourth Dragoon regiments patrol the region from Kitalpha to Altais. Patrolling such a large region requires frequent rotation using smaller units. This has led to supply, maintenance and morale issues with the colonels of both units making a joint request for either more forces to patrol the area, or a smaller area to patrol. In a reverse of situations, the 108th and 181st Dragoon regiments cover the worlds between Junction and Proserpina and, with so few worlds to cover, units from both regiments frequently cross paths. This has led to an intense rivalry and competition in every aspect of daily life, with both regiments eager to claim the unofficial title of best regiment in XXII Corps.

305TH BATTLEMECH DIVISION

(The Nirasaki Division)

CO: Major General Rocio Hernandez

The Nirasaki Division is the top-rated unit in XXII Corps. One of the two BattleMech divisions in XXII Corps, the 305th is stationed on Altais. The cross-border raiding at the Lyran-Draconis Combine border is not as heavy as at the Federated Suns-Draconis Combine border, but it is more than enough to keep the 305th from becoming rusty without being on the front lines so long they suffer battle fatigue. During the lulls in border raiding, General Hernandez allows each battalion to choose a single company to compete in a series of competitions styled after the Martial Olympiad. This helps build morale and gives commanders and soldiers alike a more entertaining reason to train harder and keep their skills sharp.

349TH ROYAL BATTLEMECH DIVISION

(The King Henry Division)

CO: Major General Sai Chang

The 349th has fallen on hard times, despite being a Royal division. Assigned to Junction with XXII Corps HQ, many feel that the division needis to be watched over. Equipment replacements follow a cyclical schedule and despite the machines of the King Henry Division showing their ages, the division is still years away from their next upgrade. To add insult to injury, recently the Ninety-fifth Royal Jump Infantry was assigned to Junction to train with and share tactics and strategy with the 349th. Members of the 349th have taken this as an insult; the Ninety-fifth received all new equipment recently and some of the Ninety-fifth have taken to showing off their new hardware to the 394th.

68TH MECHANIZED INFANTRY DIVISION

(*Powers' Rangers*)

CO: Major General Kelly Powers

The Sixty-Eighth Division is slowly sliding downhill. Based on Algedi, the Sixty-Eighth has seen very little action of late; only a few large, deep border raids have required parts of the division to deploy off-world. Once a highly-rated unit—one of the best in Fourteenth Army—the division leadership seems to be resting on past accomplishments. During each of the past six annual intra-corps competitions, Power's Rangers have slowly slid in the rankings from first to fifth. General DeSouza has passed the message to General Powers that the division needs to improve, or Powers would face the consequences. Only time will tell whether General Powers and her commanders have heeded General DeSouza's orders.

94TH ROYAL MECHANIZED INFANTRY DIVISION

(*Semper Kill*)

CO: Major General Thomas Wilkins

Stationed on Kitalpha, the Ninety-Fourth has responsibility for the center of XXII Corps' line. The unit's nickname, Semper Kill, comes from a training session General Wilkins gave shortly after assuming command of the unit. Under the Ninety-Fourth's previous commander, the division had lost many troopers and vehicles attempting to capture enemy units instead of taking them out of the fight. While the extra salvage is always useful, the losses were unacceptable, leading to the change in command. During the training, General Wilkins repeatedly used the phase, "always go for the kill" so often the troops of the division took it as a lighthearted nickname, adding a touch of Latin for flavor.

131ST JUMP INFANTRY DIVISION

(*Heaven's Headhunters*)

CO: Major General Nelson Almo

Under the command of Major General Almo, the 131st Jump Infantry Division has become quite skilled at surgical airborne assaults. While the 131st was skilled in deployments as individual brigades, or landing in larger, spread out formations, General Almo wanted his 'Mech formations to be able to safely deploy into an infantry formation and vice-versa. Depending on their target, the Headhunters use mass air-deployed formations of either infantry or 'Mechs to distract an enemy, while smaller formations of the rest of the unit will land in a surgical strike on the target's command center. Their posting to Proserpina allows them to quickly redeploy along the Federated Suns-Draconis Combine border if either side tries to stir up trouble again.

124TH MECHANIZED INFANTRY DIVISION

(*Hell on Wheels*)

CO: Major General Christian von Conrad

The 124th has seen its combat prowess, individual, and intra-corps ratings steadily increase under the command of Major General von Conrad. A charismatic leader, General von Conrad has endeared himself to his troops and has made it a goal to go above and beyond to improve conditions for the 124th. This approach has paid off and the members of the 124th are extremely loyal to their commander, to the point that many will refuse promotions that would require them to transfer out of the 124th. As a result the 124th is more experienced and better skilled than other divisions in XXII Corps, and earned them a prime posting on Homan on the Federated Suns-Draconis Combine border.



XXXII CORPS

The innermost onion layer of Fourteenth Army's layered corps deployment, XXXII Corps finds itself guarding three borders at once. It is responsible for part or all of the border the Draconis Combine shares with the Lyran Commonwealth, the Federated Suns and the Terran Hegemony. While the first two borders experience cross-border raiding from pirates and units suspected to belong to the member states, the action along the Terran Hegemony border comes from challenges to duels from *ronin* warriors seeking to test themselves.

COMMAND

Major General Annica Jakobsson rose through the ranks of the infantry divisions, rotating through standard, jump, and mechanized units. Her skills and experience make her a perfect fit for command of XXXII Corps. The corps is known throughout Fourteenth Army as the Lilliputian corps, for its high ratio of infantry to BattleMech units. As a result, General Jakobsson regularly rotates her BattleMech units to act as opfor in training versus the infantry units. This has greatly improved the skill of her regiments in infantry versus BattleMech combat, and the reverse.

With fewer BattleMech regiments and fewer heavy vehicle forces at her disposal, General Jakobsson has her units station a Mike Force, a mixed battalion of troops, aboard JumpShips waiting to jump to another system and provide reinforcements. The "ready five" troops rotate every month to ensure no unit spends too much time in space.

LOGISTICS

With so many units deploying on training missions and reserved for Mike Force duty, keeping all the transportation assets organized can be a headache, but General Jakobsson has diverted excess resources from all over her command to expand her IIa staff and give it whatever it needs to keep XXXII Corps running at a high level.

One of the many perks of being stationed along the Terran Hegemony border is that any special supply requests don't have far to travel, keeping XXXII Corps well supplied. As a part of their show duties, Regular Army Command has made sure that any equipment or supply needs that the 410th BattleMech Division has, it will receive. Frequently used in parades and other ceremonies as a showpiece for the integration of the member states into the SLDF, and how the peoples of the Inner Sphere and the Periphery can learn to live, work and fight as one unit, the 410th features the best equipment (outside of the equipment reserved for Royal divisions) that the member states have to offer.

INDEPENDENT REGIMENTS

The 320th Dragoon, 369th Striker, Third French Infantry, 235th Royal Artillery, and 9873rd Mechanized Infantry regiments and the 169th Independent Aero Wing give XXXII Corps a full fifty percent more independent regiments than the other corps in Fourteenth Army. This was arranged by General Makarau to compensate for the ceremonial duties of the 410th outside of XXXII Corps' operational zone. The 320th Dragoon Regiment won the last Martial Olympiad 28 years ago, but the reputation and continual effort of the series of regimental commanders has ensured that the regiment has maintained its skills and abilities, ready to defend its title if the opportunity ever returns. The Third French Infantry Regiment is descended directly from the Third Foreign Infantry Regiment of the French Foreign Legion. While it was a long tradition of units from the French Foreign Legion to use French instead of Star League English, the Third has uses both Star League English and French.

Colonel Gregory Hickam, commander of the 235th Royal Artillery Regiment, spent the early part of his career in a ceremonial salute unit on Terra. From there he drew a fondness for massed cannon fire and the psychological effect upon both the firing unit, a boost of energy, and the crowds, shock and awe. Upon his return to combat artillery he trained his command in the use of the time-on-target barrage. This attack is the firing of all artillery in a unit, timed to arrive on target simultaneously for maximum psychological effect. The effect is so devastating that the 235th is frequently used as a quick-reaction force whenever a unit in XXXII Corps is facing a larger enemy force.

410TH BATTLEMECH DIVISION

(The United Member States Division)
CO: Major General Te'ali Onyewu

The 410th is one more in a long line of social experiment military units. Fortunately, this unit has worked out well. Built from the ground up as a new unit after tensions from the Reunification War died down, commanders all the way down to the company level are carefully chosen to achieve a balanced representation from the member states. The division commander, Te'ali Onyewu, like all of her predecessors hails from the Terran Hegemony. Each member state (including the territorial states) is represented. Stationed on Mara, large units within the United Member States Division are frequently pulled away on temporary pomp and parade duty in the Hegemony. While a functional BattleMech division, the skill rating of the 410th's BattleMech regiments is among the lowest in Fourteenth Army.

106TH ROYAL JUMP INFANTRY DIVISION

(*Wraiths*)
CO: Major General Khaled Yahia

Based on Nashira with XXXII Corps HQ, the 106th is the most experienced main combat unit of XXXII Corps. With their central location, the 106th is able to quickly deploy to either border to assist a unit in need or fill in coverage gaps when portions of the 410th are called away. As a Royal division, many members of the Wraiths take an arrogant attitude around the rest of XXXII Corps, but unlike many braggarts, the Wraiths are able to back up their swagger. Major General Khaled Yahia has made it a point of pride for his division, as a Royal division, to ensure it can meet or beat the performance of all the other divisions in XXXII Corps.

125TH JUMP INFANTRY DIVISION

(The Portuguese Men of War)
CO: Major General Marta dos Santos

The 125th, on Ancha, along with the 192nd on Ashio, has responsibility for guarding the center section of XXXII Corps' operational area. Stationed directly on the Combine-Hegemony border, the 125th encounters challenges from ronin more frequently than other divisions. Fortunately, the 1257th BattleMech Regiment is the home of Gunslinger Edwin Sender. Sender is the pride of the BattleMech brigade. With the permission of his superiors, Sender has taken to teaching dueling classes in his spare time, improving the combat scores of all who attend. His initiative in starting the courses and pushing his students, and his overall performance, has put Sender on the fast-track to higher command.

99TH JUMP INFANTRY DIVISION

(*The Constrictor Division*)
CO: Major General Katrin Gunnasrdottir

A favored tactic of the Constrictor Division is to deploy or advance into knife-fighting range with enemy units. Once in close range, the sheer number of infantry forces are used to cut-off individual enemy units, closing the gap in smaller and smaller circles until specialist infantry can go for swarming attacks with satchel charges to cripple the enemy. This tactic usually results in heavy casualties to the infantry, but against less-experienced forces General Gunnasrdottir's tactics quickly overwhelm the enemy, resulting in impressive victories for the general and her troops. On a larger scale, the BattleMech forces of the Ninety-ninth will use the same tactics, but mostly as a distraction for the infantry to close in for the swarm attack.

137TH MECHANIZED INFANTRY DIVISION

(*The Piranhas*)
CO: Major General Leonardo Giovinco

Consistently ranked as the worst division in XXXII Corps, the 137th's ranking is more a result of the stellar performance of the other divisions than a result of the 137th's own performance. However, these continual low rankings have resulted in more frequent changes in command, from the regimental level up, in hopes of improving the performance of the 137th. Like the 192nd, the 137th prefers rushing up to close range when fighting larger opponents, using their smaller, faster vehicles to swarm the enemy lines like a series of piranhas while the larger vehicles stay back at range to assist on the larger enemies and pick off anyone attempting to flee.

192ND MECHANIZED INFANTRY DIVISION

(*The Stampeding Horde*)
CO: Major General Mathieu Ribery

The 192nd prefers to rush the enemy in waves, and then deploy its infantry forces in the midst of the enemy lines or behind an enemy. If an enemy turns to face the deployed infantry, it exposes its rear to rest of the 192nd's forces, while staying in place allows the infantry to wreak havoc. General Ribery was once the commander of the Third French Infantry Regiment. Though there is only a faint hint of an accent in his Star League English, in the heat of battle or anger he will revert back to his native French without realizing it. Fortunately, this has not had any ill effects in combat, but this is a common problem with those who have spent much of their career in the French units.

FOURTEENTH FLEET

Activated as an intelligence gathering unit, Fourteenth Fleet quickly became adept at tracking hostile fleets, following enemy troop movements and using their faster ships to catch and pin down enemy forces. After the shadow wars, the fleet was given the task of keeping an eye on the borders of the Federated Suns, the Lyran Commonwealth and the Draconis Combine. With the more recent addition of the 144th and the extended peace, missions have shifted more toward planetary surveys and interdicting smuggling.

COMMAND

Command of the lightweight, specialist Fourteenth Fleet has been the fear of many admirals. While the 141st and 143rd Reconnaissance Squadrons form its core, the only saving grace, in the minds of most admirals, has been the 142nd Pursuit Squadron, the only "true" WarShips in the fleet. Many officers dread being assigned to a ship whose primary mission is to sneak around and watch.

Conversely, Fourteenth Fleet has long been the favorite resource of the SLDF Intelligence Command (SLIC). Many ship commanders in the 141st and 143rd squadrons, and even Fourteenth Fleet commander Admiral Nina Alexander spent time in SLIC earlier in their careers. As two of the most experienced reconnaissance squadrons in the Navy, the 141st and 143rd are why the Fourteenth Fleet was assigned to the active the Federated Suns-Draconis Combine border.

DEPLOYMENT

With skills and ships too valuable to be restricted to a single fleet-scale deployment, the whole of Fourteenth Fleet has never been deployed together in a single location. Though she spent much of her career in reconnaissance squadrons, Admiral Alexander has made the 142nd Pursuit Squadron her command unit. All of her squadron commanders, and over half of the ship captains, served under the admiral before she assumed command of the Fourteenth Fleet. In the past year the 141st and 144th have deployed along the coreward and spinward edges of the Draconis Combine, scouting for future colony worlds and tracking pirates and bandits. This has left the 143rd to cover the borders and the 142nd to roam the interior, ready to respond to either border.

HOMEPORT

The official homeport of Fourteenth Fleet is Benjamin, located near the center of the fleet's patrol region. In reality, all the squadrons of the fleet are on patrol seventy-five percent of the time on a regular schedule. With the departure in the last year of the 141st and 144th to the Periphery border, the 142nd and 143rd have had to pick up the slack.

141ST RECONNAISSANCE SQUADRON

(The Eyes in the Dark)

CO: Vice Admiral Andre Morales

With the recent deployment with the 144th to the Periphery edge, the 141st has seen a shift in its primary duties. While still performing reconnaissance duties, the 141st has broken down to the flotilla level and deployed with flotillas of the 144th in escort duty for the lighter survey ships.

142ND PURSUIT SQUADRON

(*Wind Chasers*)

CO: Vice Admiral Veleri Telenov

While Vice Admiral Veleri Telenov is the official commander of the Wind Chasers, Admiral Alexander's command ship, SLS *Ashantii*, frequently deploys with the 142nd. Admiral Telenov has taken this as a personal insult, believing Admiral Alexander is there to replace her at the first mistake. The two clash often over this matter, despite assurances from Admiral Alexander that she is merely adding the strength of her command ship to the squadron's firepower.

143RD RECONNAISSANCE SQUADRON

(*Night Owls*)

CO: Vice Admiral Yin Guo

The 143rd Reconnaissance Squadron is one of the most decorated reconnaissance squadrons in the Navy. Regularly tasked with missions behind enemy lines, one ship will silently pass across the system scanning while the other waits, hidden at a pirate point or on the edge of the system to relay the critical scouting reports up the chain of command. Roughly one-quarter of the time the ships are detected and attacked, and five percent of the time destroyed, but the captains and crews of these ships never waver from these high-stress, high risk missions.

144TH SCIENTIFIC SURVEY SQUADRON

(*The Vespucci Squadron*)

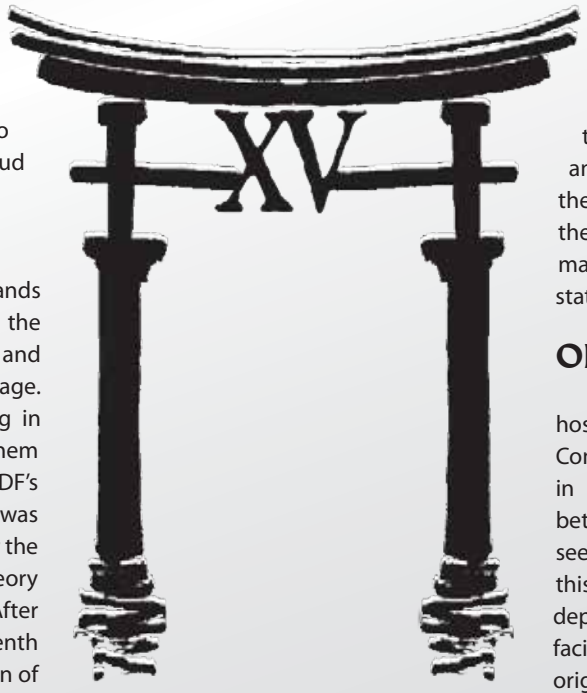
CO: Vice Admiral Li Yang

The newest squadron in Fourteenth fleet, the Vespucci Squadron frequently mixes flotillas with the 141st when deployed on deep space planetary survey missions. The more heavily armed ships of the 141st help keep pirates and bandits at bay in these mixed divisions and the scientific survey ships of the 144th allow the scouts of the 141st closer access to potential targets without raising suspicions.

FIFTEENTH ARMY

Fifteenth Army is tasked with defending the coreward and spinward regions of the Draconis Combine. Consisting of four corps, Fifteenth Army has enough divisions to effectively garrison the many star systems past the Draconis Rift. Fifteenth Army's infantry divisions lean heavily toward mechanized formations, with those divisions totaling more than the jump and standard infantry divisions combined. Four infantry divisions are part of the Royal Command and provide much needed expertise to Fifteenth Army.

Fifteenth Army is headquartered on the world of Hassi R'Mel in Kagoshima Prefecture of the Draconis Combine. Colonized during the formation of the Star League, this world's entire history has centered around the presence of Fifteenth Army. Its position on the edge of the Draconis Rift also gives this world a strategic importance, as many DCMS transports and civilian merchants pass through the jump points of this system on their way to destinations in the Ningxia and Pusht-i-rud Provinces.



COMMAND

General Dimitry Barrios commands Fifteenth Army. Barrios is a native of the Hegemony world of Deneb Kaitos and learned to pilot a BattleMech at an early age. His parents were MechWarriors serving in Second Army, and he traveled with them from SLDF base to base. He joined the SLDF's officer training program as soon as he was old enough and consistently tested near the top of his class in tactics and political theory while at the War Academy on Mars. After graduation, he was assigned to Fifteenth Army and has slowly moved up the chain of command.

Since being assigned as the commanding officer of Fifteenth Army, General Barrios has displayed a streak of ruthlessness in combat situations that have won him respect from his subordinates. He never hesitates in ordering his divisions into harm's way, and when there is a direct threat, he will often use far more force than is necessary in order to send a message to other groups willing to start hostilities.

STRATEGIC OVERVIEW

The spinward and coreward areas of the Orion Spur follow a line that is almost centered on the Draconis Combine-Federated Suns border. This dense network of stars stretches through the Outworlds Alliance and back toward Terra. The large number of stars in this area means that there are hundreds of inhabited planets along the border, and thousands of uninhabited systems that surround them. This means that the border region, especially in the region closer to the lightly-populated worlds of the Outworlds Alliance, is difficult to secure.

The density of stars trails off moving coreward from the Combine-Suns border. The vast Draconis Rift is a region of the Orion Spur that has few star systems in it with habitable planets. There are also few bright stars in this region, making the area of space dim with the light of red and orange dwarf stars. This causes slow movement through the Rift as it takes a significantly longer amount of time to recharge K-F drives from these dim stars. Fifteenth Army garrisons the inhabited systems inside the Rift and maintains security around the recharge stations at those systems' jump points.

OPERATIONS

Since the beginning of increased hostilities between the Lyran Commonwealth and the Draconis Combine in the early 2740s, the border region between the two member states has seen considerable conflict. Only some of this has spilled over into Fifteenth Army's deployment area. The primary concerns facing this army are pirate and bandit raids originating from the coreward and spinward reaches of the Periphery, numerous challenges by *ronin* former soldiers of the DCMS, and ensuring the integrity of the borders between the Combine and the Federated Suns and Outworlds Alliance.

The border of the Outworlds Alliance is relatively secure, with few instances of cross-border raiding or piracy due to the significant forces of the Eighteenth Army in that territorial-state. The porous border with the Federated Suns and the relatively high stellar density in the region allows many bandit groups to easily slip over the border and back again, giving this area the highest rate of conflict seen in Fifteenth Army's deployment region.

FIFTEENTH ARMY

Army and District Two Headquarters: Hassi R'mel

	2764	2765	2766	2767-2779	2784
XV Corps					
52nd Royal BattleMech Division (The King of Bashan Division)	DCMR D2	Periphery	-	destroyed	
81st BattleMech Division (The Devils of Devil's Rock)	DCMR D2	Periphery	-	survived	Exodus
47th Infantry Division	DCMR D2	Periphery, heavy losses	disbanded		
1st Royal Mechanized Infantry Division	DCMR D2	Periphery	-	survived	Exodus
8th Mechanized Infantry Division	DCMR D2	Periphery, destroyed			
24th Mechanized Infantry Division (Division du Aquitaine)	DCMR D2	Periphery	-	survived	Exodus
33rd Mechanized Infantry Division	DCMR D2	Periphery	-	destroyed	
39th Mechanized Infantry Division	DCMR D2	Periphery, destroyed			
58th Jump Infantry Division	DCMR D2	Periphery	-	destroyed	
16th Royal CAAN Marine Regiment	DCMR D2	Periphery	-	destroyed	
20th Light Horse Regiment	DCMR D2	Periphery, destroyed			
XXIII Corps					
199th BattleMech Division (The Kursk Division)	DCMR D2	Periphery, destroyed			
284th BattleMech Division (The Caph Division)	DCMR D2	Periphery, heavy losses	disbanded, elements joined rebels		
29th Infantry Division	DCMR D2	Periphery	-	destroyed	
63rd Mechanized Infantry Division	DCMR D2	Periphery	-	heavy losses	disbanded, elements joined LC and FWL
73rd Mechanized Infantry Division (The Turkistan Hunters)	DCMR D2	Periphery	-	destroyed	
106th Mechanized Infantry Division	DCMR D2	Periphery, destroyed			
132nd Royal Mechanized Infantry Division	DCMR D2	Periphery	-	survived	Exodus
142nd Mechanized Infantry Division	DCMR D2	Periphery	-	survived	Exodus
82nd Royal Jump Infantry Division (The All Americans)	DCMR D2	Periphery	-	survived	Exodus
84th Light Horse Regiment	DCMR D2	Periphery	-	-	joined CC
189th Light Horse Regiment	DCMR D2	Periphery	-	destroyed	
XXXV Corps					
326th BattleMech Division (The Mantuffel Division)	DCMR D2	Periphery	-	-	unknown
341st Royal BattleMech Division (The Black Prince Division)	DCMR D2	Periphery	-	survived	Exodus
13th Royal Infantry Division (The Superstition Division)	DCMR D2	Periphery	-	survived	unknown
155th Mechanized Infantry Division	DCMR D2	Periphery, destroyed			
160th Mechanized Infantry Division	DCMR D2	Periphery, destroyed			
167th Mechanized Infantry Division	DCMR D2	Periphery	-	destroyed	
212th Mechanized Infantry Division	DCMR D2	Periphery	-	survived	Exodus
243rd Mechanized Infantry Division	DCMR D2	Periphery, destroyed			
119th Jump Infantry Division	DCMR D2	Periphery, destroyed			
29th Royal Dragoon Regiment	DCMR D2	Periphery	-	survived	Exodus
291st Dragoon Regiment	DCMR D2	Periphery	-	destroyed	
XL Corps					
398th BattleMech Division (The European Division)	DCMR D2	Periphery	-	destroyed	
8th Infantry Division	DCMR D2	Periphery, destroyed			
259th Mechanized Infantry Division	DCMR D2	Periphery	-	destroyed	
267th Mechanized Infantry Division	DCMR D2	Periphery	-	destroyed	
272nd Mechanized Infantry Division	DCMR D2	Periphery	-	-	unknown
7th Jump Infantry Division	DCMR D2	Periphery	-	heavy losses	disbanded, elements joined DC and CC
13th Jump Infantry Division (The Blackcats)	DCMR D2	Periphery, destroyed			
310th Dragoon Regiment	DCMR D2	Periphery, destroyed			
91st Heavy Assault Regiment (The Armadillos)	DCMR D2	Periphery	-	survived	joined FS
687th Independent Aero Wing	DCMR D2	Periphery	-	survived	Exodus

7 BattleMech Divisions
27 Infantry Divisions
9 Independent Regiments
Divisions in District: 35



XV CORPS

XV Corps is assigned to garrison the far spinward Periphery border region of the Draconis Combine. XV Corps has only recently gained the nickname the Devil Corps due to the general negative feelings of the citizens of the Combine against the Star League and in reference to the tarot card of the same name (The Devil is numbered 15 in a tarot deck).

COMMAND

The corps commander is Major General Desmond Leonardi, a native of the Hegemony world of Connaught. Leonardi graduated near the middle of his class from the War Academy of Mars, and didn't distinguish himself until the War of Davion Succession where he served along with Aleksandr Kerensky. He demonstrated a high level of strategic skill when he took command of a battalion of BattleMechs after its commander was killed by forces of the DCMS. It was determined that he had never had a chance to show his abilities under pressure. In combat situations, he shows his confidence.

His past experience working with and against the Draconis Combine meant he was an obvious choice for command of XV Corps when the position was opened by the previous corps commander. XV Corps is centered on the world of Sinope, near the Outworlds Alliance border.

LOGISTICS

The spinward regions of the Draconis Combine has few high-tech industries capable of producing BattleMechs, but many components designed for use in armor and BattleMechs for the DCMS are produced in the region. The Hegemony has subcontracted Terran-designed components to be produced at these production lines for SLDF use, reducing the amount of components needing to be brought in from the Hegemony. Laser systems produced in the Outworlds Alliance are also shipped in to replace damaged components, as they are of a quality on par with laser systems produces in the Hegemony.

BattleMechs are generally produced outside XV Corps' deployment region and are shipped in. The high number of Royal units in XV Corps takes some of the logistical strain off the rest of the corps through the Royal Command's own supply chain. This gives the rest of XV Corps a higher than normal readiness rating as supplies are redistributed to the standard SLDF divisions.

INDEPENDENT REGIMENTS

XV Corps has two independent regiments: the Sixteenth Royal CAAN Marine Regiment and the Twentieth Light Horse Regiment. Both of these regiments are used as rapid-response units along the spinward Periphery border and as op-for in war games that are held on a yearly basis by all divisions in XV Corps.

The Sixteenth Royal CAAN Marine Regiment is known as the Baja Warriors, because they were initially formed in the Baja Peninsula region of North America on Terra. The Sixteenth is known for its fast moving combat style that translates from the surface of a body of water to the deserts of their home region on Terra. The Sixteenth has kept a tradition since its formation of holding a surfing contest for its combat personnel on a yearly basis, a sport dating back to the mid-twentieth century. This contest, and an invitation to the party associated with it, is one of the most highly sought after events in XV Corps.

The Twentieth Light Horse Regiment was formed on the Capellan Confederation capital world of Sian. The Sian Stallions have a reputation for aggressiveness, on and off the battlefield. The Twentieth holds the XV Corps record for the most disciplinary actions against a regiment in a single year, four years running. These issues would normally necessitate command to split up the regiment and bring in another force, but the bravery and skill the Sian Stallions show in combat have made General Leonardi pause. This regiment is currently deployed to the Old Canton Nebulae, just spinward of New Samarkand.

52ND ROYAL BATTLEMECH DIVISION

(The King of Bashan Division)
CO: Major General Morgan Gagnier

Oftentimes the nickname of a unit comes from a great battle. The Fifty-Second Royal BattleMech Division's first commander gave the division its nickname, the King of Bashan Division, as a warning. In ancient history, the king of Bashan ruled over a powerful land. The king himself was a giant, twice as big and more powerful than any man. He was killed and his forces were defeated by a much smaller force. The division commander told this history to his division and they took the nickname as a reminder that no matter how much bigger and more powerful than its opponent a force it, it can still lose the battle.

81ST BATTLEMECH DIVISION

(The Devils of Devil's Rock)
CO: Major General Devon Lowell

Tasked with garrisoning XV Corps headquarters on Sinope, the Eighty-first BattleMech Division gained notoriety from an event soon after its formation. The Eighty-first engaged a sizable bandit force on Devil's Rock, in one of the few recorded instances of an attack of such a nature on a Hegemony world. The bandit force was attempting to raid the munitions dump located deep in the Hades Mountains. The Devils of Devil's Rock gained their nickname when elements of the division's first brigade poured through the mountain passes and wiped out the bandits without a single casualty.

24TH MECHANIZED INFANTRY DIVISION

(Division du Aquitaine)
CO: Major General Nicole Onofre

Deployed on Bryceland, the Twenty-fourth Mechanized Infantry Division can trace elements of its history back to elements of the French Foreign Legion of the Western Alliance that followed colonists to the world of Rio. These Foreign Legion elements formed the core of the planetary militia, and later were formed into the Division du Aquitaine when Terran Hegemony forces were mustered into the new SLDF. Traditionally, the Division du Aquitaine has painted its units in the red, blue, and white of the old French national flag, but as these colors are often associated with the Federated Suns and the AFFS, this tradition has faded away.

39TH MECHANIZED INFANTRY DIVISION

(*The Garnet Guard*)
CO: Major General Marie Aguilera

The planet of Kazanka is an important industrial world on the edge of the space claimed by the Draconis Combine. The primary product of the world is yttrium, a commonly used element in the production of high-tech laser optics and crystals in both the Combine and the nearby Outworlds Alliance. The mines on the planet are underwritten by the Star League and investors in the Hegemony, so the Garnet Guard garrisons the vast strip mines and spaceports of the planet. The processed crystals that come from the production lines of this world are a tempting target for bandits, thus the Thirty-ninth is often under fire on the ground and in transit to the systems jump points.

47TH INFANTRY DIVISION

(*The Silver Spear Division*)
CO: Major General Juan Estrada

Prior to the beginning of Operation UNION HOLD during the Reunification War, the world of Suianheer was used by the DCMS as a mustering point and munitions dump. The infrastructure constructed for this purpose, including the recharge stations at the system's jump points, have continued to prove useful to the Combine and the SLDF. The world is now garrisoned by the Forty-seventh Infantry Division. A standard infantry division was determined to be the most applicable division for this assignment as the vast majority of the population and industry of the planet is centered around the few cities founded during the initial colonization of the world.

FIRST ROYAL MECHANIZED INFANTRY DIVISION

(*The First Team*)
CO: Major General Richard Holden

Along with the Eighty-first BattleMech Division, the First Royal Mechanized Infantry Division is stationed on the planet Sinope. The First Royal traces its origins back to before the Second Soviet Civil War, to the First Cavalry Division of the United States Army. This pedigree has always given the First a place of honor in the Hegemony Armed Forces, and later, the Star League Defense Force. A part of the Royal Command, the First is often given the best training and equipment available from Terra.

XXIII CORPS

XXIII Corps is deployed along the Draconis Combine-Federated Suns border and the immediate coreward region of space. As the region of space on the Federated Suns side of the border is only lightly protected by XXXIII Corps of Third Army, XXIII Corps must rotate its forces through the border systems on a regular basis in order to attempt to secure the region against cross border raiding by the two member-states, an activity that is on the rise as tensions continue to mount in the Periphery. XXIII Corps is headquartered on the world of Capra in the Kaznejoy Province.

COMMAND

Major General Tamara Polaski commands XXIII Corps. Born in the Tycho City domed habitat on Luna, Polaski's comes from a family of iridium miners. She took part in SLDF Young Officers programs while in primary school and later transferred to Terra to attend Sandhurst Military Academy.

Since taking command of XXIII Corps, General Polaski has demonstrated a very hands-on approach to command. She travels with the Eighty-fourth Light Horse Regiment, one of the independent regiments attached to XXIII Corps, and observes the war games that are set up to test the divisions in her command. She then spends at least a month reviewing the triumphs and mistakes with the division commanders. This means that General Polaski tests each of her divisions at least once a year, giving the men and women of XXIII Corps a high level of tactical readiness.

LOGISTICS

The Draconis Combine has not invested heavily in military industries in the deployment region of XXIII Corps. This means that the majority of the military equipment required for the corps must be shipped in from the Hegemony or the BattleMech production lines on Marduk, Luthien, and Hun Ho.

The supply dumps formed during Operation SMOTHER still provide important distribution centers for equipment. These depots are refilled periodically through resupply from the logistical routes that flow from the Hegemony to XV Corps' deployment area and Eighteenth Army's deployment zone in the Outworlds Alliance. The largest of these supply dumps is located on Benet III, and uses the system's small safe jump radius and the planet's low gravity to ease the time and energy needed to move the goods from the surface of the world to other systems.

INDEPENDENT REGIMENTS

There are two independent regiments attached to XXIII Corps, the Eighty-fourth and the 189th Light Horse regiments. The Eighty-fourth is used as an escort for General Polaski and the opfor for divisional war games. The Eighty-fourth Light Horse is also known as the Shepard's Light Horse in reference to its bodyguard duties. The continual war games that the Eighty-fourth takes part in means that it has some of the most highly-skilled MechWarriors in XXIII Corps. Trying to live up to its name, the units of the Eighty-fourth have standard SLDF paint schemes except that they each have a shepards' crook displayed on the front with "XXIII" and "84" painted down the crook's shaft.

The second regiment is the 189th Light Horse Regiment, known in the Combine as the Bowling Green Irregulars, is nominally assigned to patrol the Combine side of the Davion border, from Thestria to Latexo. Most of the BattleMechs of the Bowling Green Irregulars are designs produced on Marduk by Norse Industries. The majority of the 'Mechs are *Wolverines*, followed closely by *Griffin*, *Shadow Hawk*, and *Vulcan* BattleMechs.



199TH BATTLEMECH DIVISION

(The Kursk Division)
CO: Major General Bassam Nazari

The staggering amount of capital invested in Kaznejoy by the Hegemony and the Draconis Combine requires protection. The 199th BattleMech Division garrisons this world, considered to be one of the most beautiful in the Inner Sphere, as well as one of the most heavily terraformed. Instead of the standard Lagrangian solar shade, the Department of Mega-Engineering constructed a series of low orbiting mirrors and solar power stations. This complex web of orbital elements is controlled from the SLDF base, Fort Darwin.

The Kursk Division has a permanent attached aerospace force that is dedicated to protecting as well as maintaining the orbital terraforming elements. The aerospace force is known as Kursk's Vanity, since they often see themselves reflected in the orbital mirrors.

284TH BATTLEMECH DIVISION

(The Caph Division)
CO: Major General Zhe Gang Lee

The 284th was once a fully integrated command, much like XXXII Corps' 410th BattleMech Division, but without such a strict division of unit command based upon nationality. Over time, through better performance and some discrimination, those from the Hegemony and Star League member states received more frequent promotions and reassignments, leaving the Caph Division a largely territorial state unit. Poor performance and morale, and rumors of mutiny, led to the removal and demotion of the previous division commander and most of the unit commanders. Major General Zhe Gang Lee was promoted from brigade command within the 410th, and most of the replacement officers are from the Hegemony in an attempt to restore morale and secure the loyalty of the division.

73RD MECHANIZED INFANTRY DIVISION

(The Turkistan Hunters)
CO: Major General Estrella Fefe

In order to help keep an eye on the rumors of rebellion circulating in the 284th, the Seventy-third was transferred from Handa to its current posting on Kawabe. During the Second Hidden War units of the Seventy-third were able to force the various militia and DCMS forces where they were stationed near to stand down, promising that the Seventy-third would fight off any unauthorized military presence that arrived on the planets it garrisoned. This promise won the hearts of the locals and after the Second Hidden War ended, SLDF enlistments on the planets the Seventy-third garrisoned soared.

82ND ROYAL JUMP INFANTRY DIVISION

(The All-Americans)
CO: Major General Thomas Alexander

One of the most storied units in the SLDF, the Eighty-second Royal Jump Infantry Division can trace it's heritage all the way back to the American Eighty-second Airborne Division. Assignment to the Eighty-second is an honor itself and some officers are willing to take a demotion in order to take a position in such a prestigious unit. Major General Thomas Alexander, the current commander of the Eighty-second, commanded XL Corps prior to requesting assignment as the commander of the Eighty-second. The Eighty-second excels at jumping out of airborne craft into a combat zone, whether it's infantry jumping from VTOLs or BattleMechs jumping from a DropShip.

132ND ROYAL MECHANIZED INFANTRY DIVISION

(*Victory Through Perseverance*)
CO: Major General Guillermo Ruiz

Living in the shadow of the Eighty-second has made assignment to the 132nd a tough assignment for many soldiers from the Terran Hegemony. While a position in a Royal division is still a highly-sought-after assignment and a highlight on a service record, being in such close proximity to such a famous unit has diminished the experience for many in the 132nd. Major General Ruiz has worked his troops hard to forge a good reputation for his division. Despite living in the shadow of the Eighty-second, the 132nd has achieved a high proficiency and a veteran combat rating.

29TH INFANTRY DIVISION

(*The Rift Regulars*)
CO: Major General Mika Weir

Marlowe's Rift sits on the rimward edge of a bubble of interstellar dust and gas of the same name. Initially colonized as a scientific research station, the Star League determined that this planet required a garrison after the discovery of a unique form of citrus fruit that grew in the deep jungles of the planet's equatorial regions that had the same taste and consistency as cooked beef. These meat trees were grown in huge groves and sold as a vegetarian alternative to meat.

The income produced from this crop was large enough to attract bandits. The Twenty-ninth Infantry Division secures the sprawling groves of meat trees, the large cities and distribution centers that have sprung up around them, the planetary spaceport and the still-active Hegemony research station.



XXXV CORPS

The rimward edge of the Draconis Rift is garrisoned by XXXV Corps. The Warriors of the Dark each garrison an important solar system in the logistics chain leading to SLDF armies more distant from Terra. Without corps like XXXV, securing the Periphery against revolt and possible uprisings becomes nearly impossible. The vast space of the Draconis Rift necessitates the permanent attachment of a reconnaissance squadron, the Draconis Rift Squadron, consisting primarily of *Vincent*-class WarShips and led by the SLS *Admiral Perry,* a *Congress*-class WarShip. XXXV Corps is headquartered on the planet of Isesaki in the Osheka Prefecture of the Draconis Combine.

COMMAND

XXXV Corps is commanded by Major General Farzad Ahmad, a native of the Capellan Confederation world of Hassad. Ahmad joined the SLDF after a recruitment drive and demonstration show by the 500th BattleMech Brigade convinced him that he wanted to be a part of the military of the Star League. Ahmad graduated from the War Academy of Mars and served in command of military formations within both Second Army and the Eighteenth. His last command before taking command of XXXV Corps was the 326th BattleMech Division.

Since taking command two years ago, General Ahmad has instituted a large shakeup in the positioning of the divisions of his corps. This has caused some grumblings in the ranks, as some of the divisions garrisoned a specific world for decades, such as the Thirteenth Royal Infantry Division, previously stationed on Midway, but now moved to Iijima.

LOGISTICS

As XXXV Corps is deployed on the Terran side of the Draconis Rift, the supply chain from the Hegemony to more distantly deployed corps and armies is often routed through the systems garrisoned by XXXV Corps before moving through the Rift. Because of this, XXXV Corps has little want for supplies, as any replacements ordered are quickly acquired from the Quartermaster Command.

Midway is the primary munitions and supply depot for XXXV Corps, as it is the jumping off point for all transports moving through the Draconis Rift. The zenith jump point hosts the primary space-based dockyards of the system, the Yamamoto Atoll. During the original construction of the dockyards, DoME was contracted to bring in a dozen germanium rich asteroids that are still mined today for the production of K-F drive systems at the docks. To garrison the dockyards, at least two WarShips from the Draconis Rift Squadron are present at all times.

INDEPENDENT REGIMENTS

Like the other corps in Fifteenth Army, XXXV Corps has two independent regiments on permanent assignment. The Twenty-Ninth Royal Dragoon Regiment, nicknamed the Aleutian Assault Guards, moves between systems in the region, following the deployment of DCMS units that pass through the area. A full company of the Twenty-Ninth Royal Dragoons are trained Gunslingers, and primarily pilot *Marauder, Orion* and *BattleMaster* BattleMechs that have successful duels recorded with five-pointed stars painted on their 'Mechs. These Gunslingers are notable in that they wear ballistic pistols on their hips in the same style as ancient Terran gunslingers of the western North American continent.

The other regiment is the 291st Dragoon, a reinforced regiment consisting of four battalions of assault BattleMechs. The size of the 291st is in direct response to the repeal of Council Edict 2650, and the growth of the DCMS. As the DCMS grows, the number of *ronin* also rises, and the 291st is often called on to respond to large groups of these BattleMech formations operating outside of the control of the DCMS. When a *ronin* unit is destroyed by a 'Mech of the 291st, the pilot of that 'Mech is allowed to paint their unit in the parade colors of the original unit the *ronin* went rogue from. This gives the 291st a unique look, with its BattleMechs spanning the range of parade colors from the entire DCMS.

326TH BATTLEMECH DIVISION

(The Mantuffel Division)
CO: Major General Lin-Fong Tsai

The Mantuffel Division is stationed on Oshika. As the prefecture capital, the SLDF requires a presence be made in order to keep surveillance on any possible buildup of forces by the DCMS. Oshika was initially a jumping-off point for journeys through the Draconis Rift until a colony on Midway was formed. Soon heavy industries sprang up along the mountain range that the capital city is located in.

As large quantities of rare earths and germanium were discovered in the mountains, the population has boomed. Initially the SLDF maintained a single infantry division here, but when the population rose above four billion, a stronger force was needed to properly secure the Star Leagues assets, thus the deployment of the 326th.

341ST ROYAL BATTLEMECH DIVISION

(The Black Prince Division)
CO: Major General Piotr Radick

Garrisoning the headquarters of Isesaki Shipping is the 341st Royal BattleMech Division. As Isesaki Shipping has had direct trade deals with the Terran Hegemony and is an independent contractor to the SLDF for transportation of military supplies, the warehouses of this world are packed with food, supplies, weapons, munitions and even BattleMechs being held for distribution to SLDF divisions in need. The Black Prince Division understands the importance of this world's planetary and interplanetary infrastructure, and defends the heavy interests the Star League has here with a high level of skill.

13TH ROYAL INFANTRY DIVISION

(The Superstition Division)
CO: Major General Jeffry Bragg

The Thirteenth Royal Infantry Division garrisons Iijima. Known as the Superstition Division, the Thirteenth is the winners of the 2664 and 2684 Martial Olympiads. The Thirteenth used to spend a large portion of each year deployed to a secret location in the Draconis Rift, testing new technologies developed by military scientists in the Hegemony, but since their redeployment further away from the Rift, this technology testing has become less frequent. What still is ensured is that the Thirteenth still receives some of the most cutting-edge equipment and designs from military production lines across the Hegemony. Not surprisingly, bandit and *ronin* attacks on Iijima have dropped to almost zero since the Thirteenth arrived.

119TH JUMP INFANTRY DIVISION

(*The Isesaki Division*)
CO: Major General Adrianna Rojas

Along with the 341st Royal BattleMech Division, the 119th Jump Infantry Division also assists in the securing of Hegemony assets that move through Isesaki. While the 341st BattleMech focuses on ground defense and monitoring, the 119th Jump Infantry focuses on securing space assets.

The success that Isesaki Shipping has had with its contracts with the Hegemony has meant that a serious proposal has been made for the construction of a series of momentum exchange tethers to more efficiently move cargo from the surface to orbit and back. The 119th would be tasked with the security of the orbital station, and are currently training in simulations of the station interior for the assured construction of the station in the next decade.

212TH MECHANIZED INFANTRY DIVISION

(*The Boiling Point Division*)
CO: Major General Anthony Eskridge

Togura is a heavily-terraformed word circling a massive yellow giant star. The planet itself is rich is rare earths and much-needed industrial metals in easily enough quantities that heavy industry grew faster than the infrastructure of the planet could allow. A fierce resource grab began only twenty years after the planet was colonized, when major industrial concerns fought over water and energy rights.

The 212th is tasked with maintaining security for the planet's energy infrastructure. This can range from guarding the thousands of square kilometers of solar panel farms, to guarding deuterium refining facilities, to even providing zero gravity security to the orbiting solar power generators.

243RD MECHANIZED INFANTRY DIVISION

(*The Morning Star Division*)
CO: Major General Cynthia Aleskerova

Taking over from the Thirteenth Royal Infantry in its garrison of Midway is the 243rd Mechanized Infantry Division. As Midway is the primary route through which cargo and civilians move through the Draconis Rift, the 243rd has to maintain the strict SLDF cargo inspection regulations are enforced, at the protest of the government of the Draconis Combine. As illicit military equipment has been found in shipments moving through Midway, House Kurita has lessened its public attacks against the 243rd enforcing Terran law rather than their own, obviously unenforced system of regulations.



XL CORPS

XL Corps is the furthest deployed corps in Fifteenth Army, with its deployment zone stretching from the coreward edge of the Draconis Rift out to the Periphery border. With much of the logistical chain stretched because of the Rift, the headquarters of XL Corps is on Hassi R'Mel, the primary egress system from the Draconis Rift.

XL Corps' guiding orders are to insure the security of its worlds and prevent contraband equipment from moving through its region toward the Periphery. Increasing amounts of seizures indicate someone—SLIC is still trying to isolate who—is funneling weapons and equipment toward the territorial states, but more evidence is needed to identify who is responsible.

COMMAND

Major General Yahuhiro Nakazono is in command of XL Corps. A native of the Draconis Combine, Nakazono grew up in the more European-cultured Trondheim Prefecture. This background of mixed cultures provided Nakazono an outlook on his place in Combine society and how non-Japanese ethnicities were slowly being ground away. Nakazono felt that joining the multicultural SLDF would be a good way to both prove that there were many members of the Draconis Combine who were unhappy with multiculturalism, and as a way to promote such tolerance in his native state.

Nakazono is an excellent officer and a very competent leader, but it is his positive attitude and his drive to provide an example to the Combine of what all citizens of that member state can achieve that has moved him to the top of the command structure of XL Corps.

LOGISTICS

Quartermaster Command has more issues resupplying XL Corps than any other corps in the SLDF. The limited number of inhabited star systems and the low amounts of radiation slow trade to a crawl. The packed jump points of Midway, Hakkaldo, Shimoda, and Hassi R'mel mean that the recharge stations can do little to speed up the hundreds of recharging JumpShips. This slow logistical supply chain gives XL Corps low combat readiness due to lack of operational equipment coming from the Hegemony. While this readiness is still high compared to formations from the member states, it is suggested that construction of more recharge stations in uninhabited systems as well as Hegemony investment in local high tech industries occur in order to better supply XL Corps. Currently, manufacturing centers on New Samarkand and other heavily industrialized worlds in XL Corps deployment area are providing high-tech, but not Terran-standard, equipment to the divisions of XL Corps.

INDEPENDENT REGIMENTS

There are three independent regiments attached to XL Corps. These regiments are primarily used to help maintain security along the Draconis Rift trade routes and to respond to bandit attacks along the Periphery border of the Draconis Combine.

The Ninety-first Heavy Assault Regiment, known as the Armadillos, performs as the opfor in divisional war games on New Samarkand. Rarely deploying away from the former capital world of the Draconis Combine, the Ninety-first has only recently been used against hostile forces of battalion size or greater due to their current lack of faster than light transportation.

The 310th Dragoon Regiment is nominally based on the world of Land's End, but is tasked with roaming the Periphery border systems in a random pattern, garrisoning those worlds against attacks by bandits. The 310th has begun to be called the Land's End Enforcers by the people in the region as the current commander, Colonel Mansfield, resembles a bruiser from ancient Terran organized crime entertainment.

The final formation is the 687th Independent Aero Wing. In the years before the Thirteenth Royal Infantry Division was moved from its base on Midway, the 687th spent a large portion of its time testing experimental equipment in the Draconis Rift with that division. Since the Thirteenth's move from the rimward edge of the Rift, the 687th has limited itself to patrolling trade routes, but still receiving experimental equipment to test at facilities deep in the Rift.

398TH BATTLEMECH DIVISION

(The European Division)

CO: Major General Fehmi Ghassem

Stationed on New Samarkand, the 398th BattleMech Division provides more than just security for the heavily industrialized and densely populated world; it serves as a public relations tool with the generally hostile citizens of the Draconis Combine. To better show the Star League in a positive light, the European Division attempts to live up to its multicultural namesake and is equipped with BattleMechs produced from across the Combine, with a focus on units produced on New Samarkand itself.

Unlike other SLDF divisions, the 398th does not use full companies or battalions of the same 'Mech design. Rather, the 398th resembles a DCMS formation more than a SLDF division with its mix of Combine-constructed designs under contract from the Hegemony.

13TH JUMP INFANTRY DIVISION

(The Blackcats)

CO: Major General Nerla Mirza

Often confused with the Thirteenth Royal Infantry Division, the Thirteenth Jump Infantry Division is stationed on Ningxia. The commanding officers of both of these divisions have played off that confusion and often swapped non-essential and unclassified equipment between the two divisions to maintain operational readiness. This even went as far as, in 2753, when the current commanding officer for the Blackcats took command, Major General Mirza petitioned to change the official symbol of the Blackcats to more closely resemble the black cat on the Superstition Division's logo.

The Blackcats have been deployed on Ningxia for decades, securing the industrial diamond mines and production facilities. The diamonds go on to assist in the manufacturing of ferro-fibrous armor across the Combine and in Hegemony-owned military production facilities.

SEVENTH JUMP INFANTRY DIVISION

(*Seven in Heaven*)

CO: Major General Maxim Fedinov

Garrisoning the headquarters of XL Corps on Hassi R'mel is the Seventh Jump Infantry Division. As the exit system of the majority of logistical chains that pass through the Draconis Rift, Hassi R'mel sees a higher than average amount of JumpShip traffic at both its jump points, as well as non-standard jump points across the entire system. The Seventh is tasked with garrisoning the recharge stations of the Hassi R'mel system as well as providing boarding parties for inspections of suspicious JumpShips and DropShips. When a JumpShip exits hyperspace at a non-standard jump point, it is assured of a visit from the Seven in Heaven marines.

EIGHTH INFANTRY DIVISION

(*The Sideways Division*)

CO: Major General Mahmoud Esmaieili

One of the more recently-colonized worlds on the edge of the Draconis Rift, Charity is currently garrisoned by the Eighth Infantry Division. The Eighth is known as the Sideways Division, as the numeral eight that is on all of the divisions units is painted sideways and looks similar to the symbol for infinity. Charity has an unusually low gravity for an inhabited world, 0.73 G, and the Eighth attempts to take advantage of this by having the BattleMechs of their sole 'Mech brigade almost entirely equipped with jump jets. The low gravity also allows the infantry of the Eighth to carry far more gear and body armor than they normally would be able to, making the Sideways Division one of the best equipped and deadly standard infantry divisions in Fifteenth Army.

259TH MECHANIZED INFANTRY DIVISION

(*The Zeta Reticuli Division*)

CO: Major General Aleesha Farrar

A single jump away from New Samarkand, Monywa is in a strategic location for the protection of that important industrial world. But the positioning of the 259th Mechanized Infantry Division is to garrison the petrochemical industry that dominates the economy of this planet. The 259th gained its reputation as the Zeta Reticuli Division after its first commanding officer used a stylized alien head as a logo on his BattleMech's cockpit. This tradition has continued, with all units and infantrymen sporting a logo or patch with the same alien head in an inconspicuous location.

272ND MECHANIZED INFANTRY DIVISION

(*Zeus' Bolt Division*)

CO: Major General Joseph Bayne

Since the end of the War of Davion Succession, the Zeus' Bolt Division has been moved from system to system in the backwaters of the Draconis Combine in order to prevent a public outcry against the unit, even though few native citizens of the Davion member state serve in the division. Currently the 272nd is stationed on Multan, a sparely populated agricultural world on the edge of the space claimed by the Draconis Combine. In an attempt to break the public opinion of the 272nd, a new commanding officer has only recently been assigned to it, Major General Bayne. Born on the Combine world of Cadiz, it is hoped that he will help ease the tensions that surround the unit.

FIFTEENTH FLEET

Recently, Fifteenth Fleet has been one of the more active fleets in the Navy. During the Second Hidden War, the power and size of the ships of Fifteenth Fleet was used to deter the fleets of the Draconis Combine and Federated Suns from any offensive operations. With the rise in border raiding in the Third Hidden War, Fifteenth Fleet has seen considerable action hunting bandits and raiding forces. The constant patrols have kept the crews of Fifteenth Fleet in good condition, they are well trained and prepared for battle.

COMMAND

Admiral Connall Shockley is a navy man of old, clinging to some of the oldest and most infamous naval traditions. While he drinks and parties hard, Admiral Shockley ensures his wild ways never interfere with his official duties and he will harshly deal with anyone that does not keep up with his or her duties. The admiral's work-hard, party-hard attitude has its advantages; morale is high in Fifteenth Fleet, and the fleet consistently exceeds expectations on its performance testing.

DEPLOYMENT

The ships of Fifteenth Fleet are deployed throughout the spinward half of the Periphery districts and down into the Terran districts of the Draconis Combine. The Terran districts are officially assigned to Fourteenth Fleet, but portions of the 151st, 152nd and 153rd squadrons rotate through this area. Conversely, Fourteenth Fleet's 141st and 144th squadrons are patrolling the Periphery edge of the Draconis Combine, conducting planetary surveys and long-range reconnaissance missions. These operations could have been assigned to the 154th, but Admiral Shockley has deployed his fleet in mixed divisions, and the ships and crews of the 141st and 144th are better trained and suited to this mission, which has resulted in this trade of deployment areas.

HOMEPORT

Fifteenth Fleet's homeport is Kaznejoy, though with such a large area to cover the ships of the fleet spend most of the year on deployment. Admiral Shockley's flagship, SLS *Uluru*, isn't attached to any one squadron. The admiral prefers to move his ship from squadron to squadron, performing surprise inspections to better gauge the preparedness of his fleet. Wherever Admiral Shockley, is he likes to throw a party or two. He believes this improves morale, as well as offering opportunities for all levels of the chain of command to interact on a less formal level.

151ST LINE SQUADRON

(*The Everclear Squadron*)
CO: Vice Admiral Carolyn Pontius

Named for the type of liquor favored by the squadron commander, Vice Admiral Carolyn Pontius, the 151st, is filled with sailors and officers eager to follow in the steps of Admiral Shockley. Anchoring Fifteenth Fleet's firepower, the Everclear Squadron is full of the biggest and best types of ships in use by the SLDF. Using their size and firepower as a deterrent, ships of the 151st frequently patrol in division size or larger formations.

152ND ESCORT SQUADRON

(*The Escort Service*)
CO: Vice Admiral Tyra Mitchell

Vice Admiral Tyra Mitchell is a self-proclaimed "hottie," and even at the age of 55 there are few who will disagree with her. Frequently tasked with escorting troop transports and supply convoys, Admiral Mitchell is extremely proud that a ship under her escort has never been lost to an enemy. Likewise, she is proud of her squadron's nickname. Originally intended as a commentary on her looks by the lonely troopers assigned to a Periphery outpost, it has instead become a point of pride.

153RD PURSUIT SQUADRON

(*Chubby Chasers*)
CO: Vice Admiral Connor Shick

Continuing the fraternity-like atmosphere of the 151st and 152nd, the 153rd's nickname is a play on words related to the main mission of a pursuit squadron. Using their superior speed, the Chubby Chasers chase down the bigger, slower enemy ships encountered by Fifteenth Fleet. After chasing down an enemy ship, the 153rd will swarm it to balance out the enemy's likely superior firepower and armor.

154TH RECONNAISSANCE SQUADRON

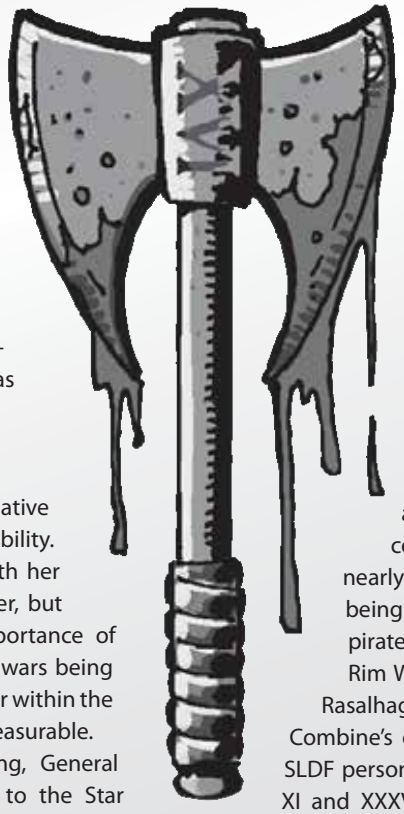
(*The Silent Sight Squadron*)
CO: Vice Admiral Praveen Agarwal

The 154th is a recent addition, having transferred in from Fourteenth fleet in exchange for what is now the 142nd Pursuit Squadron. Fourteenth Fleet is a reconnaissance fleet, responsible for tracking the movements of non-SLDF forces. The concentration of reconnaissance squadrons was useful during the Second Hidden War, but the spreading of hostilities to other areas necessitated spreading reconnaissance assets and strengthening Fourteenth Fleet's combat assets. Still adjusting to Admiral Shockley's command style, the 154th is slowly fitting in to Fifteenth Fleet.

SIXTEENTH ARMY

Playing policeman in the ongoing cross-border Kurita-Steiner spat has given Sixteenth Army a significant amount of combat experience, but the constant, low intensity fighting has taken its toll on troop morale. The poorly veiled disdain shown to Sixteenth Army by the local populace is more akin to that experienced in a territorial state than a member state, and many of the army's personnel find it hard to wrap their heads around the way the House Kurita professes loyalty to the League while decrying its principles and antagonizing its fellow member states.

All the more difficult has been the way House Kurita has repeatedly attempted to manipulate Sixteenth Army into doing their dirty work. Framing the Combine's native political dissidents and Rasalhague secessionists as anti-League anarchists and terrorists has allowed House Kurita to repeatedly force Sixteenth Army to engage in suppressing their domestic enemies. For many of the SLDF's soldiers hailing from more liberal member states, repressing the populace in the name of the League has become a crisis of conscience.



COMMAND

General Ekatarina Thorskilden is a native Rasalhagian and descendant of minor Combine nobility. She understands too well the frustrations of both her soldiers and the populace they stand watch over, but she also understands the overall strategic importance of the League's continued stability. Should hidden wars being fought by the member states lead to open civil war within the Star League, the devastation would truly be immeasurable.

To prevent such a disaster from occurring, General Thorskilden has vowed to destroy any threat to the Star League's continued stability, even if that threat originates with her own people. It would not be a stretch to say that the general regards every inhabitant of Combine Region Three and the areas bordering it as a potential enemy. General Thorskilden has ordered the elimination of pirate bases, suspected Commonwealth agents, rebel Rasalhague villages and rogue Combine nobles with equal dispassion. Many under her command see her as a pure killing machine, devoid of human feelings. Others believe that, given her position, one could not act in any other way.

STRATEGIC OVERVIEW

Sixteenth Army has been assigned a significant number of divisions to bolster its strength in opposing the ongoing low-level hostilities in the region, perhaps too many. General Thorskilden has requested the assignment of additional independent regiments to Sixteenth Army, as deploying full divisions against local terror groups and company-sized raiders is a significant waste of resources, and divisional commands aren't provided the necessary logistical and transportation assets for rapid-response.

Despite the relative low-number of Royal commands within the Sixteenth Army, Combine Region Three still has a solid core of loyal, motivated veteran divisions ready to act in the interest of the entire League. With the chances for open warfare closer in the Sixteenth's area of operation than almost anywhere else within the League, Regular Army Command regards Sixteenth Army as of the utmost strategic priority.

OPERATIONS

Virtually no other member state region is as volatile or experiencing as many ongoing conflicts as Combine Region Three. On top of the nearly endless stream of small false-flag operations being launched against the Combine by the LCAF, pirates operating from just beyond the borders of the Rim Worlds Republic have been increasing in number, Rasalhague rebels are growing bolder by the day and the Combine's own local forces see no problem in challenging SLDF personnel to duels just to prove their military prowess. XI and XXXVI Corps are currently dedicated to the task of securing the border region, with the other two corps held in reserve to respond to any major outbreak of hostilities. While this setup is strategically sound, as the phony war between Kurita and Steiner continues, the armies on the front are losing heart, whilst those resting in garrison are becoming restless. General Thorskilden knows she'll soon have to rotate her commands or face serious challenges to her command.

SIXTEENTH ARMY

Army and District Three Headquarters: Casere

	2764	2765	2766	2767-2779	2784
XI Corps					
34th Royal BattleMech Division (The Epsilon Indi Division)	DCMR D3	Periphery	destroyed		
168th BattleMech Division (The Czar Peter Division)	DCMR D3	Periphery	-	survived	Exodus
49th Infantry Division	DCMR D3	Periphery	-	survived	Exodus
38th Mechanized Infantry Division (The New Delhi Grenadiers)	DCMR D3	Periphery, destroyed			
47th Royal Mechanized Infantry Division	DCMR D3	Periphery	-	destroyed	
57th Mechanized Infantry Division	DCMR D3	Periphery	-	destroyed	
66th Mechanized Infantry Division	DCMR D3	Periphery, heavy losses	disbanded	-	elements joined DC
67th Mechanized Infantry Division (The Indiana Division)	DCMR D3	Periphery	-	survived	Exodus
68th Jump Infantry Division	DCMR D3	Periphery	-	destroyed	
71st Light Horse Regiment (member of 3rd RCT)	DCMR D3	Periphery	-	survived	joined FWL
151st Light Horse Regiment (member of 3rd RCT)	DCMR D3	Periphery	-	survived	joined FWL
19th Striker Regiment (member of 3rd RCT)	DCMR D3	Periphery	-	destroyed	
21st Striker Regiment (member of 3rd RCT)	DCMR D3	Periphery	-	survived	joined FWL
XXXVI Corps					
196th BattleMech Division (The Gettysburg Division)	DCMR D3	Periphery, destroyed			
208th BattleMech Division (The Thorin Division)	DCMR D3	Periphery, heavy losses	disbanded		
21st Infantry Division	DCMR D3	Periphery, destroyed			
71st Mechanized Infantry Division	DCMR D3	Periphery, destroyed			
75th Mechanized Infantry Division	DCMR D3	Periphery	-	destroyed	
80th Mechanized Infantry Division (The Texas Rangers)	DCMR D3	Periphery	-	destroyed	
89th Mechanized Infantry Division	DCMR D3	Periphery	-	destroyed	
99th Mechanized Infantry Division	DCMR D3	Periphery, destroyed			
59th Jump Infantry Division (The King's Own Jump Troops)	DCMR D3	Periphery	-	survived	Exodus
40th Dragoon Regiment	DCMR D3	Periphery, destroyed			
XLIV Corps					
299th Royal BattleMech Division (The Protector Division)	DCMR D3	Periphery	-	survived	Exodus
355th BattleMech Division (The Africa Division)	DCMR D3	Periphery	-	destroyed	
1st Infantry Division (The Big Red One)	DCMR D3	Periphery, destroyed			
114th Mechanized Infantry Division	DCMR D3	Periphery	-	destroyed	
126th Mechanized Infantry Division (The Bullfighters from Seville)	DCMR D3	Periphery	-	-	unknown
131st Royal Mechanized Infantry Division (The Los Angeles Division)	DCMR D3	Periphery	-	survived	Exodus
158th Mechanized Infantry Division	DCMR D3	Periphery	-	destroyed	
138th Mechanized Infantry Division (The Chicago Division)	DCMR D3	Periphery	-	destroyed	
100th Jump Infantry Division	DCMR D3	Periphery, destroyed			
124th Royal Heavy Assault Regiment	DCMR D3	Periphery, destroyed			
5th Dragoon Regiment	DCMR D3	Periphery, destroyed			
L Corps					
441st BattleMech Division (The Federation Division)	DCMR D3	Periphery, destroyed			
165th Mechanized Infantry Division	DCMR D3	Periphery, heavy losses	disbanded, elements joined rebels		
171st Mechanized Infantry Division (The Paris Surgeons)	DCMR D3	Periphery, destroyed			
189th Mechanized Infantry Division	DCMR D3	Periphery, destroyed			
193rd Mechanized Infantry Division	DCMR D3	Periphery	-	destroyed	
30th Jump Infantry Division (Murphrid Lightning)	DCMR D3	Periphery	-	survived	Exodus
46th Jump Infantry Division (Rain of Steel)	DCMR D3	Periphery, destroyed			
287th Heavy Assault Regiment	DCMR D3	Periphery	-	survived	Exodus
2525th Independent Aero Wing	DCMR D3	Periphery	-	survived	Exodus

7 BattleMech Divisions
27 Infantry Divisions
9 Independent Regiments
Divisions in District: 35
Total Number of Divisions: 106



XI CORPS

The morale of XI Corps has been taking a beating over the past two decades. Soldiers assigned to XI Corps face the lion's share of the petty cross-border raiding instigated by House Steiner and House Kurita, in addition to ever growing piracy and separatist actions along the Periphery border and perhaps most distressing, the Combine's own disaffected subjects. The DCMS has increasingly pushed the responsibility of responding to banditry and insurrection onto the SLDF, feigning lack of resources in an attempt to justify their military expansion whilst leaving the League with the butcher's bill.

COMMAND

Major General Vincenté Marcocelli has been doing his utmost to mitigate the impact of the ongoing low-level conflicts on his personnel. Marcocelli has repeatedly requested that the scheduled rotations of units under his command be sped up, encouraging the reassignment of those units departing to calmer parts of the League. The Vanra native has managed thus far to dance the fine line between provoking and appeasing the Warlord of Rasalhague, and following incident with the Great North, has been attempting to extricate the SLDF from the unsavory task of acting against rebel groups the Combine provokes through its heavy-handed policies. Going forward, Marcocelli has issued guarantees to the soldiers under his command that they will only be sent against groups engaged in overt and directed acts of violence against civilian populations and the League member states.

LOGISTICS

Procurement for XI Corps favors the Third RCT, providing the command's primary response force with the best equipment available. *Mercury*s, *Mongoose*s, *Night Hawk*s, and *Talon*s are all plentiful. The rest of the corps supply situation falls slightly below the SLDF average. With the Combine somewhat less industrialized than most other member states, XI Corps has fewer local resources to draw upon for replacement equipment. A slightly higher ratio of *Panther*s and *Stinger LAM*s appear with XI Corps than other SLDF commands, but not enough to influence the tactical performance. One major point of interest may be the possession by the Indiana Division of two lances of *Dragon* prototypes initially donated to the League for evaluation purposes. The SLDF ultimately rejected the *Dragon* because the SHD-3H *Shadow Hawk* was able to draw upon existing replacement part stockpiles, but XI Corps is able to barter with the DCMS for components.

INDEPENDENT REGIMENTS

In the fourteen years since the Third RCT earned the appellation Eridani Light Horse after facing down the prince of Rasalhague and narrowly avoiding provoking a major military conflict, the soldiers of the Seventy-First Light Horse, 151st Light Horse, Nineteenth Striker and Twenty-First Striker have continued to uphold the highest standards of professionalism and honor in the service of the League. Serving as the primary response team for XI Corps, one of the Eridani Light Horse's four regiments is typically dispatched to respond to any reported hostilities within Combine Region Three. The purpose of this is two-fold: the Third RCT excels at reconnaissance, counterinsurgency, and raiding, but it has also proven adept at deescalating conflicts with a combination of brute force and compassion.

Many an insurgent has been convinced to surrender to the Light Horse in hopes of facing League, not Combine, justice, but when the choice becomes a League penitentiary or a swift death, the choice becomes all the more clear. The officers of the Third RCT have become experts at just this sort of battlefield diplomacy, extending their hand to their foes, but not hesitating to strike with lethal intent if that trust is not returned. Since the establishment of the Third RCT, the number of for-profit pirate bands along the Periphery border of Combine Region Three has plummeted to almost nothing. Unfortunately, less can be done to contain the feuding of the member-states masquerading as banditry.

34TH ROYAL BATTLEMECH DIVISION

(The Epsilon Indi Division)
CO: Major General Ling Pao Collins

Overwhelmingly made up of native children of its namesake world, the Thirty-fourth possess an optimistic and exuberant outlook. While other units have found a posting to Combine Region Three leads them to question their sense of dedication to the principles of the League, the Epsilon Indi Division seems to have embraced the station. Personnel of the division have taken a page from parable, seeing themselves as representatives of the "city on a hill." Hailing from the pleasant and pastoral world of Epsilon Indi, it's not hard to understand why many see themselves as such. The Thirty-fourth's community outreach programs have certainly won them the appreciation of many locals, although it's not always appreciated by local Combine authorities.

168TH BATTLEMECH DIVISION

(The Czar Peter Division)
CO: Major General Octavia Lopez

The 168th Division was awarded their nickname after displaying a special acumen for seizing hostile ports. When "terrorists" almost certainly in the employ of a Lyran manufacturing magnate seized control of Rasalhague's jump station in an attempt to disrupt exports of cheap manufactured goods from the Combine, the Czar Peter Division deployed a BattleMech battalion to the surface of the station. Operating below the firing arc of the station's defensive weapons, the infiltrators tore through the hull with ease, venting the majority of the station into space. The Czar Peter secured the station with minimal collateral damage and limited civilian casualties, infiltrating the recreation area that had been used to corral the terrorists' hostages.

38TH MECHANIZED INFANTRY DIVISION

(The New Delhi Grenadiers)
CO: Major General Pankaj Bevens

Having drilled for years as assault troops, the Grenadiers' posting to the backwater of Combine space has left them with no means to practice their craft. The chasing and apprehending the occasional bandit group has only left the soldiers of the Thirty-eighth frustrated and itching for action. That the rest of XI Corps has seen significantly more recent combat than they has only poured fuel on the fire. A series of violent confrontations between locals and Grenadiers "letting off steam" has made General Beven's biggest task managing political fallout. A recent confrontation at a cricket pitch that ended with a Grenadier taking the bat to a Combine subject's skull has resulted in stern words of protest from the local nobility.

67TH MECHANIZED INFANTRY DIVISION

(The Indiana Division)
CO: Major General Peter Owens

Despite being a Regular Army division based in the Draconis Combine, the Sixty-seventh possesses a special relationship with the Hegemony world of Brownsville. Drawing its name from that world's agricultural continent, the Sixty-seventh regularly returns to the world of Brownsville for war games in the seemingly endless plains of waving grain and windswept grasses. The men and women of the Sixty-seventh are experts in fighting in some of the most dangerous terrain for infantrymen. Troops of the Sixty-seventh have a knack for finding any shred of cover available, rapidly digging foxholes, and laying unnoticed in tall grass for hours before unleashing ambushes. More than one pirate band has not realized their base was completely surrounded until the Sixty-seventh was already within their perimeter.

68TH JUMP INFANTRY DIVISION

(*Drop Dead Legs*)
CO: Major General Devin LeRoss

The Sixty-eighth has spent the better part of the last six years posted alongside the corps HQ. Called upon regularly to perform ceremonial drills for political functions, the Sixty-eighth has become one of Sixteenth Army's premier parade formations. The tattoo of the Sixty-eighth has even become a popular entertainment attraction, the regiment's personnel having developed a holographic accompaniment to light up the sky. General LeRoss's flamboyant character has, on occasion, led General Thorskilden to consider pulling him from command, but his training regimen for the Sixty-eighth has kept them in top shape. Soldiers of the Sixty-eighth who are on one of the division's intense, two-month field training exercises are referred to as "staying at the house of pain."

47TH ROYAL MECHANIZED INFANTRY DIVISION

(*Gothenburg Hunters*)
CO: Major General Berwald Svenson

The Forty-seventh has spent the past six months tracking down and eliminating the bases on Outpost, New Bergen, and St. John belonging to the armed group the Great North. It was only partway through their operations that the rank and file discovered that the Great North was not some Periphery separatist group, but an organization which harbored ethnic Rasalhagians wanted by Kurita authorities for political and cultural crimes. The revelation that they were being used as an unwitting arm of the Combine Civilian Guidance Corps, and had killed many individuals whose crime had been no more serious than failure to display proper public decorum, led to a near-mutiny, which General Svenson averted only by imploring his personnel to understand the importance of the League's unity to continued peace.



XXXVI CORPS

Tackling similar issues to XI Corps, XXXVI Corps has seen significantly less recent action, occupying the relatively more secure and docile regions further from the dark reaches of the Periphery. XXXVI Corps also benefits from an assembly of many of the Regular Army's most devoted and talented divisions, with only the Twenty-first dragging down an otherwise A-class formation. The greatest challenge facing the corps has simply been that of transportation: the divisions of XXXVI Corps lack the JumpShips to provide independent transportation for their constituent units back and forth to the various hot spots that are increasingly breaking out along the border areas.

COMMAND

Major General Rebecca Rhodes was promoted through the ranks, originating in the 159th BattleMech Division. Possessed of a calm and serene demeanor, General Rhodes' leadership reinforces the already-stalwart professionalism of the soldiers under her command. Deeply respected, she is often referred to affectionately by her troops as "our fair lady Becca." Had the decision to have the Fortieth Dragoon Regiment stand down originated with another officer, it would have likely generated a good deal of strife within the corps, but such is the soldiers' respect for Rhodes that Colonel Samrin and the Fortieth have stoically acquiesced.

The greatest challenge to Rhodes' command is the Twenty-first Infantry Division. General Rhodes is working closely with General Estevez in an attempt to develop means to drive better performance from his division, while simultaneously working to get the most troublesome personnel transferred or cashiered.

LOGISTICS

The only Royal commands attached to XXVI Corps are three regiments of the Fifty-ninth Jump Infantry Division, but the rest of the corps doesn't lack for supplies. On the contrary, XXXVI Corps is often one of the first to receive the latest BattleMech models and is at the top of Quartermaster Command's Sixteenth Army tier. Many of the corps' officers are well connected with the Hegemony's political and industrial elite, insuring that supplies always arrive on time, sometimes "mistakenly" with additional equipment.

Major General Rhodes has recently tried to appease the Twenty-first Infantry bringing their equipment more in line with the rest of the corps. Unfortunately, it seems the Twenty-first won't be satisfied until it's reclassified as a mechanized division, something completely beyond the control of General Rhodes.

INDEPENDENT REGIMENTS

The Fortieth Dragoon Regiment (*Kinnol's Cuirassiers*) has been the mobile hammer of XXXVI Corps, responding rapidly to any hot spot to deliver the First Lord's displeasure. Unfortunately, the Fortieth is ill-equipped to deal with the type of hit-and-fade raiding common along the Combine-Commonwealth border. The division has found its situation increasingly like trying to swat flies with a hammer, growing more frustrated and leaving a trail of collateral damage in their wake. Colonel Chia Samrin has increasingly found his actions critiqued by the corps command staff and even its divisional commanders. Most recently, the Fortieth's assault on the Hand Vrijheid stronghold of Nieuwegein on Utrecht flattened most of that city's downtown area, killed as many civilians as terrorists, and failed to meaningfully disrupt the terrorist organization, which resumed normal operations within three months.

Over the objections of Colonel Samrin, General Rhodes has ordered the Fortieth to stand down and allow reported hostilities to be first investigated by other units. First response duties have increasingly fallen to sub-units of the Eightieth and Ninety-ninth Mechanized and Fifty-ninth Jump, such as the First Texas Rangers, the Green Jacket Rifles, and the 596th Mechanized Infantry Regiment (*Always)*. While this has led to a decrease in complaints filed with the XXXVI Corps' public liaison and fewer civilian casualties, divisions lack the logistical assets for long-term independent operation of brigade and regiment-size formations. As a result, General Rhodes has repeatedly requested the assignment of lighter independent assets.

196TH BATTLEMECH DIVISION

(The Gettysburg Division)

CO: Major General Walter Steven Hancock

The 196th was awarded its official appellation when it shattered a slaving post on Viroflay during a tour with Twentieth Army. The audacious pirate band had set up a base of operations on an otherwise barren continent of the Rim Worlds planet, growing in size until it almost matched that of a small city. The group's human trafficking network stretched as far as Coventry and New Capetown before investigators discovered the source. Then-commanding General Gould Watts' declaration, "I have freed the slaves," caused a brief media sensation following the 196th's smashing of the pirate outpost. Only three fatalities were suffered by the captives during the operation, and preventing civilian loss of life has become a specialty of the division.

208TH BATTLEMECH DIVISION

(The Thorin Division)

CO: Major General Pony Adkins

Battlefield intelligence is a specialty of the 208th BattleMech Division. Upon entering a system, the division establishes a sensor network of interlinked observation satellites, modified DropShips and aerospace reconnaissance fighters. Each BattleMech company maintains a satellite uplink system. A stockpile of additional satellites prevents hostile forces from sweeping the division's eyes from the sky. This superb system of strategic information gathering makes the Thorin Division a force to be reckoned with, albeit one which is considerably cumbersome to deploy and act. Major General Adkins has something of a reputation for being plodding and ponderous, loathe to commit her forces until she has been able to fully analyze the strategic situation.

80TH MECHANIZED INFANTRY DIVISION

(The Texas Rangers)

CO: Major General Wayne Johnson

Eschewing standard SLDF organization, the Rangers' three brigades each consist of two infantry and a single BattleMech regiment, a formula which allows each brigade to act more independently. This has allowed the Eightieth to respond easily to the ever increasing cross-border raiding. The Rangers almost never operate at full division strength; each brigade operates on its own, hopping from system to system in an attempt to deter hostile activity. Despite apprehending a number of small raiders, the Eightieth cannot be everywhere at once. Soldiers of the Eightieth are authorized to wear cowboy hats, spurs and boots as part of their uniform.

59TH JUMP INFANTRY DIVISION

(The King's Own Jump Troops)

CO: Major General Neville Ponsonby

When the Fifty-ninth was formed, it was assigned a number of units descended the old Terran kingdom of Britain, including the Royal Regiment of British Infantry Guards, the Queen's Jump Fusiliers, the Sixteenth Jump Infantry Regiment (Welsh and English) and the Royal British Dragoon Guards Regiment. This unique conglomeration of storied units, some maintaining traditions dating back a thousand years or more, has given the Fifty-ninth an amazingly strong *esprit de corps*. By convention, any member of the duke of England's family that enlists is assigned to the King's Own Jump Troops. Currently, Duke William's second son, Edmund Windsor, commands the Dragoon Guards.

99TH MECHANIZED INFANTRY DIVISION

(Force of Erasure)

CO: Major General Clarke Bell

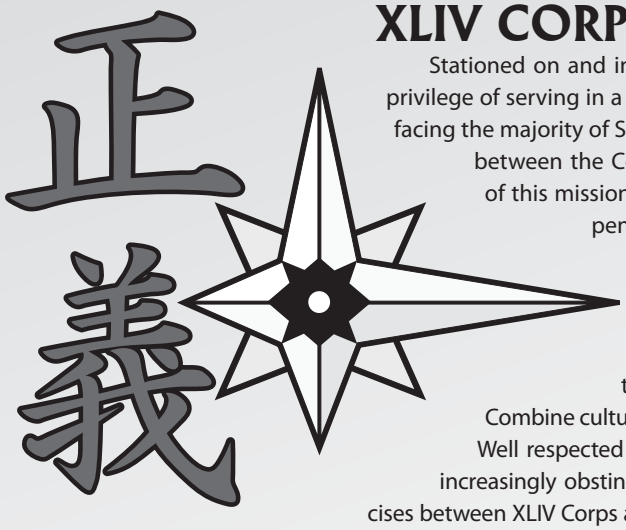
All three of the Ninety-ninth Division's BattleMech regiments are heavy assault regiments, equipped primarily with long-range missile systems, particle and Gauss cannons. As this hard backbone delivers a pounding barrage on the enemy's position, openings are exploited by waves of infantry rapidly spilling out of the Ninety-ninth's VTOL and hovercraft. In field exercises, this well-orchestrated strategy has successfully shattered massed field formations, but it has proven less successful against guerilla operations. As the Force of Erasure spends more and more time chasing small groups of anarchists and seditionists, General Bell can often be found out in the field with his men, chasing hostiles through the bush. To the horror of his staff, the general possesses large amounts of energy and no concern for his well-being.

21ST INFANTRY DIVISION

(*The Formians*)

CO: Major General Reinhardt Estevez

Poorly equipped, lax, undisciplined and ranked at or near the bottom of Sixteenth Army in any performance evaluation, the Twenty-First is the very definition of a sink unit. At least seven percent of the assigned personnel are chronic malingerers and another six failing to meet the SLDF's basic physical fitness requirements. The recently-promoted General Estevez is publicly optimistic about his efforts to try to whip the division into shape, but the intractability of its personnel is clearly wearing on him. Soldiers of the Twenty-first seem to see their lack of mechanized assets not as reflective of their mission role, but a deliberate snub. That Regular Army Command has nothing to do with their equipment or current predicament seems lost on the Twenty-first.



XLIV CORPS

Stationed on and in the area surrounding the Combine capital at Luthien, XLIV Corps has the privilege of serving in a relatively peaceful and secure region of space. Removed from the hardships facing the majority of Sixteenth Army, the primary duty of the XLIV Corps is fostering good relations between the Combine and the SLDF, and maintaining a spirit of cooperation. The flipside of this mission, however, is acting as a constant reminder to House Kurita of the potential penalty for going against the might of the League.

COMMAND

Leadership of XLIV Corps calls for walking a fine line between paying proper respects to the leadership of a member state and pushing them back into their place. Major General Chinatsu Cherekov is well versed in Combine cultural and political etiquette, and has become a common sight at the Kurita court. Well respected by the DCMS leadership, Cherekov is nonetheless unafraid to challenge the increasingly obstinate and aggressive Lord Kurita. Cherekov has established joint training exercises between XLIV Corps and the DCMS, and has directed her commanders to aid the Combine military in counterterrorism actions. This cooperation has succeeded in winning over many DCMS officers, although their leadership must realize that it exposes the weaknesses of DCMS operational doctrine to SLDF scrutiny.

LOGISTICS

In a gesture of goodwill, the coordinator has opened the supply chain of the DCMS to XLIV Corps. While there is little the DCMS has that the SLDF cannot already provide and in better quality, the ability to draw upon local supply centers has prevented significant delays in filling equipment shortages. One exception is that XLIV Corps has accepted numerous Combine-manufactured *Wolverine* and *Warhammer* BattleMechs. Produced by Amalgamated Sword and Steel of Oldsmith, a number of MechWarriors seem to feel that the rugged performance of the Kurita configurations are superior to SLDF.

When delays prevent regular shipments of personal supplies from the Hegemony, XLIV Corps draws from DCMS depots to fill needs for basic items like bedding, socks, ammunition and batteries. The consensus is that the timepieces and noteputers provided by the Combine are superior to those that are issued by the SLDF, but that Combine field rations are virtually inedible.

INDEPENDENT REGIMENTS

The Fifth Dragoon Regiment (*Night Sabers*) is the primary quick-response unit of XLIV Corps. While the region has seen little in the way of serious combat, the Fifth Dragoon has been called upon to respond to a number of recent terrorist incidents. Colonel Sylvia Stachelrochen has proven adept at dealing with these outbreaks of violence, and can often be found leading a hand-picked ops team from the cockpit of her *Phoenix Hawk*. From her most recent reports, she suspects that individuals within the Combine military-industrial complex have been having their latest weapons "stolen" by criminals in order to carry out live fire "field tests" against the SLDF and DCMS that come to apprehend them.

The 124th Royal Heavy Assault Regiment (*Dai Maxbuster*) has attracted the bulk of Hegemony SLDF personnel afflicted with a peculiar obsession with Combine popular culture. It seems that over the years, soldiers with a fascination for Draconis TV dramas, pop idols, and animation have transferred into the 124th, to the point that it is now the unit's distinguishing characteristic. While Colonel Sean Bennet's troops don't lack for skill, numerous complaints have been filed regarding the images of cartoon characters and singers that festoon the regiment's BattleMechs. While a number of the unit's machines have appeared on the covers of specialty magazines, the majority of the Combine populace seems to regard the 124th with thinly veiled disgust.

299TH ROYAL BATTLEMECH DIVISION

(The Protector Division)

CO: Major General Sylvie Sonoda

Loyal to the core, the 299th is also one of the SLDF's finest parade units, specializing in the garrison of politically important worlds. Stationed on Luthien, the Protector Division has worked hard to establish a solid rapport with both the populace and the political elite of the world. Thanks to the efforts of Generals Cherekov and Sonoda, the 299th is well regarded by the people of Luthien, conducts joint training exercises with the coordinator's bodyguard and provides security details for a number of minor Combine dignitaries. That a full BattleMech division loyal directly to the Hegemony stands garrison on his throneworld sends an obvious message to Coordinator Kurita to carefully consider the risks of going against the League.

355TH BATTLEMECH DIVISION

(The Africa Division)

CO: Major General Jeremy Porcaro

During its time assigned to the League's outer edges, the Africa Division developed a specialty in anti-guerilla operations. Fielding no heavy assault regiments, the 355th deploys to a contested world and immediately disperses across the surface. When hostile forces are uncovered, the Africa Division rapidly deploys the nearest command to the area, utilizing its BattleMechs to corral the enemy and assisting attached infantry in eliminating their opponents with minimal damage to the environment or harm to bystanders. MechWarriors of the 355th are trained to be able to use their 'Mech's hands to tear away roofs and walls from buildings to get at terrorists without harming hostages that may be trapped inside.

FIRST INFANTRY DIVISION

(The Big Red One)

CO: Major General Clift Cantigny

The First Infantry Division can trace its lineage all the way back to one of the elite military formations of the Western Alliance, and its soldiers are the keepers of an almost-thousand-year history of military excellence. The Big Red One's designation as a leg infantry division can be deceiving, as in addition to the standard formations, the division contains two armor regiments, the 345th Heavy and 346th Assault Tank regiments and a full artillery regiment. Soldiers of the First often ride to the front on top of these combat vehicles, or are deployed nearby from the division's numerous DropShips. Neither General Cantigny nor his men are known for finesse, directly assaulting the enemy or digging in, refusing to give ground until the fight is won.

1216TH MECHANIZED INFANTRY DIVISION

(The Bullfighters from Seville)

CO: Major General Lupita Castillo

During the Reunification War, the Thirty-sixth Brigade, Twelfth SLDF Division became one of the most decorated units participating in the Taurian campaign. Afterward, the unit was granted the name Bullfighters from Seville for their numerous triumphs. In the postwar period the brigade was expanded to full division strength, becoming the 1216th Mechanized Infantry. The division's tactical doctrine calls for the infantry to pin mobile enemy forces in place while the unit's BattleMechs rapidly strike at the weak points in the opposing formation. The highly dangerous techniques of using grapples and tethers to tangle and fell enemy 'Mechs are considered by the soldiers of the 1216th well worth the risk in effectiveness.

138TH MECHANIZED INFANTRY DIVISION

(The Chicago Division)

CO: Major General Dick LaSalle

Named for the North American city famous for Jacob Cameron's beautiful palaces and its gorgeous historic waterfront, the 138th is a capable division that has cultivated a reputation for less than scrupulous practices. Accusations that sabotage of observation equipment and manipulation of judges was responsible for the 138th's second place finish in the 2736 Martial Olympiad have never been proven, but with unit commander Daily Harrison and the rest of his command staff long retired, the investigation has been closed. Thus far, General LaSalle has avoided a similar scandal, but rumors persist of unauthorized Royal equipment in the hands of unit officers, and it is suspected that LaSalle and his direct subordinates have a friendly working relationship with local yakuza.

131ST ROYAL MECHANIZED INFANTRY DIVISION

(The Los Angeles Division)

CO: Major General Lindsey Morales

By all rights the 131st should be one of the finest formations in the SLDF, but instead a cloud of bad luck has smothered the Los Angeles Division ever since reaching XLIV Corps. During their relocation to the Combine, one of their JumpShips misjumped and vanished. Their initial barracks was constructed on an Age of War minefield, a miscalculation which claimed the lives of four soldiers before the unit was relocated. Since then, members of the division have come to regard it as cursed. Within the past three years, the Los Angeles Division has experienced nonstop disasters, from an ammo dump explosion that caused a firestorm, the kidnapping of regimental staff, to a mudslide that partially buried their barracks.



L CORPS

Soldiers assigned to L Corps hoping to experience authentic Combine culture and cuisine are typically disappointed. House Kurita's cultural engineering has been weakly applied to this unimportant region, where many speak odd creoles of Japanese and Spanish or Turkish and most dine on foods of obvious Germanic influence. Stationed in the backwaters of the Combine, there is little more for L Corps to do day in and day out than watch for the occasional pirate attack and accept repeated challenges from equally bored members of the Pesht District Regulars.

COMMAND

Major General Thaddeus Ponyo regards command of L Corps as a form of working retirement. Having spent over forty years in the service of the SLDF, Ponyo's uninspiring but likewise unblemished career eventually landed him a corps command by sheer seniority and inertia. Extremely mellow and perhaps just a touch senile, the major general has taken a hands off approach to commanding L Corps, leaving almost the entirety of the decision making process to his staff and division commanders, a state of affairs which has done little to resolve well documented issues with a number of his commands.

Resentment for their posting and the Combine authorities is endemic in a number of the units of L Corps. Not interested in taking any drastic action, Ponyo has responded with soothsaying. "Old man Tadd" is well liked by most of the troops under his command, but he isn't truly respected.

LOGISTICS

Left to their own devices, the procurement staff for L Corps has done its best to simply fulfill the requests of the formations assigned to the unit. Unfortunately, L Corps languishes fairly low on the Quartermaster Commmand supply priority, and Major General Ponyo isn't about to step in to push for anything better. Combat equipment for the corps is definitely serviceable, but is mostly rather dated. That equipment only tends to get replaced when it's destroyed or otherwise rendered unserviceable has only encouraged the soldiers of L Corps to find ways to get their equipment damaged, lost or stolen, from engaging in petty duels with Combine MechWarriors, suffering training "accidents," or falsifying inspections and selling the "damaged" equipment on the sly.

INDEPENDENT REGIMENTS

The 287th Heavy Assault Regiment (*Fence of Defense*) has found itself languishing without purpose at the end of space. Specializing in static defensive operations, L Corps has no enemies just across the border expected to launch a major invasion, leaving Colonel Steven Nishimura and his men with little else to do except duel DCMS MechWarriors over the most trivial perceived slight. Nishimura has little patience for the "wannabe samurai" of the Pesht District, and his command has thus far has a commanding three-to-one lead in victories against DCMS MechWarriors. Nonetheless, L Corps procurement has requested that the colonel decrease the number of brawls the Fence of Defense engages in, as the repairs to equipment are becoming quite expensive.

The 2525th Independent Aero Wing (*Shooting Stars*) has adapted much better to its assignment. The Shooting Stars possess a significant number of recon craft modified with additional sensor systems. Assigned to patrolling the League's outer border for potential trouble, squadron-sized detachments are transported from system to system to perform observational flyovers. The pilots of the 2525th minimize their chance of detection by applying maximum acceleration at the edge of the systems they patrol, while still behind the mass of multiple orbiting bodies, and then allow the star's own gravity to slingshot them through the system, passively absorbing information with their sophisticated sensors.

441ST BATTLEMECH DIVISION

(The Federation Division)

CO: Major General Claudette Ping Lao

Following the creation of the 409th and 438th, House Davion vowed to also donate a division to the SLDF. Unfortunately, native Suns' industry proved unprepared for the task of providing the additional BattleMechs on such a short timetable. When it was announced that production shortfalls would delay the formation of the 441st by several years, the Capellans volunteered to provide the remaining two BattleMech regiments. Seen by some as a deliberate tweak to the nose of House Davion, the division was completed as a joint effort, even its name the result of compromise. Despite widely differing points of view, soldiers hailing from both the Confederation and Suns have come to work well together, united in their support of the League and their hatred for "Dracs."

171ST MECHANIZED INFANTRY DIVISION

(The Paris Surgeons)

CO: Major General Matilda Nimmons

Formed on the Federated Suns world of Paris, the 171st won its official nickname not through combat prowess but bravery of another kind. While serving on the Rim Worlds outpost of Quelimane, a long dormant super volcano on the continent of Mozambique rumbled to life. The 171st could have easily evacuated their men and materials and left disaster control to the local authorities, but instead the division leapt into action to save the lives of the civilians living in the nearby cities. Forty-seven members of the Paris Surgeons lost their lives attempting to rescue innocents trapped in the burning debris and lava flows. Since that day, the division has trained hard to become the SLDF's finest disaster relief unit.

30TH JUMP INFANTRY DIVISION

(Muphrid Lightning)

CO: Major General John Morell

Generally known as a comfortable, temperate world, Muphrid possesses a humid equatorial belt with wide stretches of teeming jungles. The Thirtieth Jump Infantry Division was formed with the intention of creating a jungle-fighting force. Muphrid Lightning infantry move with ease through teeming swamps and jungle canopy alike, applying tiny boosts to their jump packs to allow them to slide easily around terrain obstacles that would easily ensnare those less familiar with their environment. General Morell keeps his division out in their favored environment as much as possible, refusing to let them "go soft" sitting in garrison. Many soldiers of the Thirtieth are more than a little stir crazy and itching for a fight, resulting in a number of rather violent confrontations with interloping locals.

46TH JUMP INFANTRY DIVISION

(Rain of Steel)

CO: Major General David Thomas

The Forty-sixth Division is best known for their acumen at performing orbital drops. Not a single individual or piece of equipment in the division cannot be safely dropped from just within a planet's atmosphere. Many of the unit's DropShips have been modified to add additional doors to allow the entirety of the Forty-sixth's infantry force to deploy at once. Leaping from near space can be a terrifying experience, but there has never been a shortage of applicants for the Rain of Steel. The freewheeling nature of most of the division's soldiers hasn't meshed well with that of the locals, and the Forty-sixth has increasingly come to resent the Combine's repressive policies.

165TH MECHANIZED INFANTRY DIVISION

(*Wheeled Warriors*)

CO: Major General Jacob Corobazzi

If the Forty-sixth dislikes House Kurita, then the 165th loathes them. The Wheeled Warriors hover on the verge of mutiny; months of providing security for Combine political prisons and fighting in duels to the death with zealous Combine warriors they are expected to work cordially with the following day has taken its toll on the entire division. Only the promise of an imminent transfer out of the Combine has kept the troopers from packing up and disappearing. The 165th possesses all wheeled combat vehicles, and specializes in rapid deployment in urban combat situations. Unfortunately, this has only added to their difficulties, as many DCMS general officers like the idea of an SLDF motorcade escort.

193RD MECHANIZED INFANTRY DIVISION

(*Tyrfing Zouaves*)

CO: Major General Tina Bharathi

Originally a Hegemony volunteer militia, the Tyrfing Zouaves were eventually commissioned as a full SLDF division following solid performance in a number of sequential joint exercises with SLDF regulars in the Hegemony. Despite being made up entirely of Hegemony citizens, the 193rd's militia origins precluded its establishment as a Royal division, and it has since drawn personnel from across the Inner Sphere.

The main remnant of the 193rd's origins as a volunteer formation is their gaudy parade uniforms. Eschewing the usual SLDF uniform, the 193rd dons a colorful mimicry of uniforms worn by ancient European colonial soldiers. These are worn at all times when soldiers are on duty but not expecting combat to build *esprit de corps*.

SIXTEENTH FLEET

Sixteenth Fleet is one of the Navy's most powerful battle fleets and one of the largest naval formations currently operating outside of the Hegemony. When a terrorist attack by the Chesterton Liberation Battalion resulted in brief open hostilities between the Capellan Confederation and Federated Suns, General Kerensky ordered the Sixteenth to the region to prevent the conflict from spilling over into the Hegemony or other member states. The Sixteenth remains stationed in the Chesterton region to discourage either House Liao or House Davion from thinking twice about that decision.

COMMAND

Admiral El'dinar Meeks commands the Sixteenth from the flagship SLS *Palatine*, which operates independently of any squadron but can generally be found in the company of Heart of Oak Squadron. A wizened older man with a flowing white beard, Meeks is a man of few words. The sailors of his command see him as an extension of the ship, and to a lesser extent, the fleet. Meeks does not take meals with his subordinates and does not engage in any discussions of a personal matters with them. Still, those under his command trust his tactical acumen implicitly, and would likely jump into a black hole if he so ordered them.

DEPLOYMENT

Sixteenth Fleet can generally count on being deployed to wherever threat of war is most imminent. While most other fleets have fixed areas of operation, the Sixteenth was founded with serving as an independent strike force in mind. Technically five squadrons in strength, the fifth squadron (*Diana's Bright Eyes)* has been split up to provide recon assets to the remaining four squadrons. This temporary reassignment has allowed each of the remaining squadrons to operate as independent combat patrols to better enforce the WarShip free zone that was established.

HOMEPORT

For the moment, Sixteenth Fleet operates from the extensive orbital drydocks of Tikonov. Chancellor Barbara Liao has prepared lavish planetside accommodations for the fleet's personnel, but Admiral Meeks has refused to allow any of his personnel to make use of them, instead insisting on setting up alternative barracks on one of the system's moons. Obviously, Meeks seeks to keep his personnel objective in their dealings with the co-belligerent member states. This decision hasn't sat comfortably with all of his personnel, however, some of which who would have been more than happy to entertain some Capellan "persuasion."

161ST LINE SQUADRON

(Heart of Oak Squadron)
CO: Vice Admiral Dudley Spencer

The senior subcommand of Sixteenth Fleet, this decorated line squadron counts as its flagship SLS *Nelson,* the victorious *McKenna*-class battleship of the 2732 Martial Olympiad. Stalwart survivors of many a naval slugging match, the Heart of Oak has never lost a capital vessel. Some find it odd for such a conventional unit to have had such success. Admiral Spencer credits the squadron's victories to the proficiency of the sailors in his command.

162ND LINE SQUADRON

(*Devouring Coleoids*)
CO: Vice Admiral Otto Depulpo

Reinforced with large numbers of assault DropShips, Depulpo's line squadron is one of the most feared naval formations in the Inner Sphere. The Devouring Coleoids attack their foes from point-blank range, rushing in within mere kilometers of collision with their targets and then opening up with their battleships' broadsides. These maneuvers panic the target vessel's crew and limit their tactical options, and have been compared to the crushing embrace of an octopus.

163RD ESCORT SQUADRON

(*Dauntless Drakes*)
CO: Vice Admiral Raphaela St. Ortiz

The rakish sailors of Admiral St. Ortiz's command are raiders and privateers at heart, despite their assignment to what is technically an escort squadron. In flagrant violation of SLDF regulations, the Dauntless Drakes are known to loot the wreckage of destroyed enemy vessels for personal valuables and other items of interest. The only reason the entirety of the squadron's staff hasn't been stripped of their commissions is that the formation's remaining record is impeccable.

164TH ESCORT SQUADRON

(*Fingers of Caelus*)
CO: Vice Admiral Launa Lafitte

Young and analytical, Vice Admiral Lafitte's escort squadron can almost be better considered a "recon in force" squadron. Some of the Navy's finest sensor operators are aboard her cruisers, a significant asset to any flotilla under its protection, but also of value to interdiction duty as they now often find themselves. The vice admiral accepts the Navy asking for her squadron to perform a task outside of their ordinary mission parameters as a challenge.





SEVENTEENTH ARMY

Assigned to garrison the Magistracy of Canopus, Seventeenth Army enjoys better relations with a territorial state than any other SLDF force. Where troops in the Taurian Concordat and Outworlds are seen as foreign occupiers by a populace eager to eject them at the first opportunity, the Canopians have largely greeted the SLDF as just another group of tourists visiting for a good time. Unfortunately, many SLDF personnel are all too happy to take the Canopians up on their invitation, and keeping the common soldier from getting carried away and ending up AWOL remains the biggest challenge of Seventeenth Army.

Some have questioned if Canopus even requires such a substantial SLDF presence, and have advocated the re-assignment of some of Seventeenth Army's personnel to hot spots cropping up elsewhere in the League. While the Magistracy remains compliant, it would be unwise to expect they'd remain so should the bulk of our forces be withdrawn.

COMMAND

Admiral John Soong is one of the few army commanders drawn from the Navy, a distinction which drives a wedge between him and his command, and himself and the Magistracy government. Admiral Soong has little use for diplomatic formalities and spends as little time on Canopus IV's surface as possible, preferring his orbital command center. Magestrix Vanura Centrella would just as soon do without Admiral Soong at her court, preferring to deal with the more affable Major General Cunningham.

This same self-isolation and preference for naval doctrine has likewise alienated his subordinates from him. The corps commanders under Soong only communicate with him occasionally, usually regarding strategic movements. This suits Soong fine, as he feels that anything beyond that is the responsibility of the corps commanders. Unfortunately, this means that coordination between corps commanders is relatively poor, and a good many local initiatives are occurring without the admiral's knowledge.

STRATEGIC OVERVIEW

Seventeenth Army has more than sufficient combat personnel and equipment for the task at hand. Outnumbering native the native Magistracy Armed Forces over twenty-to-one, many other army commanders have expressed dismay at the number of troops assigned to Seventeenth Army while forces elsewhere in the League struggle to contain growing conflicts in their regions of influence. Regular Army Command has begun an assessment to determine what units, if any, should be transferred out of Seventeenth Army to reinforce the Third, Sixteenth and Nineteenth Armies, but a decision is not expected until 2766.

In the meantime, Seventeenth Army remains more than capable of holding its own against any perceivable threat, even wildly speculative ones such as an attack by seditionist Taurians. If there is any shortcoming for the Seventeenth, it is the need for a greater number of reconnaissance units to be assigned to XLVIII Corps.

OPERATIONS

Seventeenth Army hasn't participated in a major operation in decades. Such is the peaceful state of Canopian space that the army has little to do save swat the occasional pirate and occasionally meddle in customs or local law enforcement. Regular Army Command regularly rotates units that have recently experienced hard combat to Seventeenth Army as a form of "working leave" for their personnel. As the Magistracy is well known as a tourist attraction, with venues for interests both wholesome and deviant, it is unsurprising that Seventeenth Army is one of the most requested postings for SLDF recruits. With most units rotating postings every four years, any career soldier can expect to spend at least one assignment with the Seventeenth.

PERIPHERY MILITARY REGIONS

SEVENTEENTH ARMY
(Magistracy of Canopus)

	2764	2765	2766	2767-2779	2784
XLIII Corps					
219th BattleMech Division (The Bull Run Division)	Periphery	destroyed			
255th Royal BattleMech Division (The Sherman Division)	Periphery	destroyed			
68th Infantry Division (The Thai Militia)	Periphery	Periphery	-	survived	Exodus, elements joined LC
2nd Mechanized Infantry Division	Periphery	destroyed			
16th Mechanized Infantry Division	Periphery	Periphery	-	survived	Exodus
279th Royal Mechanized Infantry Division (The Chara Cossacks)	Periphery	Periphery	-	survived	Exodus
21st Royal Jump Infantry Division	Periphery	destroyed			
38th Royal CAAN Marine Regiment	Periphery	heavy losses	disbanded, elements joined rebels		
43rd Royal Light Horse Regiment (The Steeds of Nicholas)	Periphery	Periphery	-	survived	Exodus
119th Light Horse Regiment	Periphery	destroyed			
321st Hussar Regiment	Periphery	Periphery	-	survived	unknown
1st Dragoon Regiment	Periphery	destroyed			
16th Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
605th Battle Regiment	Periphery	heavy losses	disbanded		
114th Heavy Assault Regiment (The Titans of Tymons)	Periphery	Periphery	-	survived	Exodus
3687th Royal Independent Aero Wing	Periphery	destroyed			
589th Heavy Tank Regiment	Periphery	destroyed			
XLVIII Corps					
260th BattleMech Division (The Little Big Horn Division)	Periphery	destroyed			
271st BattleMech Division (The Outreach Division)	Periphery	Periphery	-	survived	Exodus
60th Infantry Division	Periphery	Periphery	-	destroyed	
22nd Mechanized Infantry Division	Periphery	destroyed			
31st Royal Mechanized Infantry Division	Periphery	Periphery	-	survived	Exodus
265th Mechanized Infantry Division (Pride of Pittsburgh)	Periphery	heavy losses	disbanded	-	elements joined rebels and CC
38th Jump Infantry Division	Periphery	Periphery	-	heavy losses	disbanded
1894th Light Horse Regiment	Periphery	Periphery	-	survived	joined FS
11th Hussar Regiment	Periphery	joined rebels			
106th Hussar Regiment	Periphery	destroyed			
405th Royal Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
412th Dragoon Regiment	Periphery	Periphery	-	destroyed	
8th Striker Regiment	Periphery	Periphery	-	survived	joined FS
599th Battle Regiment	Periphery	Periphery	-	destroyed	
205th Heavy Assault Regiment	Periphery	Periphery	-	survived	joined LC
658th Marine Infantry Regiment	Periphery	Periphery	-	survived	Exodus
1007th Jump Infantry Regiment	Periphery	Periphery	-	survived	Exodus
XVIII Corps					
279th BattleMech Division (The Bunker Hill Division)	Periphery	destroyed			
286th Royal BattleMech Division (The Minsk Division)	Periphery	Periphery	-	destroyed	
55th Infantry Division	Periphery	Periphery	-	destroyed	
93rd Mechanized Infantry Division	Periphery	destroyed			
108th Mechanized Infantry Division	Periphery	heavy losses	disbanded, elements joined rebels		
256th Mechanized Infantry Division (The Belgium Fusiliers)	Periphery	destroyed			
48th Jump Infantry Division	Periphery	heavy losses	disbanded, elements joined rebels		
31st Royal CAAN Marine Regiment	Periphery	Periphery	-	survived	Exodus
149th Light Horse Regiment	Periphery	Periphery	-	survived	Exodus
300th Hussar Regiment	Periphery	Periphery	-	survived	Exodus
302nd Hussar Regiment	Periphery	destroyed			
22nd Dragoon Regiment	Periphery	Periphery	-	survived	joined LC
38th Dragoon Regiment	Periphery				unknown
741st Royal Striker Regiment	Periphery	Periphery	-	survived	Exodus
125th Battle Regiment	Periphery	destroyed			
3058th Independent Aero Wing	Periphery	Periphery	-	survived	Exodus
698th Light Tank Regiment	Periphery	destroyed			

6 BattleMech Divisions
15 Infantry Divisions
30 Independent Regiments
Divisions in Region: 24



XLIII CORPS

Assigned to the cosmopolitan central Magistracy, the greatest challenge facing XLIII Corps has long been simply maintaining military discipline. With nary a hostile force within two jumps, soldiers assigned to XLIII Corps have become perhaps too indulgent in the native hedonist culture of Canopus. Luckily for Major General Cunningham, XLIII Corps has been assigned some of the SLDF's finest formations, and keeping most of the corps' personnel focused on their mission has been a rather simple matter of keeping up a gentle pressure.

COMMAND

Major General Mary Cunningham commands XLIII Corps from a fortified command center just outside of Crimson City. While not a harsh disciplinarian, General Cunningham has had to come down hard on her officers to get them to curb excessive merry-making and punish individuals going AWOL. Her insistence on limiting the number of off-base passes granted to the soldiers of XLIII Corps has won her the nickname "Mary Killjoy" from her subordinates, but has largely been credited with slowing the degradation of her troops' combat preparedness.

Not all of her division commanders have been fully cooperative with her efforts. General Thibodaux has made it clear he feels General Cunningham is being too harsh, and grants liberal passes to his soldiers right under his commander's nose. General Jeong pays lip-service to Cunningham while completely ignoring her.

LOGISTICS

Home to five Royal commands, XLIII Corps is one of the best-equipped formations in the territorial states. Unfortunately, the distance between the Magistracy and the Hegemony has made obtaining replacement equipment and supplies for those units a significant struggle. Things have become substantially better since the Marik Civil War ended, but providing advanced components for units such as the Twenty-first Royal Jump Infantry Division, which makes extensive use of Kanga jump tanks and LAMs, remains a challenge. Of even greater concern is the frequency with which these advanced items go missing from XLIII Corps depots. It is suspected that a member of XLIII Corps is selling them through intermediaries to Houses Marik and Liao, but thus far, investigations have been unable to capture the perpetrator.

INDEPENDENT REGIMENTS

XLIII Corps has been assigned sufficient independent assets to deal with any mission that might arise. Despite the relative security of the central Magistracy, the corps keeps the Forty-third Royal Light Horse (the Steeds of Nicholas), 119th Light Horse and 321st Hussar regiments on a constant rotation of systems within the region to scout for potential threats. Dubbed the grand tour, soldiers on the rotation generally also take the opportunity to scout out the local casinos and nightlife. The Forty-third is a recent arrival to XLIII Corps, having won its appellation performing secret reconnaissance operations along the Liao-Davion border.

The Thirty-eighth Royal CAAN Marine, First Dragoon, Sixteenth Dragoon, and 605th Battle regiments are held in a central reserve to respond with overwhelming force to any reported action by the rotating elements. As no hostilities have broken out within XLIII's operations area in years, these four regiments do little else but maintain their equipment and engage in light training. This leaves the 114th Heavy Assault Regiment (The Titans of Tymons) to reinforce Crimson City proper alongside the 589th Heavy Tank Regiment.

Perhaps the most active independent command in XLIII Corps is the 3687th Royal Independent Aero Wing. Not tied to any particular system, the 3687th has been assigned to escort supply and communication vessels traveling between Seventeenth Army's various far-flung commands. Although technically assigned to XLIII Corps, this aero wing can be found throughout the Magistracy.

219TH BATTLEMECH DIVISION

(The Bull Run Division)

CO: Major General Beauregard Thibodaux

The 219th BattleMech Division received their appellation for routing the seditionist group Los Toros Blanco from Carvajal in 2698. It was not long ago that the 219th was considered a model Regular Army division, but once the division was posted to the Magistracy capital of Canopus that the unit's discipline started to slip. While still scoring well on all standard SLDF evaluations for performance, it's obvious that General Thibodaux and his men have become lax when it comes to following basic army protocol. In recent years, the 219th has become well known for the "Bull Run," an extensive, eighteen hour pub crawl through downtown Crimson.

255TH ROYAL BATTLEMECH DIVISION

(The Sherman Division)

CO: Major General Meriama Ult Buzin

The assignment of the 255th to Seventeenth Army resulted in protests breaking out across the Magistracy. Such was the public outcry against the Sherman Division's assignment that the unit has been barracked on a nearly uninhabited continent of the world of Persephone, as it was feared any place near a major population center would spark immediate rioting.

Major General Ult Buzin and her personnel return the Canopian public's disdain. Their reputation for scorched-earth tactics and hard war are well established, and the general has publicly stated that she has no qualms about torching a few cities or stomping a few schools if that's what it takes to keep the territorial states in line.

68TH INFANTRY DIVISION

(The Thai Militia)

CO: Major General Walailak Shinawatra

During the tumultuous collapse of central authority that precipitated the end of the Terran Alliance, many bands of volunteers formed in Southeast Asia to control the spread of violence and disorder. Eventually uniting as the Royal Thai Militia, this paramilitary formation was eventually accepted into the HAF when order was restored by Admiral James McKenna. After spending many decades as a Hegemony militia brigade, the Royal Thai Militia was transferred to the Regular Army to form the core of a full infantry division.

The Sixty-eighth Division works hard to establish good relations with the local people, operating in conjunction with local law enforcement and doing as much to befriend the public as they do to control it.

279TH ROYAL MECHANIZED INFANTRY DIVISION

(*The Chara Cossacks*)

CO: Major General Vladimir Jeong

Already well-known for their devil-may-care attitude and wild reverie, the Chara Cossacks' assignment to the Magistracy has only removed what little brake there was on their debauchery. Drinking, whoring, carousing and extorting from the locals have become the primary business of the 279th, which has set up a *de facto* pirate kingdom for itself within the Magistracy. The worst offender I is the unit's commander, General Jeong. Insulating himself and his soldiers from any direct wrongdoing, Jeong has taken the role of Mafia don of his little criminal empire. Despite the best efforts of military investigators, the remote posting and lack of evidence has prevented any arrests.

21ST ROYAL JUMP INFANTRY DIVISION

(*The Roo Brigades*)

CO: Major General Glen O'Laverty

Recently coming to the Magistracy from First Army, the Twenty-first Royal Jump Infantry is one of the best-equipped units in Canopian space. Eager for R and R in a quiet, peaceful locale, the Twenty-first has made itself at home in the Magistracy, taking in the sights and enjoying not having to spend long hours on alert.

Jump infantry divisions are all equipped to be airmobile, quick response units, but the Twenty-first takes these traits to the next level. The oversized division possesses two regiments of Kanga hovertanks, one of the SLDF's largest formations of LAMs, and an infantry contingent which is entirely VTOL mobile. XLIII Corps' area remains peaceful, but the Roo Brigades would have no problem responding rapidly to hostilities.

2ND MECHANIZED INFANTRY DIVISION

(*Red Steel Guards*)

CO: Major General Svetlana Kolesnikova

In the aftermath of the Second Soviet Civil War, survivors of the Twentieth Guard Army of the Soviet Ground Forces were formed into Second (Provisional) Russian Tank Division by the Terran Alliance Armed Forces. Over the years, the unit was restructured several times, eventually becoming the Red Steel Guards of today's SLDF. An infantry division in name only, the Second fields three brigades of one tank, one infantry, and one BattleMech regiment, backed up by an additional regiment of air-mobile infantry and one of mobile artillery.

The Second has taken well to their assignment to the Magistracy. Major General Kolesnikova has set up a number of community festivals where the unit and native Canopians can share their culture and heritage with one another.



XLVIII CORPS

Garrisoning the spinward portion of Canopian space is the responsibility of XLVIII Corps. Virtually all the divisions of this army possess solid combat records, but the shortage of real action and a number of myriad complaints about their leadership leave the morale and loyalty of LXVIII Corps muddled. Despite the effective procurement system General Sterling has established, the leadership needs of the divisions assigned to XLVIII Corps make it likely that he will be promoted away from command of the formation in the near future.

COMMAND

Major General Makoto Sterling is a top-notch logistician but is widely regarded by his fellow officers as a Canopian apologist and appeaser. Moderately well-received by local Canopian leaders, General Sterling makes an effort to regularly meet with planetary rulers within the operating area of XLVIII Corps and make changes to decrease the SLDF's negative impact on the local populace and environments. When the planet of Lockton recently hosted a celebration commemorating the construction of a new suspension bridge, General Sterling attended wearing a dress by a major Canopian designer, a decision which provoked more ridicule from his subordinates than commendations by the local media, which regarded it as a cheap appeal. While Canopian men regularly wear dresses, even the Lockton Gazette criticized General Sterling for "debasing himself with shallow mimicry."

LOGISTICS

While the quality of weapons and supplies issued to the divisions of XLVIII Corps is average, no soldier of the unit has ever gone without bullet or bread. For as much flak as General Sterling receives as "the dutiful Canopian husband," every unit assigned to his command is amply stocked with expendables and spare parts. Inventories of all materials are painstakingly tracked by XLVIII Corps and a special supply staff committee immediately responds to any projected shortfalls by ordering additional stock or tracking down alternative sources as necessary. XLVIII Corps has successfully outsourced the production of non-sensitive items such as uniforms and webbing to local Canopian companies to ensure a steady supply, and many weapon systems, BattleMechs, and other vehicles in the corps have been purchased from Capellan sources when it was feared shipments from SLDF central procurement would be delayed.

INDEPENDENT REGIMENTS

Assigned a large number of independent BattleMech regiments, XLVIII Corps has grouped these units into *ad hoc* brigades to best utilize their otherwise limited reconnaissance assets.

Task Force Sagittarius consists of the 1894th Light Horse, Eleventh Hussar, and 412th Dragoon regiments. The suitably well-rounded brigade patrols the rimward edge of the Magistracy in force, working to deter bandits and ne'er do wells operating in the region. Like many Periphery patrols, it has been encountering higher-than-average numbers of privateers, bandits and rogue military units.

Task Force Hippocampus consists of the 106th Hussar, 405th Royal Dragoon, and the 658th Marine Infantry regiments. Possessing far fewer scout assets than Sagittarius, Hippocampus operates in the more populous and established systems in the Magistracy facing the Capellan Confederation. As many of these worlds are comparatively rich in water, the 658th has been aiding the rest of the task force in becoming proficient in aquatic operations.

Task Force Aegis has been attached directly to XLVIII Corps HQ to provide it with both a strong defense and a powerful offensive punch. It consists of the Eighth Striker, 599th Battle, 205th Heavy assault, and 1007th Jump Infantry regiments. None of these formations are particularly well-suited for independent operations, but provide a powerful reserve upon which the corps can draw to reinforce other units in a crisis.

260TH BATTLEMECH DIVISION

(The Little Big Horn Division)

CO: Major General Siphiwe Mwale

In 2695, the seditionist force Land of the Free launched an all-out assault on an SLDF garrison on Raldamax, expecting to find a single hussar regiment. Faulty intelligence had failed to inform the leaders of the operation that two months prior, the previous unit had been rotated off world and replaced by the 260th BattleMech Division. The early dawn attack turned into a slaughter for the separatists, who discovered they were facing a force much larger than expected once they had already entered the SLDF cantonment.

Despite the widely-publicized action winning the division an official nickname, the 260th is an average formation. Like many previous postings, the assignment to Seventeenth Army has been largely uneventful for the division.

271ST BATTLEMECH DIVISION

(The Outreach Division)

CO: Major General Nigel Al-Nasr

The Outreach Division was originally created as a dedicated training and testing unit for the Martial Olympiad. For many years, the 271st helped administer the League-wide challenge, acting as an opposition force in scenarios, helping to gauge unit performance levels and refereeing. Since the discontinuation of the Martial Olympiad in 2737, the 271st has been reassigned to normal duties, a change which the unit received with understandable disappointment.

The 271st BattleMech Division remains a highly competent formation, well-versed in a variety of tactics and combat in varying terrain, but the morale of the division has dampened.

265TH MECHANIZED INFANTRY DIVISION

(The Pride of Pittsburgh)

CO: Major General Gwilim Lloyds

Raised on its namesake continent on Belluevue, the 265th has always attracted more than its fair share of Capellan recruits. While a Capellan makes as good a soldier as any other, many in the Pride of Pittsburgh have forgotten to check their political baggage at the door. When open conflict broke out between the Confederation and the Federated Suns in 2760, many soldiers of the 265th were horrified that the SLDF did not come to the defense of House Liao. General Lloyds, a native of Almach, even publicly rebuked the League for failing to resolve the Chesterton issue in the Confederation's favor in the first place. Lloyds was reprimanded, but so far retains command, at least until greater equilibrium in personnel can be established.

31ST ROYAL MECHANIZED INFANTRY DIVISION

(*Tigress Tirailleurs*)

CO: Major General Thomas Red Eagle

The Thirty-first Royal Division currently holds the highest average score for qualifying rifle accuracy in the SLDF. While modern battlefield technology has increasingly shifted the infantryman into a narrow support role, Major General Thomas Red Eagle still considers the performance of the ordinary laser rifleman to be a deciding factor in warfare. Having started his career as an enlisted infantryman, General Red Eagle is no stranger to the experiences of the common grunt.

Assignment to the backwater of the Magistracy has simply meant plenty of space to set up firing ranges and lots of open land to hunt on for the Tigress Tirailleurs.

38TH JUMP INFANTRY DIVISION

(*The Bad Legion*)

CO: Major General Hawk Collins

In 2761 the leader of the Luxen planetary assembly, Ronald Buchman, was kidnapped by the local crime syndicate Fist of the Serpent. While the matter could have been left to civilian law enforcement, General Hawk Collins took the act as a direct affront to the Thirty-eighth's reputation. Acting on intelligence from local police detectives, the Legion launched a global search and rescue mission to recover Buchman, all the while directing punitive strikes against the criminal organization wherever it was found. Within seventy-two hours the president was safely liberated. The Fist of the Serpent largely disintegrated following the massive damage inflicted by the Thirty-eighth Division.

60TH INFANTRY DIVISION

(*Footloose*)

CO: Major General Ross Fjeldstad

Recently based on sophisticated and populous Donegal, the assignment of the Sixtieth Infantry Division to the far edges of the Periphery has made for a difficult transition. A far cry from the central Magistracy with its numerous tourist attractions, the Sixtieth has found the outlying worlds they are assigned to protect far more similar to the Outworlds than Canopus IV. Major General Fjeldstad has his hands full containing the restless boredom of his soldiers, as the day to day tedium of training and equipment maintenance takes its toll. An entire platoon was disciplined two months ago for making and distributing moonshine, native varieties of liquor being judged too weak by division personnel.

LXXII CORPS

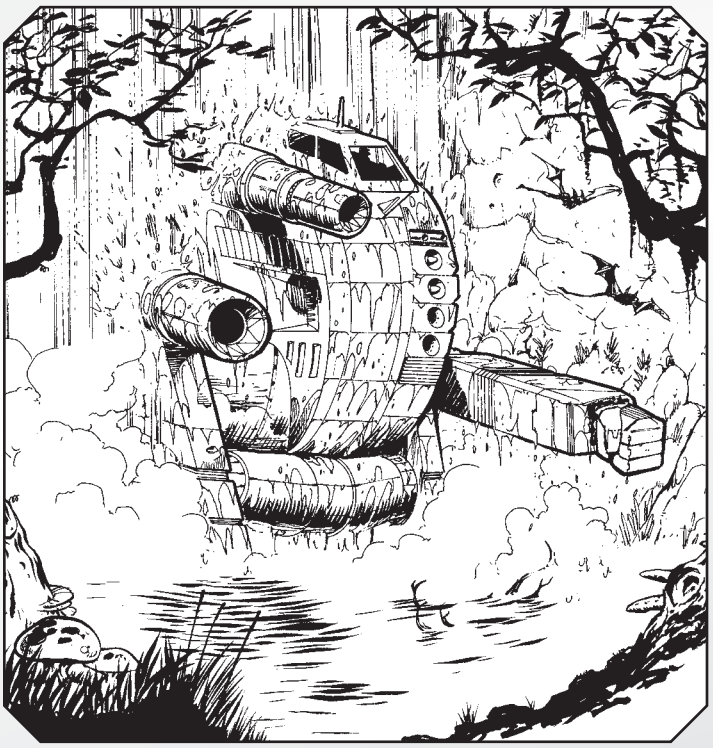
Posted to the opposite edge of the Magistracy from LXVIII Corps, LXXII Corps is assigned the unenviable position of defending the anti-spinward reaches of Canopian space from the occasional pirate raider, angry group of farmers or damaged spacecraft. Soldiers assigned to LXXII Corps expecting to live it up in the Magistracy are disappointed to realize that most of the worlds they'll be assigned to garrison are more akin to the Outworlds Alliance than colorful Canopus IV. While worlds like Durabon and Coopertown are still extremely socially tolerant, they conspicuously lack the kind of glitzy entertainment Canopians are known for.

COMMAND

At 98 years old Major General Beatrice Ling is a career SLDF officer who simply doesn't know how to live any other life. Once the commanding officer of the Bryant Division, her mental faculties have begun to deteriorate and many are glad that she is safely assigned to a corps command away from possible combat. Despite that, most of the corps would bend over backward across barbed wire for the "grand old gal," and occasional glints of the fiery wit with which she led the Fifteenth still surface in briefings with her commanders. Ling has indicated that she has no intention to retire, and the soldiers of her command wouldn't part with her.

LOGISTICS

LXXII Corps relies heavily on products produced in the Free Worlds League for their day to day operations. To a large degree, this is a practical decision, as Free Worlds traders are well positioned to service the corps supply depots and native Canopian companies find it hard to ship their wares to much of the corps' operations area. On the other hand, it seems that the Humphries family maintains significant influence within LXXII Corps procurement staff. Andurien has maintained a strong relationship with both Canopus and the SLDF since the Reunification War, and this friendship has resulted in a large number of supply contracts going to Andurien-based companies.



INDEPENDENT REGIMENTS

Patrolling the lightly-inhabited rimward reaches of the Magistracy is a task largely left to the 149th Light Horse, 300th Hussar, and 302nd Hussar regiments. While there is always the occasional pirate group or unruly local gang lord to push over, duty in these regiments is largely monotonous and quiet, with even the criminal element seemingly uninterested in causing a big enough stir to draw military action.

The anti-spinward edge of the region is left largely to the 31st Royal CAAN Marine Regiment operating on cold, water-rich Thraxa, and the 698th Light Tank Regiment, garrisoning the rolling plains of Vixen. Out on the edge of known space, even piracy is a rare occurrence and both formations largely remain in place to discourage the locals from having thoughts of secession.

Remaining in reserve are the Twenty-second Dragoon, Thirty-eighth Dragoon, 741st Royal Striker, and 125th Battle regiments. Assigning so many powerful frontline formations to such a backwater command is considered by many to be a waste of resources, and there is substantial talk of reassigning the bulk of these regiments to Sixteenth Army.

Also assigned to Seventeenth Army is the 3058th Independent Aero Wing. Tasked with ensuring the security of primary jump points within LXXII Corps' area of operations, the 3058th operates in squadron strength throughout the region.

279TH BATTLEMECH DIVISION

(The Bunker Hill Division)
CO: Major General Janice Pigot

With four of its six BattleMech regiments being heavy assault regiments, the Bunker Hill Division is perfectly equipped for the static defense of important installations. Assigned to guard LXXII Corps' supply depot, the 279th has plenty of time to while away.

In an attempt to keep her MechWarriors' skills fresh, General Pigot developed an exercise which has inadvertently become a local media sensation. Having competed on Sandhursts' volleyball team, Pigot figured that the reflexes and hand-eye coordination necessary to play the game could keep her MechWarriors sharp. The sight of BattleMechs in the rolling sand dunes of Afarsin lunging after a massive ball and batting it back and forth has seen recordings circulated as far as Atreus.

286TH ROYAL BATTLEMECH DIVISION

(The Minsk Division)
CO: Major General Stefan Jacobs

The Minsk Division recruits primarily from inhabitants of the former Soviet Empire on Terra and colonies formed by their descendants.Well-disciplined and motivated, the Minsk Division is one of the sharpest units currently assigned to the Seventeenth Army. LXXII Corps uses the 286th as their hammer, sending the Minsk Division in to shatter any pirate operations uncovered by the lighter independent regiments. General Stefan Jacobs' soldiers have become so accustomed to rapidly assembling for deployment that the response time of the 286th Royal BattleMech Division approaches that of a Dragoon regiment.

256TH MECHANIZED INFANTRY DIVISION

(The Belgium Fusiliers)
CO: Major General Giselle Machault

The Belgium Fusiliers were created by reorganizing the Sixty-fifth SLDF Brigade into a full infantry division. Originally nicknamed the Dutch and Belgian Fusiliers, by the time its appellation was formally recognized the majority of the soldiers hailed from outside the Hegemony, and the name was shortened to its current form.

Amphibious operations are a specialty of the 256th, with all of their APCs being of the hover variety. In addition, one of the only CAAN regiments assigned to a division has been attached to the 256th since 2702. This makes the Belgium Fusiliers the ideal garrison for water-rich worlds. With the peaceful state of Canopus, however, the division's hovercraft are used more frequently for pulling water-skiers than for amphibious landings.

48TH JUMP INFANTRY DIVISION

(*Deadly Angels*)
CO: Major General Yuri Takekawa

Canopians are naturally unnerved by the assignment of the Forty-eighth Jump Infantry to their military region. Although possessing an excellent combat record, the division's military interventions have a history of massive collateral damage inflicted on civilian populations and infrastructure. While posted to the Capellan Confederation, the Forty-eighth was sent in to clear terrorists from an orbital refueling station over Xanthe III. During the course of the ensuing firefight, stray shots struck the station's fuel tanks, destroying the station and raining wreckage down on an inhabited lunar surface.

Thus far, the division's assignment to the Magistracy has yet to result in tragedy, but this has done little to assuage the fears of locals.

55TH INFANTRY DIVISION

(*Castor Commandos*)
CO: Major General Laramie Spencer

The Fifty-fifth Infantry Division has a higher ratio of bionic implants than any other SLDF division. Many of the division's soldiers have transferred in to escape discrimination or harassment they faced in their former commands, although a small number have come by the enhancements by choice. The "do as you will" culture of the Magistracy has made a good fit for the Fifty-fifth, and it has been recommended that the division's rotation be delayed.

The enhanced soldiers of the Castor Commandos make for excellent leg infantry, being literally made of sterner stuff than the average infantryman. Artificial parts require significantly more maintenance, however, meaning that the division needs significantly more doctors

108TH MECHANIZED INFANTRY DIVISION

(*Surrey Sledgehammers*)
CO: Major General Gabriel Peters

Its transfer out of the Magistracy delayed by a transportation shortage, the 108th is increasingly in danger of going native. Soldiers of the division have become lax in their duties and have begun to absorb Canopian culture wholesale. A certain amount of carousing is to be expected of military personnel, but soldiers of the division have become derelict in their duties, and more can be found smoking in local brothels than in garrison. Last month, three soldiers of the 108th were discharged for receiving cybernetic animal ear implants in breach of SLDF uniform regulations. General Peters has done little to stop this slide, instead reveling in his promotion to command. It seems for Peters, throwing big parties at his mansion takes priority over running his unit.

SEVENTEENTH FLEET

Typically assigned to rotational duty in the Periphery hunting down pirate bases and vessels, Seventeenth Fleet has been redeployed to the Free Worlds League to ensure the delivery of supplies to SLDF units posted there and in the Magistracy. Captain-General Kenyon Marik has only continued his father's policies of stalling, redirecting and blocking SLDF shipments through the Free Worlds. To prevent supply shortages, Seventeenth Fleet as begun escorting shipments and scouting alternative routes to avoid interference by the FWL Navy.

COMMAND

Admiral Shiloh Sakne has discouraged any unnecessary confrontations with House Marik naval assets. Though the Free Worlds continue to harass unescorted shipping, their naval forces have thus far declined to challenge the League Navy. The fleet flagship, the *Congress*-class SLS *Anchorage*, typically operates alongside the Young Knives, upping the formation's native firepower considerably. As the duties of Seventeenth Fleet require that its various squadrons operate separately for extended periods of time, most of the fleet's squadron commanders are accustomed to independent command.

DEPLOYMENT

Current operations call for both interdiction squadrons to operate as escorts for SLDF supply convoys traveling through the Free Worlds League to supply Eighth, Ninth, Tenth, and Seventeenth armies. The Sherlock Holmes Squadron aides in this mission by working to locate the paths of least resistance through Marik space, scouting uninhabited systems to relay vessels through and finding worlds with the smallest jump point pickets. In the event a Free Worlds picket force attempts to block a convoy, the Alpha Cygni Squadron is called upon to stare down the Marik vessels and force them to break off.

HOMEPORT

Seventeenth Fleet currently holds the Rookery Drydocks in orbit over Connaught as their base of operations. While Seventeenth Fleet is rarely in port, the comforts of a Hegemony world are luxurious compared to the Periphery ports of call the Seventeenth is accustomed to. As a system which is home to a number of major League military manufacturers, including Kong Interstellar Corporation, Seventeenth Fleet has no shortage of supplies.

171ST RECONNAISSANCE SQUADRON

(The Sherlock Holmes Squadron)
CO: Vice Admiral Basil Chapman

Perhaps no finer recon squadron exists within the Star League Navy than the Sherlock Homes Squadron. Operating a pair of *Bug Eye*-class surveillance craft in addition to their normal compliment, the squadron has successfully tracked down a number of hidden rebel bases and smuggling operations in the uncharted systems lying just beyond the League's borders. These assets have now been turned to charting alternate routes for the delivery of supplies to SLDF forces within the Free Worlds.

172ND INTERDICTION SQUADRON

(*The Young Knives*)
CO: Vice Admiral Hilary Yamano

With the youngest average age of all the SLDF's squadrons, the aptly named Young Knives are enthusiastic and itching for action. In a number of incidents, the interdiction squadron's assault DropShips have come within moments of firing upon League naval patrols before their commander intervened. Admiral Sakne has had to assist Vice Admiral Yamano in reining her subordinates in to prevent an international incident.

173RD ESCORT SQUDRON

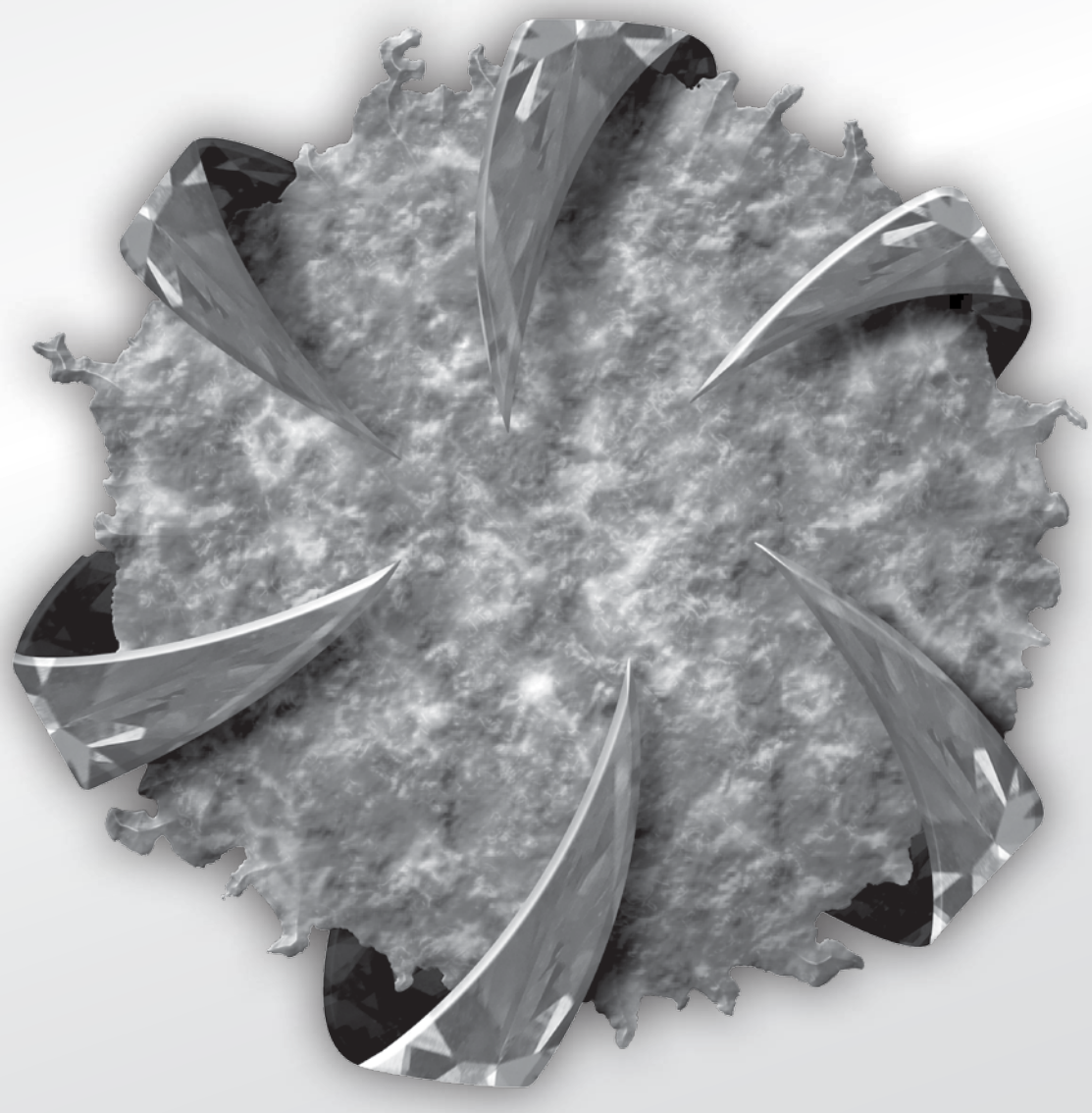
(*The Marvelous Manta Rays*)
CO: Vice Admiral Melvin Christie

Credited with seventy-two victories over pirate forces throughout its history, Admiral Christie's Marvelous Manta Rays are old hands at the art of controlling a system's near orbit or jump point. In their current duties, the Manta Rays typically jump into a Free Worlds star system just ahead of the cargo convoy they are escorting, ensuring that potential troublemakers never get near their charges. Thus far, Marik forces have always stood down rather than tangle with Christie's squadron.

174TH LINE SQUADRON

(The Alpha Cygni Squadron)
CO: Vice Admiral Napolita Daitokuji

In years past Daitokuji was well regarded as an able field commander. The last sight of many a pirate boss was Alpha Cygni Squadron's flagship, the *Black Lion*-class SLS *Shikohime,* appearing suddenly in orbit. Having to train her guns on the forces of a member state, however, seems to have crippled the admiral's motivation. Rumor has it that she is rapidly descending into alcoholism.




FT-156
FT-156
CB-61
CB-64

EIGHTEENTH ARMY

The massive expansion of the Outworlds Alliance has stretched the Eighteenth considerably since it was first assigned to garrison the Star League territorial state. Expansion of Eighteenth Army to allow proper garrisoning of the Alliance has been accomplished through additions of dozens of independent regiments and aerospace wings as the Department of Mega-Engineering has opened up planet after planet for colonization. Most of these independent commands are stationed far beyond the commonly accepted borders of the Outworlds Alliance in order to garrison DoME terraforming activities further spinward along the Orion Spur, as well as assist in exploratory duties. The full divisions and brigades of Eighteenth Army are positioned in the most developed Alliance systems to best ensure the safety of Star League assets in the Alliance and maintain border security with both the Federated Suns and the Draconis Combine.



COMMAND

General Son Ok Kim commands Eighteenth Army from Alpheratz. Kim was born on Nanking in 2710, to parents that raised and slaughtered meat animals for the local food processing facility. It was only luck that allowed Kim to be found by an SLDF recruiter when he was seen piloting a *CattleMaster*. Kim graduated the War Academy of Mars with his officer's commission by the time he was 20. General Kim still pilots the first BattleMech he was assigned, a vintage *Stalker*.

As the commanding officer of Eighteenth Army, General Kim allows great leeway to the divisional commanders and colonels in charge of Eighteenth Army's independent regiments. When independent regiments are deployed on Deep Periphery duty with DoME, General Kim has a policy of allowing orders to be filtered through DoME officials.

STRATEGIC OVERVIEW

The strategic situation facing Eighteenth Army is the same as that facing the Outworlds Alliance as a whole: the rapid expansion of the Alliance over the past two centuries has stretched the budget of the Alliance Military Corps to the limit. Unable to defend its lightly-settled worlds, the Alliance relies on Eighteenth Army to secure its assets against the numerous bandit groups that call the thousands of uninhabited and unexplored systems in the expanding Alliance their home.

While the density of Eighteenth Army divisions on the developed worlds of the Alliance is high, this does little to dissuade the pirate and bandit attacks that raid the spaceports and industries of the Alliance. The number of independent regiments operating in Alliance space is high, even discounting those on deployment with DoME. This gives the benefit of rapids response time to reports of attacks.

OPERATIONS

The limited high-tech industrial capacity of the Outworlds Alliance means that there are few large obvious targets for criminal groups. Two of the most notable exceptions are the BattleMech production facilities of Alliance Defenders Limited on Alpheratz and high-tech laser assembly lines of Lushann Industrials Limited on Lushann. The Alliance Defenders Limited production line has only recently been opened under the guidance of Star League engineers, thus garrisoning this facility holds a high priority.

Non-garrisoning duties for Eighteenth Army focus on exploration duties and monitoring the borders between the Outworlds Alliance and its neighbors. The border monitoring is especially important, as the Alliance Military Corps has a strong naval force that requires a constant monitoring to ensure that it does not trespass into the sovereign territory of the other Star League member states.

EIGHTEENTH ARMY
(Outworlds Alliance)

	2764	2765	2766	2767-2779	2784
XLV Corps					
287th BattleMech Division (The Tobruk Division)	Periphery	Periphery	-	survived	unknown
292nd BattleMech Division (The Dieron Division)	Periphery	destroyed			
52nd Infantry Division	Periphery	destroyed			
110th Mechanized Infantry Division (The Royal Irish Fusiliers)	Periphery	destroyed			
116th Mechanized Infantry Division (The Flanders Division)	Periphery	Periphery	-	heavy losses	disbanded
206th Royal Mechanized Infantry Division (The Democrats of Brazil)	Periphery	Periphery	-	destroyed	
208th Mechanized Infantry Division	Periphery	destroyed			
279th Light Horse Regiment	Periphery	Periphery	-	survived	Exodus
128th Hussar Regiment	Periphery	Periphery	-	survived	Exodus
150th Hussar Regiment	Periphery	Periphery	-	destroyed	
192nd Royal Hussar Regiment	Periphery	destroyed			
395th Dragoon Regiment	Periphery	destroyed			
396th Dragoon Regiment	Periphery	-	-	-	joined FS
199th Striker Regiment	Periphery	destroyed			
587th Battle Regiment	Periphery	Periphery	-	destroyed	
247th Heavy Assault Regiment	Periphery	heavy losses	disbanded		
125th Independent Aero Wing	Periphery	destroyed			
LXIV Corps					
298th BattleMech Division (The Battle of Thorin Division)	Periphery	heavy losses	disbanded		
311th BattleMech Division (The Red Plains Division)	Periphery	destroyed			
209th Mechanized Infantry Division	Periphery	Periphery	-	heavy losses	disbanded, elements joined FWL
217th Mechanized Infantry Division (The Altair Guards)	Periphery	destroyed			
226th Royal Mechanized Infantry Division (The Wild Ones From Yorii)	Periphery	Periphery	-	survived	Exodus
252nd Mechanized Infantry Division	Periphery	Periphery	-	destroyed	
61st Royal Jump Infantry Division	Periphery	Periphery	-	survived	Exodus
27th Royal CAAN Marine Regiment (The Guadalcanal Regiment)	Periphery	Periphery	-	destroyed	
167th Light Horse Regiment	Periphery	-	-	-	unknown
178th Light Horse Regiment (The Stone-Throwers)	Periphery	destroyed			
288th Hussar Regiment	Periphery	Periphery	-	survived	joined FWL
45th Dragoon Regiment	Periphery	Periphery	-	destroyed	
68th Dragoon Regiment	Periphery	Periphery	-	destroyed	
238th Striker Regiment	Periphery	-	-	-	unknown
512th Striker Regiment	Periphery	Periphery	-	survived	Exodus
201st Battle Regiment	Periphery	heavy losses	disbanded		
125th Royal Hover Armor Regiment	Periphery	Periphery	-	heavy losses	disbanded
LXVIII Corps					
315th BattleMech Division (The Yorii Division)	Periphery	Periphery	-	survived	Exodus
318th BattleMech Division (The Swamp Fox Division)	Periphery	heavy losses	disbanded		
48th Infantry Division (The Black Watch Division)	Periphery	Periphery	-	heavy losses	disbanded
135th Mechanized Infantry Division	Periphery	destroyed			
147th Mechanized Infantry Division	Periphery	Periphery	-	survived	Exodus, elements joined CC
149th Mechanized Infantry Division	Periphery	destroyed			
157th Royal Mechanized Infantry Division	Periphery	Periphery	-	survived	Exodus
199th Light Horse Regiment	Periphery	Periphery	-	survived	joined LC
200th Royal Light Horse Regiment	Periphery	destroyed			
205th Light Horse Regiment	Periphery	Periphery	-	heavy losses	disbanded
258th Hussar Regiment	Periphery	-	-	-	joined CC
74th Royal Dragoon Regiment (The Dogs of Dogarish)	Periphery	Periphery	-	survived	Exodus
89th Dragoon Regiment	Periphery	Periphery	-	survived	unknown
361st Dragoon Regiment	Periphery	Periphery	-	survived	joined DC
228th Striker Regiment	Periphery	destroyed			
231st Striker Regiment	Periphery	Periphery	-	survived	unknown
963rd Independent Aero Wing	Periphery	Periphery	-	survived	joined DC

6 BattleMech Divisions
15 Infantry Divisions
30 Independent Regiments
Divisions in Region: 24



XLV CORPS

XLV Corps is the primary corps of Eighteenth Army and, as such, it has its center of operations on Alpheratz. XLV Corps is known as the Union Holders by Alliance media outlets, because of Operation UNION HOLD, the campaign waged against the Outworlds Alliance during the Reunification War. XLV Corps has a difficult time dealing with the citizens of the Alliance, given the mixed past that the Star League has had on its core worlds. Some changes in command have been put in place to help deal with the situation.

COMMAND

Major General Daniel Jordan Grimm was born on Monongahela. Much like General Kim, Grimm came from a poor background, prospecting for rare earth elements. Deciding to help his family earn an honest income, Grimm began work at the planetary spaceport piloting LoaderMechs. He was discovered at a SLDF recruitment drive when, on a whim, he excelled at a BattleMech piloting simulation. His military education was funded by grants for underprivileged recruits, and he graduated near the top of his class from the Sandhurst Military Academy on Terra.

Since taking command of XLV Corps, General Grimm has taken pride at showing his down-to-earth roots to the citizens of the Alliance. For the past two years, General Grimm has ordered the IndustrialMechs of XLV Corps to assist in planetary harvests and planting on Alpheratz. This "Swords to Plowshares" program has driven up SLDF recruitment numbers significantly since it began.

LOGISTICS

The construction of the new BattleMech production lines of Alliance Defenders Limited on Alpheratz has begun to ease the logistical difficulties of providing replacement BattleMechs, or allowing the expansion of BattleMech forces to be deployed in the Alliance. Expansion of the production lines has stalled with only the ability to produce low mass designs such as the *Locust, Wasp* and *Stinger*. This means that all heavier units still must be imported from production facilities located closer to Terra.

One thing XLV Corps has easy access to are the laser products of Lushann Industrials Limited. The ease of acquiring these laser systems, that are on par with the best produced in the Hegemony, mean that many of the units of XLV Corps have other weapon systems replaced with locally produced laser systems.

INDEPENDENT REGIMENTS

XLV Corps currently has ten independent regiments on its roster. Some are currently attached to the Department of Mega-Engineering as security forces, but some are required for other duties. The 125th Independent Aero Wing, the Night Witches, is deployed in the Toten system to help garrison that system against any possible raids against the domed habitats of the germanium asteroid mining facilities. The Night Witches' DropShips, the *Titan*-class vessels *Ulm* and *Wavefront*, are on constant patrol of the system's jump points.

With terraforming activities completed, Finse in the Alpheratz Province, formerly a Venus-like world, has been opened for colonization and seen a surge of settlers entering from the Draconis Combine and other worlds of the Alliance. The 192nd Royal Hussar Regiment, Aphrodite's Angels, garrison the world, protecting the large geothermal power plants and the rich diamond fields surrounding the planetary capital. The 192nd was raised and trained on Venus, granting it knowledge and respect for the dangerous terrain and the fragile terraforming systems that keep the planet habitable.

The 247th Heavy Assault Regiment is stationed on Calish II. Three well-equipped and large bandit groups have only recently been tracked back to this system after raiding nearby worlds. The Briar Patch Regulars have only been on-world for less than three months, and are using observation satellites to track down where these bandit groups are hiding in the mountain ranges of the planet.

The 128th Hussar and the 279th Light Horse regiments are both currently on patrol duty, moving along the spinward edge of the Alpheratz Province, spending only two or three months in each system. Other independent regiments attached to XLV Corps and currently serving with DoME include the 150th Hussar, the 395th and 396th Dragoon, the 199th Striker, and the 587th Battle regiments.

287TH BATTLEMECH DIVISION

(The Tobruk Division)

CO: Major General Bernhard Isaacson

Stationed at XLV Corps headquarters on Alpheratz, the 287th BattleMech Division is tasked with garrisoning the capital of the Outworlds Alliance and ensuring the peaceful continuation of that territorial state's government. The Tobruk Division also has standing orders to secure the production facilities and warehouses of Alliance Defenders Limited. The large amount of Hegemony capital invested in the BattleMech production lines guarantees that the 287th has at least one of its brigades permanently on guard around the complex.

Each of the 287th BattleMech Divisions' brigades has an additional battalion consisting of a company of each a *Locust, Stinger, and Wasp* BattleMechs produced at ADL, as part of General Kim's public relations program.

292ND BATTLEMECH DIVISION

(The Dieron Division)

CO: Major General Veronika Jez

Never coming under direct assault by forces from Operation UNION HOLD during the Reunification War, Jordan Wais has had a peaceful existence since its settlement in the late twenty-fourth century. As one of the most industrially-developed and heavily-populated worlds in the Alliance, the SLDF deemed it important enough to garrison Jordan Wais with the 292nd BattleMech Division. The Dieron Division is housed outside of one of the planet's regional capitals, Centauri.

The 292nd BattleMech Division is also tasked with the garrisoning of the Finse, Halla, and Vinstra star systems. General Jez rotates each of her division's battalions through those systems on a regular basis.

110TH MECHANIZED INFANTRY DIVISION

(The Royal Irish Fusiliers)

CO: Major General Kala Kaufer

Nominally headquartered on the Ramora Province world of Crestoblus, Major General Kaufer and the 110th Mechanized Infantry Division are spread across the border with the Combine and the Federated Suns. The Royal Irish Fusiliers also garrison the worlds of Ramora and Kinkaid II. The 110th gained its nickname from the primarily Irish descent that the initial members of the staff had when the division was formed on Lyons. Heavy recruitment from the Federation of Skye in the Lyran Commonwealth prevented the division from gaining the coveted Royal label.

116TH MECHANIZED INFANTRY DIVISION

(The Flanders Division)

CO: Major General Tryphon Aritza

Tellman IV is the site of one of the major conflicts between the young SLDF and the AMC during the Reunification War. The 116th Mechanized Infantry Division was assigned to this world in order to garrison the SLDF war materiel that was being gathered from the field of combat. The sheer number of destroyed units from both sides meant that battlefield scavenging could realistically yield companies of functioning BattleMechs.

Since the end of recovery operations, the 116th has stayed at its post on Tellman IV. The planet occupies a strategic position along the Federated Suns border, allowing the 116th to effectively garrison the entire spinward region of the Ramora Province.

206TH ROYAL MECHANIZED INFANTRY DIVISION

(The Democrats of Brazil)

CO: Major General Carl Raynerson

Formed in the middle of the twenty-seventh century, the 206th Royal Mechanized Infantry Division garrisons the region anti-spinward of Quatre Belle. The lightly-populated, agricultural garden world was a high value target for Operation UNION HOLD during the Reunification War because of its abundance from its bright F-class primary star and its rich volcanic soil. Genetic engineering of Terran banana plants and other tropical fruits made this planet ideal for those crops, and the wealth of the planet grew. Since then, the SLDF has garrisoned the system in order to provide security to the agricultural industry because much of the foodstuffs grown here are processed and distributed in SLDF field rations and emergency relief kits.

52ND INFANTRY DIVISION

(*The Desert Wind*)

CO: Major General Laila Sheach

The planet of Brasha was recently opened for settlement, after testing by the biologists of the Department of Mega-Engineering cleared the world of any highly contagious native diseases. Marginally habitable due to its lack of large bodies of water, high gravity, and its high temperatures, Brasha only draws the hardiest of settlers. Guarding the new settlements and the quickly growing rare earths mining industry is the Fifty-Second Infantry Division. For the past sixty years, the Fifty-Second has been stationed in desert areas of various worlds in the Alliance, and thus was the obvious choice to garrison the new world. Because of its reputation for desert warfare, the Fifty-Second has come to be known as the Desert Wind by the citizens of the Alliance.



LXIV CORPS

Assigned to the coreward portions of the Outworlds Alliance, in its Cerberus and Traders Domain Provinces, is LXIV Corps. The Chess Corps, as LXIV Corps has come to be known, has a long border with unexplored space. This means that the divisions in LXIV Corps must often chase bandit parties into unknown star systems, yet to be fully charted for the Star League Stellar Catalog. Because of this, the Chess Corps has each of its JumpShips staffed with SLDF planetary science teams and astronomers to help catalog any new discoveries made.

COMMAND

LXIV Corps is commanded by Major General Abigail Calliope from the corps headquarters on Cerberus. General Calliope came into the SLDF later than most high ranking officers. She left her posting with the Stewart Dragoons while still holding lieutenant colonel's rank in the Free Worlds League Military. Calliope had become disillusioned with Free Worlds League politics that undermined the security of the state. She still wished to secure and protect the citizens of the Free Worlds League and beyond, so she tested into the SLDF with a reduction in rank. Ever since, she has moved upward, and her military professionalism has allowed her to rise above the initial questions about her loyalty.

General Calliope is nearing eighty five years old, and is currently drilling and testing her division commanders to find a suitable replacement for her when she plans to retire in 2768. A competition has begun amongst the divisional commanders, attempting to outdo each other in efficiency and division combat records. This has had the added benefit of lowering bandit raids and piracy in LXIV Corps' deployment area, as each division jumps at the chance to prove themselves in combat.

LOGISTICS

The lack of high-tech industry in LXIV Corps' deployment area is keenly felt. Other than the new light BattleMechs rolling off the production lines of Alpheratz, LXIV Corps has to rely on an incredibly long supply chain for any replacement parts for BattleMechs. The heavy industrialization of Cerberus, the corps headquarters world, does allow LXIV Corps to easily restock equipment for its infantry divisions.

Seeing the logistical lag as a serious issue for the entire Eighteenth Army, the Hegemony has only recently opened two new production lines for military fusion power plants in the Cerberus Province. Only producing around twenty reactors per year, it is hoped that the Hegemony workers operating these facilities can be replaced with a local workforce once they are fully trained.

INDEPENDENT REGIMENTS

Much like the other corps in Eighteenth Army, LXIV Corps has ten independent regiments attached in order to deal with the rapid expansion of the Outworlds Alliance. As the primary area of expansion in LXIV Corps deployment area is in the Traders Domain province, the vast majority of the independent regiments are stationed there to garrison DoME terraforming activities or secure new settlements. There are, however, some notable exceptions.

The 27th Royal CAAN Marine Regiment, the Guadalcanal Regiment, is stationed on the planet of Port Krin. Less than a hundred years old, the new colony world is intended to be a Periphery trading post and logistical stop for Deep Periphery expeditions. The Star League has invested a considerable amount of capital into the terraforming of the world, and the 27th Royal garrisons the DoME and Terran Hegemony facilities there.

The 179th Light Horse Regiment, the Stone-Throwers, is deployed on Bannerhoft. Its ten million citizens is a large amount for the Alliance Expansion zone, and has seen a greater number of bandit raids and missing persons than other settled world within a jump. The 179th is seeking out these bandit groups and trying to put a stop to the disappearances.

The 125th Royal Hover Armor Regiment is deployed on Raetia, tasked with garrisoning the Hegemony owned and operated iridium mines.

Other independent regiments include the 167th Light Horse, the 288th Hussar, the Forty-Fifth and Sixty-Eighth Dragoon, the 238th and 512th Striker, and the 201st Battle regiments. When these regiments are not assigned to provide security to DoME operations, they can often be found refitting or training on Cerberus or False Dawn.

298TH BATTLEMECH DIVISION

(The Battle of Thorin Division)
CO: Major General Marian Traverse

As the most advanced division in LXIV Corps, the 298th BattleMech Division holds the honored place of garrisoning the corps headquarters on Cerberus, where Operation UNION HOLD ended with the Treaty of Cerberus in 2585. This heavily-industrialized world remains a visible symbol of both the good and bad of the Star League in the eyes of the Alliance. In order to keep public opinion from slipping toward hostility, Major General Traverse allows the infantry of the 298th to be used by the planetary law enforcement agencies, helping out with security at large events and allows the planetary militia to face off against her division for training purposes.

311TH BATTLEMECH DIVISION

(The Red Plains Division)
CO: Major General Kurt Tosto

The 311th BattleMech Division is deployed on Milligan's World, a border system with the Draconis Combine and the site of one of the few defeats of the DCMS by the military of the Outworlds Alliance. The tradition of a strong armor and infantry force on this planet is one of the reasons for a SLDF presence there. The Red Plains Division's presence on-world has also slowed raiding by *ronin* from the Draconis Combine. The 311th's semi-regular conflicts with *ronin* have also given this division the honor of seeing the most 'Mech-on-'Mech combat experience in LXIV Corps.

217TH MECHANIZED INFANTRY DIVISION

(The Altair Guards)
CO: Major General William Winslow

The Alliance world of Dnieper was lucky during Operation UNION HOLD. While sitting on the border with the Combine, this small world and its small red sun was unimportant enough that both SLDF and DCMS forces passed it by. It wasn't until the early 2600s that the discovery of a mother lode of easily-obtainable titanium and aluminum caused a boom in population growth and manufacturing. Dnieper is now the major producer of those raw materials in the Cerberus Province, and the 217th Mechanized Infantry Division is tasked with safeguarding the economically important goods. A low-orbit cargo transfer station is currently under construction to further increase the economy of the planet.

226TH ROYAL MECHANIZED INFANTRY DIVISION

(The Wild Ones from Yorii)
CO: Major General Victor MacCailin

When they were first mustered on Yorii soon after the end of the Reunification War, the 226th Royal Mechanized Infantry Division earned a reputation for recklessness. The division's BattleMechs would practice making orbital combat drops by strapping ablative panels to the outsides of their 'Mechs along with jump packs. After coming in second place at the 2732 Martial Olympiad in the Unpowered Reentry event, the 226th Royal was given the nickname the Wild Ones from Yorii.

61ST ROYAL JUMP INFANTRY DIVISION

(*The Cluster Rats*)
CO: Major General Zhenya Koenigsmann

The small cluster of stars centered on Wynn's Roost is where the Sixty-first Royal Jump Infantry Division calls home. After the discovery of staggering amounts of rare earths in the Wynn's Roost system, the Cluster Rats were deployed to monitor the land rush that followed. By 2730, the neighboring systems of Nerum, Renorsal, Vangburg and Zebuluraskai each located additional significant deposits of these same metals.

Since then, the Cluster Rats have excelled at rapidly-redeploying from one system to another, and have charted many of the transient pirate points in inhabited systems within a jump of Wynn's Roost. Their presence has halted all except the bravest of bandit groups.

252ND MECHANIZED INFANTRY DIVISION

(*The Silver Plate Division*)
CO: Major General Thora Silva

The Silver Plate Division is the most distantly-deployed division in LXIV Corps on Gitarama. The 252nd is tasked with garrisoning almost a dozen worlds spinward of the Renorsal Cluster, where the Sixty-first Royal Jump Infantry is stationed. Major General Silva has difficulty maintaining morale, as the distant posting and difficulty communicating with family even two hundred light years away puts a strain on the men and women of this division. General Silva is attempting to keep this low morale in check by rotating each of her regiments on a monthly basis. Keeping the troops on the move ensures they are always being exposed to new landscapes and vistas, and so far this policy has stopped any significant morale problems from occurring.



LXVIII CORPS

LXVIII Corps garrisons the Baliggora, Onverwacht and Blommestein Provinces of the Outworlds Alliance. The over fifty worlds of this deployment area are lightly populated and only recently colonized. This gives LXVIII Corps many unique difficulties relating to both lack of infrastructure as well as the distance of some of its divisions from the Hegemony. The primary duties for LXVIII Corps include securing DoME equipment and protecting its personnel on planets currently undergoing or completing terraforming, and providing security for the quickly-growing communities on these boom worlds.

COMMAND

LXVIII Corps is commanded by Major General Bedwyr Ross, from the corps headquarters on Baliggora. Major General Ross graduated in the same class and from the same officer's school as the commander of XLV Corps, General Grimm. Ross and Grimm have been close friends since graduation, and have attempted to serve in the same SLDF formations. When Grimm was given command of XLV Corps, Ross applied for a promotion to command LXVIII Corps.

General Ross is a native of Terra and was raised in Cardiff in the British Isles. He comes from a long line of MechWarriors. Because of this, Ross has an ancient BattleMech that he still pilots today that has been in his family for over almost two centuries. Upgraded with the most advanced technology available, General Ross' *Mackie* breaks from SLDF regulations on parade colors, and is decorated in the colors of the ancient flag of Wales, green and white with a coiled red dragon twisting around the 'Mech's torso.

LOGISTICS (150)

LXVIII Corps is underequipped due to its distance from any production facilities able to maintain a level of technology on par with the Hegemony. While the equipment for the infantry formations of LXVIII Corps is fairly easy to maintain and replace, the BattleMechs, Land-Air 'Mechs, and space-capable vehicles often take months or years to replace. Because of this, LXVIII Corps is more cautious in its use of non-infantry assets, tending to rely on manpower rather than technology to win the battle. This tactic is slowly changing as heavy industry springs up in the Outworlds Alliance. It is currently estimated that LXVIII Corps BattleMech assets have one of the lowest readiness rating of all the corps in the SLDF.

INDEPENDENT REGIMENTS

LXVIII Corps relies on its independent regiments to maintain a garrison on the dozens of newly colonized worlds across the spinward regions of the Outworlds Alliance. The Baliggora Province world of Joshua was the target of a significant assault by bandit forces in 2761. Two companies of hostile BattleMechs took control of the ground control center for the planet's solar shade and held the citizens of the planet. The Seventy-Fourth Royal Dragoons arrived in orbit less than a day later after jumping to a pirate point. Making an orbital combat drop, the Seventy-Fourth was able to take back control of the center.

Wokha was initially settled by colonists from the Federated Suns, but a second wave of colonists from the core Outworlds Alliance worlds formed a settlement nearby. The two groups held far different beliefs on the use of technology, and the Alliance colonists felt they were not getting their fair share of the resources of the planet. A short civil conflict broke out between the two groups, and the SLDF deployed the 200th Royal Light Horse to intercede and stop the fighting before each settlement became unviable.

The 963rd Independent Aero Wing patrols the new Department of Mega-Engineering Deep Spin maintenance yard at Linden's nadir jump point. SLDF WarShips and DoME terraforming vessels can often be found docked there, refurbishing and resupplying.

Other independent regiments attached to LXVIII Corps include the 199th and 205th Light Horse, the 258th Hussar, the Eighty-Ninth and 361st Dragoon, and the 228th and 231st Striker regiments.

315TH BATTLEMECH DIVISION

(The Yorii Division)
CO: Major General Ingo Ryers

The LXVIII Corps headquarters on the planet Baliggora is garrisoned by the 315th BattleMech Division. The Yorii Division has the highest readiness rating of BattleMech forces in LXVIII Corps, due to its heavy use of easily maintained light and medium BattleMechs. Even the commander of the division, Major General Ryers, pilots a recently-constructed *Crab*. In order to keep up with the fast BattleMechs of the division, the 315th's infantry tends to be mechanized with hover or VTOL capabilities. General Ryers is attempting to make the best of his division's light mass, and is drilling his formation in large scale hit-and-fade operations.

318TH BATTLEMECH DIVISION

(The Swamp Fox Division)
CO: Major General Ileana Mendel

The planet Valasha sits at a strategic entry point for the spinward reaches of the Outworlds Alliance. The bright A3 main sequence star it orbits allows JumpShips to quickly recharge their K-F drives. Because of this, the Valasha system has large recharge and cargo transfer stations at each of its jump points. The planet itself has a wealth of heavy metals that help contribute to the civilian fission power plants produced on Valasha. Overseeing the security of this busy system is the 318th BattleMech Division. The Swamp Fox Division is slightly overstrength, with the addition of a company of Land-Air 'Mechs to each of its brigades in order to add to the aerospace assets guarding the jump points.

48TH INFANTRY DIVISION

(The Black Watch Division)
CO: Major General Kiarra Pavesi

The Black Watch Division gained its name from the unit's predilection for being deployed at the edge of colonized space, always watching the blackness that was beyond. The Forty-eighth Infantry is currently deployed on Baraben's Frontier. The small world rapidly circles its small red sun in just over a standard week. The lack of any real seasons and the highly fertile volcanic soil has made this world a breadbasket for genetically-engineered crops. The Forty-eighth Infantry garrisons the largely automated agricultural areas of the planet, ensuring that the facilities aren't damaged by raiders and the proprietary technologies from the Hegemony aren't stolen by agents working for the Alliance.

149TH MECHANIZED INFANTRY DIVISION

(*The Tall Tree Division*)
CO: Major General Katelynn Oakley

When Major General Oakley took command of the 149th Mechanized Infantry in 2759, she realized that her last name was oddly connected to the world where it was headquartered: Gaeri, The 149th has been nicknamed the Tall Tree Division after the truly towering Gaeri red oaks that rise close to two hundred meters in the planet's low gravity. These same trees also take advantage of the planet's long growing season to produce a dense and resilient wood. Many units in the Tall Trees Division have the metal of internal panels or non-load-bearing parts of their frames replaced with red oak. The cockpit of General Oakley's *Warhammer* has a command couch partially constructed from the darkly-stained wood.

157TH ROYAL MECHANIZED INFANTRY DIVISION

(*The Light of the Zodiac Division*)
CO: Major General Angelo Faucher

Mustered together from Belter communities of the Terra system, the 157th Royal Mechanized Infantry is one of the few SLDF divisions that stems almost fully from that reclusive group of citizens. The 157th is called the Light of the Zodiac because of the glow produced by the light of Terra's sun reflecting off the dust and gas that forms a thin disc along the plane of the Terran solar system. The 157th is deployed in Onverwacht. As it is composed primarily of infantry that have lived most of their lives in low or micro gravity environments, only the BattleMech brigade is stationed on the planet's surface. The two infantry brigades are spread among the mining colonies on Onverwacht's five small moons.

135TH MECHANIZED INFANTRY DIVISION

(*The Blommestein Bruisers*)
CO: Major General Fingal Escamilla

The 135th Mechanized Infantry division holds the dubious honor of being the most distantly-deployed division in the SLDF from Terra. The Blommstein Bruisers are stationed on Blommstein and help garrison the quickly growing political center of the furthest reaches of the Outworlds Alliance. The 135th Mechanized Infantry is also the only division deployed in the Blommstein Province; as such, elements of the division are almost constantly on the move. At any given time two of the division's three brigades are outside of the Blommstein system on patrol or assaulting criminal elements along the slowly expanding edge of settled space.

EIGHTEENTH FLEET

Eighteenth Fleet is spread along the border of the Free Worlds League and the Magistracy of Canopus, helping the squadrons of Seventh and Ninth Fleets patrol the border. With most of Seventh Fleet's recon squadrons spread across the League, and Ninth busy patrolling the Magistracy interior, Eighteenth's squadrons have taken over spot border inspections and chasing down pirates.

COMMAND

Admiral Rackham "Lightning Jack" Jones commands Eighteenth Fleet. Jones is a fiery commander, and many a junior officer has fled SLS *Jonathan Cameron*'s flag bridge in fear. One of the rare full admirals who came up from the ranks as a mustang, his first academy tour was through the Star League War College on New Earth before assuming command of the destroyer *Happenstance*. The irascible Jones is a spacer's spacer, and his command has needed that in a senior officer in the last decade and a half.

If Jones has a flaw, it is his inveterate womanizing. Though he is careful to keep his habits out of his own commands, not a few planetary nobles have been happy to see *Jonathan Cameron* boosting toward the jump point and away from their wives' beds.

DEPLOYMENT

Eighteenth Fleet has been playing naval troubleshooter since Simon Cameron's death. Although the independent fleets are used to moving around, few have seen the widespread deployments that Eighteenth Fleet has carried out. Admiral Jones is almost always bound to, when somewhat deep in his cups, note that his fleet crossed the Inner Sphere twice in eighty weeks.

Although they rarely sit still, the ships of Eighteenth Fleet rarely deploy in detachments smaller than squadron-size. As they are usually deployed in the Inner Sphere, the widespread deployment of the Garrison Fleet fills the roles often required of flotillas.

HOMEPORT

Eighteenth Fleet currently has no homeport, though the 181st Pursuit Squadron is based at Vakarel with VIII Corps' headquarters. Admiral Jones commonly leaves the large part of his headquarters establishment there, however, and chases down one of his squadrons with the 99th Pursuit Division.

181ST PURSUIT SQUADRON

(*Lightning Jack's Chariot*)
CO: Vice Admiral Minerva Trevayne

The 181st is the only pursuit squadron to host a fleet commander; most of them prefer the more sedate and powerful comfort of line squadrons. Lightning Jack Jones, however, feels the speed of a pursuit squadron is more his style and flies his flag from the 99th Pursuit Division.

Admiral Trevayne, the squadron's commanding officer, tolerates her senior officer's idiosyncrasies because he excels at placing her ships where they will see combat. During a stint in the Lyran Commonwealth, the 181st chased two "bandit" divisions of WarShips into the Periphery, destroying two *Mako*-class destroyers.

182ND LINE SQUADRON

(The Valentina Vikings)
CO: Vice Admiral Sir Inman Post

If the culture of the Eighteenth is the culture of Lightning Jack Jones, then Admiral Post would like a transfer. The 182nd Line is a heavy squadron, headed by the *McKenna*-class SLS *Implacable* and the 43rd Line Division. Post is a more conservative officer, who sees the heavy firepower of the Star League Navy's battleships as the SLDF's first line of defense. The lack of worthwhile naval opponents hasn't deterred him from driving his squadron's officers and crew to a high level of ship-to-ship readiness.

183RD LINE SQUADRON

(*Nocte Vincet Omnes*)
CO: Vice Admiral Kang Su-Lin

The motto of the 183rd—the night conquers all—is a nod to its preferred tactics. Admiral Kang's heavy battleship divisions are adept at firing through their screens of cruisers and DropShips and then feigning damage, hoping to draw an enemy into the squadron's engagement basket. One of the few line squadrons to deploy their own screen in divisional strength, the 183rd often uses the 472nd Destroyer Division as a striker element; it is adept at high-speed firing passes.

184TH ESCORT SQUADRON

(*Safety Blanket*)
CO: Vice Admiral Julianne Thorn

The 184th hasn't deployed as a formed squadron since 2762. Though the SLS *Mary Queen of Scots* continues to carry Admiral Thorn's flag, she is acting as little more than a division commander while her flotillas escort convoys across the Free Worlds League-Magistracy of Canopus border. Only the 262nd Escort Division operates in divisional strength, and only then because it accompanies the main supply convoy along the last leg into the Canopus system.





NINETEENTH ARMY

Headquartered on Taurus itself, Nineteenth Army is the primary SLDF unit charged with protecting the peace in the Taurian Concordat. The choice of verb is specific: "protecting" rather than "keeping," for keeping the peace in the Concordat has proven more or less impossible. Even a century later the average Taurian citizen resents the presence of the Star League Defense Force, and as tensions have generally risen across the last fifteen years that resentment has taken more and more militant form.

The arrival of General Kerensky himself shows the Concordat government how serious the SLDF's commitment to peace in the Concordat is, but the protector's government has shown itself just as unable—perhaps unwilling—to contain the rising wave of terrorist and small-scale military resistance.

General Greene, and General Hammond before him, meets weekly with Protector Nicoletta Calderon and daily with a representative of her military, but her continued denial of any involvement with the Taurian Freedom Army has put matters at a head. Evidence captured on Camadeierre all but proves the complicity of the Taurian government, but all-but-proves is not proves. Both SLIC and General Kerensky's staff believe the Concordat government—or parts of it, at least—are working in collusion with the TFA and other terrorist organizations like it, but the evidence has thus far been too circumstantial to present to the High Council.

COMMAND

General Cristian Greene assumed command of Nineteenth Army in the last days of 2763, replacing longtime CO General Abhinav Hammond, who assumed command of the SLDF Reserve Command. General Kerensky felt that placing an officer who had firsthand experience with the always-fractious Concordat—long the most violent of the territorial states—in a position to oversee the Reserve would pay dividends. Given the radical restructuring going in the Reserve Command, the general would appear to have been correct.

General Greene's command is somewhat uncertain, however, given Commanding General Kerenky's presence in his district. Although the commanding general has been careful to avoid stepping into, over or through General Greene's chain of command, there have been inevitable incidents during the commanding general's tour of Taurian worlds.

STRATEGIC OVERVIEW

Spread across a swath of Taurian worlds, Nineteenth Army covers a lot of ground with fewer troops than General Greene would like. Though all of his corps count larger-than-average numbers of independent regiments in their orders of battle, he's contemplating breaking several of his BattleMech divisions' brigades into brigade combat teams to cover more ground. The near-constant low-level combat endemic to the Concordat means a steady trickle of alert situations; this tempo, combined with Nineteenth Army's distance from the supply centers of the Inner Sphere, has convinced General Greene's staff that more mobile units would allow a greater rest and refit cycle.

As it is, Nineteenth Army's units have suffered more general fatigue than most other armies.

OPERATIONS

Given the tenor of anti-terrorist activities that have filled Nineteenth Army's schedule for the last several years, it's no surprise that the army has shown a significant lack of expertise operating at the brigade level and above. They are, of course, far above-average in small-unit scores, with many divisional regiments and battalions showing indices normally held only by fully-trained independent units. The incidence of this scoring, however, is noteworthy because it shows that even the expanded roster of independent regiments allocated to Nineteenth Army is insufficient.

The jewel in Nineteenth Army's crown, of course, is the successful raid on Camadeierre. Acting on information provided by Stefan Amaris, lord of the Rim Worlds Republic, General Kerensky directed General Greene to raid Camadeierre, where he'd learned the Taurian Freedom Army leadership was ensconced. Using the 509th Battle Regiment and two mechanized infantry regiments, as well as a pursuit division from Eleventh Fleet, the task group first claimed the jump points and then the orbitals. The ground assault, led by Colonel O'Keefe's 509th, quickly overran the TFA stronghold hidden in the Nantes Mountains.

Evidence gathered on Camadeierre indicts the Concordat government in supporting the TFA. Though the protector's people have been quick to distance themselves from complicity, including disavowing the actions of Comptroller Earnest Klein, who was captured by SAS operatives trying to flee Camadeierre, SLIC and the JAG believe it is only a matter of time before irrefutable links are uncovered.

In the meantime, General Greene has directed Nineteenth Army to a higher state of readiness; his actions have been endorsed by General Kerensky, despite near-universal condemnation from the Concordat government and the governments of the Magistracy of Canopus and the Outworlds Alliance.

NINETEENTH ARMY
(Taurian Concordat)

	2764	2765	2766	2767-2779	2784
XLVI Corps					
321st BattleMech Division (The Andrew Jackson Division)	Periphery	Periphery	-	destroyed	
328th Royal BattleMech Division (The Lion-Hearted Division)	Periphery	Periphery	-	survived	Exodus
36th Infantry Division	Periphery	heavy losses	disbanded, elements joined rebels		
161st Mechanized Infantry Division	Periphery	heavy losses	disbanded, elements joined rebels		
162nd Mechanized Infantry Division (The Soldiers of Troy)	Periphery	Periphery	-	destroyed	
62nd Jump Infantry Division	Periphery	Periphery	-	destroyed	
65th Jump Infantry Division (The Tornadoes)	Periphery	Periphery	-	survived	Exodus
216th Light Horse Regiment	Periphery	Periphery	-	destroyed	
218th Royal Light Horse Regiment	Periphery	destroyed			
242nd Hussar Regiment	Periphery	-	-	-	unknown
94th Dragoon Regiment	Periphery	destroyed			
105th Dragoon Regiment	Periphery	Periphery	-	destroyed	
126th Dragoon Regiment	Periphery	destroyed			
509th Battle Regiment	Periphery	-	-	-	unknown
265th Heavy Assault Regiment	Periphery	destroyed			
309th Heavy Assault Regiment	Periphery	Periphery	-	survived	Exodus
568th Grunt Infantry Regiment	Periphery	Periphery	-	destroyed	
LVI Corps					
329th BattleMech Division (The Asta Division)	Periphery	destroyed			
359th BattleMech Division (The Montgomery Division)	Periphery	-	-	-	unknown
35th Infantry Division	Periphery	Periphery	-	survived	Exodus
176th Mechanized Infantry Division	Periphery	destroyed			
251st Royal Mechanized Infantry Division	Periphery	heavy losses	disbanded		
95th Royal Jump Infantry Division	Periphery	destroyed			
129th Jump Infantry Division (The Jumpers of Mars)	Periphery	destroyed			
267th Light Horse Regiment	Periphery	destroyed			
208th Hussar Regiment	Periphery	Periphery	-	survived	joined DC
211th Hussar Regiment	Periphery	-	-	-	unknown
349th Dragoon Regiment	Periphery	Periphery	-	survived	unknown
351st Dragoon Regiment	Periphery	destroyed			
359th Dragoon Regiment	Periphery	Periphery	-	heavy losses	disbanded
1st French Regiment	Periphery	Periphery	-	destroyed	
13th Royal French Demi-Brigade	Periphery	Periphery	-	survived	unknown
605th Independent Aero Wing	Periphery	destroyed			
105th Wheeled Armor Regiment	Periphery	Periphery	-	survived	Exodus
LXV Corps					
364th BattleMech Division (The Zulu Division)	Periphery	destroyed			
368th BattleMech Division (The Apache Division)	Periphery	Periphery	-	heavy losses	disbanded, elements joined LC
31st Infantry Division	Periphery	-	-	-	unknown
33rd Infantry Division	Periphery	destroyed			
177th Mechanized Infantry Division	Periphery	Periphery	-	destroyed	
156th Jump Infantry Division (The Moscow Blizzard)	Periphery	Periphery	-	destroyed	
192nd Jump Infantry Division (The Angels of Orleans)	Periphery	heavy losses	disbanded		
241st Hussar Regiment	Periphery	Periphery	-	destroyed	
131st Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
141st Dragoon Regiment	Periphery	destroyed			
206th Dragoon Regiment	Periphery	destroyed			
239th Dragoon Regiment	Periphery	destroyed			
261st Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
267th Dragoon Regiment	Periphery	Periphery	-	heavy losses	disbanded
331st Battle Regiment	Periphery	Periphery	-	destroyed	
458th Battle Regiment	Periphery	Periphery	-	survived	Exodus
477th Battle Regiment	Periphery	destroyed			

6 BattleMech Divisions
15 Infantry Divisions
30 Independent Regiments
Divisions in Region: 24



XLVI CORPS

XLVI Corps is the primary garrison of Taurus, the Hyades Cluster and the worlds nearest to the Taurian capital. It shares the Samantha headquarters of Nineteenth Army, although General Greene is careful to keep from overstepping his authority.

As the capital garrison, General Campos requires his troops to be the absolute model of professionalism. 'Mechs, tanks and fighters are maintained to parade standards, and officers on leave are required to remain in dress uniform during any formal function. Those these standards have frayed as the TFA attacks reached Taurus, the general refuses to give the SLDF's detractor's anything to call less than professional.

COMMAND

Major General Luisa Campos has waited her entire career to command a corps. Formerly the commander of 438th BattleMech Division, and later XXXI Corps' operations officer, her experience in the Lyran Commonwealth has colored her perceptions of how soldiers should look and act. Her attention to presentation displeases some of her officers, but that presentation of professionalism has done much to cool the Taurian people's ire in her area of operation. Though many Taurians still hate the Star League, more and more are struggling to find fault with the professional soldiers of XLVI Corps.

General Campos' attention to detail off the battlefield is mirrored by her attention to presentation on it. Though her soldiers gripe about the hassle of maintaining their kit and buffing scratches from their armor's parade paint, during war games Campos' staff assembles the best suite of camouflage and unit identifiers most observers have ever seen.

LOGISTICS

Occupying the capital of the most troublesome Periphery nation, XLVI Corps wants for nothing. Between the demands of General Greene and General Campos, all the equipment of XLVI Corps is maintained at a fully operational capable status. The corps even maintains a stockpile of float equipment for issue to units when BattleMechs or vehicles have to be offline for routine maintenance. To ease the logistical burden, however, the divisions of XLVI Corp have homogenized from the company level upward, often fielding entire battalions of the same BattleMech. While this limits their tactical options, it also becomes a statement in and of itself: watching all 108 *Stalkers* of the 3286th Heavy Assault Regiment, 328th Royal BattleMech Division, on parade is an abject lesson in the SLDF's manufacturing and military might.

INDEPENDENT REGIMENTS

XLVI Corps' independent regiments fall into three *ad hoc* brigades based on their role. Usually sent solo or in pairs, these regiments may be attached to any SLDF division, but have autonomy to complete their mission.

The first is XLVI's fire brigade—the first to respond to a brewing situation or chase down bandits. Consisting of the 216th Light Horse Regiment, 218th Royal Light Horse Regiment and the 242nd Hussar Regiment, the fire brigade is always on the move.

The second brigade—the Ninety-fourth, 105th, and 126th Dragoon regiments, along with the 509th Battle Regiment—are for situations that need a little more muscle or a longer presence. Nicknamed the Lumberjacks, these regiments chop problems down to size.

The most serious situations, when firepower is warranted, falls to the trio of the 265th and 309th Heavy Assault regiments, along with the 568th Grunt Infantry Regiment. These regiments, collectively nicknamed the Hammers, are for problems that need to be hit and hit hard. The 568th is a heavily-armed infantry regiment specializing in urban warfare, while both heavy assault regiments have no BattleMechs lighter than sixty tons.

321ST BATTLEMECH DIVISION

(The Andrew Jackson Division)

CO: Major General Dewitt Strohmeyer

The division is trying to implemente General Campos' call for professionalism finding it hard to do so, as Illiushin is experiencing civilian unrest. So far, the unrest has been limited to near-daily demonstrations and a few rock-throwing incidents.

Built around four battle and two striker regiments, the 321st prefers open-field battles. However, General Strohmyer has been forced to deploy limited numbers of BattleMechs in the cities to support his infantry. General Campos is dispatching both the 218th Royal Light Horse Regiment and the 242nd Hussar Regiment to aid Strohmyer, and is trying to free the 568th Grunt Infantry Regiment from its current assignment.

328TH ROYAL BATTLEMECH DIVISION

(The Lion-Hearted Division)

CO: Major General Alister Doohan

General Campos' showpiece is the Lion-Hearted. Stationed on Taurus, they are under a harsh light of scrutiny, of both General Campos and the Taurian population. They have responded as any Royal division would, with discipline and professionalism. Based around three heavy assault and three battle regiments, the Lion-Hearted are tasked with seizing and holding territory. The best known is the all-*Stalker* 3286th Heavy Assault Regiment, whose demonstration of close order drill every year on Star League Day is both awe-inspiring and terrifying.

General Doohan is from a family of soldiers, stretching back to the Terran Alliance. He has eagerly taken up General Campos' call for professionalism and implemented it.

161ST MECHANIZED INFANTRY DIVISION

(*Bayonets Affixed*)

CO: Major General Alexandra Duford

SLIC is investigating General Duford's relationship with a man identified as an anti-Star League agitator and Taurian spy. Information about XLVI Corps' plans in the event of a Taurian uprising has been leaked to this spy. Until the investigation is finished, all messages sent at magenta or higher clearance discussing troop movements will contain false information, in the hope that said information will find its way to the enemy and SLIC can trace its source. SLIC believes that General Duford was chosen by the Taurians because her husband was killed in a VTOL crash three months ago. SLIC now believes the crash was deliberate to produce the current situation.

162ND MECHANIZED INFANTRY DIVISION

(The Soldiers of Troy)

CO: Major General Helen Varney

The 162nd has always maintained a tradition of tough defending. In war games, the 162nd has held the line against three times their numbers. Their official division history reports that they have "never broken in combat or exercise," while more cynical observers note that they "stubbornly die in place." Over the course of decades, the 162nd has replaced all light BattleMechs in the division with fast heavies, and often centers its defenses on the two full battalions of *Awesome*s in its 119th Heavy Assault Regiment.

General Varney worked through college as a professional model before enlisting in the SLDF. Over the years, she proved to be an intelligent and talented combat officer.

65TH JUMP INFANTRY DIVISION

(The Tornadoes)

CO: Major General Henry Matoskah

Stationed on Landmark, the Tornados have used the near-constant winds to perfect their jump pack skills and to adjust the jet pack designs. General Matoskah believes in working with nature, using the wind to help his troops move farther quickly. After almost two years of training, tinkering, and a few casualties, the Tornados can ride the wind, gaining up to another thirty meters in distance if the wind is right. While they can't ride in the winds of their nickname, they can use up to gale-force winds without major problems.

General Matoskah is a full-blooded Sioux, and has passed on his warrior spirit onto the division, so much so that most of the troops carry tomahawks.

36TH INFANTRY DIVISION

(*The Panther Division*)

CO: Major General Gaspar "Tiberon" Ramirez

The Thirty-sixth has been investigated several times over the past five years for a large number of thefts, losses, and misdirected supplies. Undercover SLIC agents placed inside the unit have discovered that the Panther, with its infantry regiments raised mostly from the Trinity worlds of the Free Worlds League, have a deep affection for the citizens of Taurus, and have been funneling non-military supplies to charity organizations on the planet. The Thirty-sixth was recently issued orders, transferring them to Seventh Army's LXXI Corps, to replace the 268th Division by March 2765.



LVI CORPS

LVI Corps holds the unenviable duty of garrisoning the worlds anti-spinward of the Hyades Cluster in the Taurian Concordat. The Aristotle Corps is headquartered on the heavily-industrialized world of New Vandenberg and takes its unofficial nickname from the idea from Aristotle that there were 56 layers to the universe. The overtly hostile nature of the Taurian Concordat, and the constant threat of possible nuclear terrorism, keep LVI Corps in a state of constant readiness. While on long-term assignment to a world, the divisions of LVI Corps spread across the planet as much as possible to limit any losses due to terrorism and to better keep surveillance on the Taurian industry and military.

COMMAND

Major General Jeremy McLain commands LVI Corps. A graduate of the War Academy of Mars, McLain has pursued a command posting in the Taurian Concordat since he was first made an officer. His ancestors were veterans of the Reunification War and fought in the Taurian campaign, and later members of both sides of his family have served in the SLDF.

While an excellent officer and soldier, General McLain is also a scholar. His interest in the Reunification War has led him to pursue advanced degrees, receiving a Ph.D. in history and a master's in anthropology from the University of Chicago on Terra. His most recent book, *Lifting the Veil of Samantha: A Study of the Taurian People during the Reunification War,* has made him a divisive figure in both the Star League and the Concordat as his work points out horrors and hypocrisy committed by both sides of the conflict.

LOGISTICS

Construction of military grade equipment was highly regulated in the Concordat until recently, with the loosening of the restrictions of the Council Edict of 2650. As most of the inhabited systems assigned to LVI Corps are very close together, distribution of military equipment is centralized on the world of New Vandenberg. Most BattleMechs are brought in from the Hegemony or from Star League production facilities in the Federated Suns. The heavy industrialization of many of the core Taurian worlds allows armor and infantry equipment to be bought locally from companies with longstanding ties to the Star League. Sabotage of this locally-built equipment is always a concern, so security remains high and is often provided by the division stationed on-world, or one of the many independent commands assigned to LVI Corps.

INDEPENDENT REGIMENTS

The First French Regiment is descended from the First Foreign Cavalry Regiment of the French Foreign Legion. Founded in 1921, the First served in every major conflict on Terra through the Second Soviet Civil War, and after being deployed off Terra to garrison French speaking colonies, has been in active combat service since. Currently the First is assigned to garrison Paf.

Another regiment descended from the French Foreign Legion is the Thirteenth Royal French Demi-Brigade. During the initial wave of colonists leaving Terra, the Foreign Legion began to split the First Foreign Regiment into smaller administrative units to be deployed farther and farther from Terra. The Thirteenth was one of these subdivisions, stationed in the Le Blanc system of the Federated Suns. At the founding of the Star League, all of these First Foreign Regiments were recalled to France on Terra and mustered into the SLDF as new Royal French Regiments. The Thirteenth is one of the largest in current service, consisting of two regiments of BattleMechs and two battalions of mechanized infantry. It is stationed on Coromodir.

Other independent regiments in LVI Corps include the 267th Light Horse, the 208th and 211th Hussars, the 349th, 351st, and 359th Dragoon, the 105th Wheeled Armor Regiment, and the 605th Independent Aero Wing.

329TH BATTLEMECH DIVISION

(The Asta Division)
CO: Major General Aldona Antonelli

Stationed on New Vandenberg, the 329th BattleMech Division provides a check against the rising strength of the Taurian Defense Force on its headquarters world. Major General Antonelli is hated by the citizens and government of the Concordat alike. They feel he is a meddler, using his division as an overpowered babysitter; the BattleMechs of the 329th are easily visible around every major production center on the planet. It is rare for the 329th to gather more than a brigade of units in one place due to security issues and the protests that always erupt, thus the 329th has difficulties operating on a divisional level.

359TH BATTLEMECH DIVISION

(The Montgomery Division)
CO: Major General Jordan Ward

The Montgomery Division, as the 359th BattleMech Division is known, is stationed on Brisbane, a planet only recently colonized. A strong high-tech electronics industry has sprung up there, with the aid of Hegemony loans and expertise. O-P Computer Electronics has taken advantage of the assistance and has expanded. This company, there and on the planet Burton, is already producing a significant portion of spare targeting and tracking systems used by Nineteenth Army as replacements for damaged components in BattleMechs and aerospace fighters. The importance of these products necessitated the deployment of the 359th here to ensure sabotage and terrorism is kept to a minimum.

251ST ROYAL MECHANIZED INFANTRY DIVISION

(*The Guards of Fiddlers' Green*)
CO: Major General Manfred Filipovic

Stationed on Burton, the 251st Royal Mechanized Infantry Division garrisons a lightly populated world that is the home of O-P Computer Electronics. As the primary producer of electronic combat subsystems for Nineteenth Army, the importance of security at this facility is paramount. The Taurian Defense Force often deploys regiments to Burton to train and perform war games; observation of the TDF training adds a great deal of knowledge about possible future TDF attack scenarios.

Initially just referred to as the Fiddlers' Green Division, the Guards portion was added by Taurian military pundits after the 251st arrested a group of saboteurs in 2748 attempting to detonate a small nuclear device.

95TH ROYAL JUMP INFANTRY DIVISION

(*Core of the West Division*)
CO: Major General Daniel Wilms

The Ninety-fifth gained its nickname from history: when the Western Alliance became the Terran Alliance, there were ninety-five political subdivisions in the old nations of Canada, Mexico, and the United States. Stationed on New Vandenberg along with the 329th BattleMech Division, the Ninety-Fifth Royal Jump Infantry Division provides much needed boots on the ground for the proper garrisoning of this important world. In many communities across New Vandenberg, the Ninety-fifth has made itself available to assist local law enforcement. While this does help prevent lawlessness and promote a safe environment, it gives the Ninety-fifth the image of being strongmen for a police state.

129TH JUMP INFANTRY DIVISION

(The Jumpers of Mars)
CO: Major General Quinten Palomer

The Camadierre system is storm of asteroids that was only opened to colonization seventy years ago. The system's three large gas giants prevented any sizable rocky worlds from forming except as moons that orbit them. DoME terraformed one of these moons as a base of operations for vast mining operations in the system's asteroid fields. The 129th Jump Infantry Division, trained in zero-gravity and vacuum operations in the asteroid belt of the Terran system, was an obvious choice to garrison and secure this planet.

Known as the Jumpers of Mars, the division gained this name from a hazing ritual while in the Terran system where new recruits and officers would be given a parachute and pushed off the edge of the Valles Marineris on Mars.

35TH INFANTRY DIVISION

(*The Liberators of Java*)
CO: Major General Mila Vandroogenbroeck

The rich and lush world of Laconis is where the Thirty-fifth Infantry Division calls home. This boom planet is currently seeing staggering growth rates, with unrestricted immigration laws allowing hundreds of colonists to settle on a daily basis. The Thirty-fifth garrisons the world's primary bluewater port, which is home to the planet's large aquaculture vessels and its petrochemical refineries. The Thirty-fifth gained a positive reputation after Major General Vandroogenbroeck, in 2759, allowed the Thirty-fifth's combat assets and support personnel to be used by the planetary government to help rebuild the capital city after a strong hurricane destroyed the majority of the infrastructure there.



LXV CORPS

As Nineteenth Army's most spinward corps, LXV Corps is stationed throughout the Taurian Concordat's Perdition Union. However, since the Nineteenth's other two corps are focused around the Hyades Union and Dumassas Union contains no permanently stationed SLDF presence, LXV Corps is prepared to pull double duty if necessary. Fortunately the Dumassas Union is not yet as problematic as other regions, but intelligence indicates Concordat-funded terrorists are operating somewhere in this area. Although LXV Corps remains vigilant against terror tactics, SLIC believes it is only a matter of time before elements of this corps will need to go terrorist hunting in earnest.

COMMAND

Major General Garland Hallestrøm is a man chipped out of stone. Completely humorless, the War Academy of Mars graduate treats his command with utmost seriousness. While he is relatively unpopular outside of his command staff and division commanders, Hallestrøm's no-nonsense approach to pacifying the Concordat has produced the best possible results given the current social and political atmosphere. According to him, anything less than preparing for an encore performance of the Reunification War is to invite destruction.

Some might argue his harsher methods merely perpetuate the Taurians' current antipathy toward the Star League, yet Regular Army Command believes a more lax commander would have only resulted in more deaths.

As counterpoint to his unpopularity among the troops, Hallestrøm has packed his staff with friendlier faces capable of carrying out orders without question. Arguably his most important staff member is Lieutenant General Jelka Đurić, his Ic, who is responsible for helping flush terrorist threats out into the open.

LOGISTICS

Much like its sibling corps in Nineteenth Army, LXV Corps has most of its logistical bases covered, albeit at the expense of other army formations outside the territorial states. To ensure LXV Corps remains well-supplied in the face of a powder keg situation, Quartermaster Command has rerouted some supply and materiel shipments originally slated for Third Army.

The biggest problems confronting Lieutenant General Yancey Huddleston, Hallestrøm's IIa, is a lack of raw manpower, transportation availability and stockpile longevity. Although LXV Corps is capable of easily placing the entire Perdition Union in a stranglehold, the Dumassas Union remains virtually undefended. While some of the independent regiments assigned to LXV Corps cover a portion of this deficiency, the corps' divisions would be unable to respond to any major Dumassas incident in a timely fashion. Also, though LXV Corps is geared to support all-out war, Huddleston publicly hopes for a short war; otherwise additional stores will need to be rerouted from other commands.

INDEPENDENT REGIMENTS

In an effort to stall guerrilla, terrorist and pirate attacks across LXV Corps' jurisdiction, Regular Army Command has placed ten independent regiments under General Hallestrøm's purview. These units have thus far proven a boon to Hallestrøm's troops, as the regiments' integral transportation assets allow LXV Corps to be in more places at once and reach even the farthest spinward reaches of the Concordat in a fraction of the time it would take to mobilize a whole brigade or division.

Four regiments have been attached to divisions. The 241st Hussar, 267th Dragoons, and 477th Battle regiments have been assigned to the 364th BattleMech Division; the 458th Battle Regiment currently supports the 368th BattleMech Division. As CO of the 364th, General DeWelt is currently employing the three regiments under her command to hunt pirates that have been harrying her operations. Thus far, no decisive encounters have transpired. The 458th Battle Regiment, on the other hand, shifts between the three worlds occupied by the 368th BattleMech Division putting out fires.

The remainder of the independent regiments assigned to LXV Corps operate under their own authority unless General Hallestrøm's office orders otherwise. The 131st Dragoon and 331st Battle regiments have taken up residence on Althea's Choice and Dumassas, respectively, and the 141st and 206th Dragoon regiments scour the rest of the Dumassas Union for suspected terrorist cells. The 206th Dragoon has uncovered and neutralized a terrorist cell on Serenity that had ties to the Taurian Freedom Army.

The 239th and 261st Dragoon regiments currently rotate throughout Perdition Union, either covering worlds without a division presence or directly assisting division or brigade formations as needed.

364TH BATTLEMECH DIVISION

(The Zulu Division)
CO: Major General Miranda DeWelt

The closest BattleMech division to the Badlands Cluster, the Zulu Division has spent the last several years under sporadic attack from an increasingly brazen enemy. General DeWelt has divided her division into brigade combat teams and, at any given time, has one of them off-world searching the cluster for pirate bases. Recently called to aid the planet Tirabad when it fell under attack, the division arrived too late to stop three DropShips full of militia BattleMechs from being stolen.

DeWelt has asked for assistance; the 241st Hussar, 267th Dragoon, and 477th Battle regiments have been assigned to her. Suspecting paid informants are keeping tab of her division's movements, the free regiments are kept in constant motion, hoping to catch the pirates in the act.

368TH BATTLEMECH DIVISION

(The Apache Division)
CO: Major General William Lundqvist

The Apache Division, like many other units in Nineteenth Army, has suffered guerrilla attacks on the worlds it defends. The guerrillas went too far when they destroyed a preschool and housing complex, both full of dependents. The Apaches instituted a particularly severe martial law, resulting in an uptick in protests and attacks.

The Apaches, spread across three worlds and with the 458th Battle Regiment in support, have tallied more guerrilla kills than any other division in Nineteenth Army, but they have suffered more casualties in return and are particularly loathed across the Concordat. General Greene has mulled replacing either General Lundqvist or rotating the division out altogether, but he doesn't have enough forces to rotate in their place.

156TH JUMP INFANTRY DIVISION

(The Moscow Blizzard)
CO: Major General Glafira Rogova

Although nominally based on Celentaro, the 156th Jump Infantry Division is spread across three different worlds in a fashion similar to the 368th BattleMech Division. General Rogova disliked the notion of dividing up her division in this manner, but unrest on Norman's World forced her to station the 1563rd Brigade there. Rumblings of a terrorist cell operating on Mavegh led her to dispatch the 1562nd Brigade, as no other SLDF garrisons had troops to spare. Portions of Norman's World are now under martial law, and the Mavegh terrorists have either gone to ground or never existed. Several months' worth of investigations point more toward the latter, but the 1563rd's CO, Lieutenant General Wegerzyn, refuses to accept anything less than certainty before returning to Celentaro.

192ND JUMP INFANTRY DIVISION

(The Angels of Orleans)
CO: Major General Nadwa Nazari

At least one brigade from the 192nd Jump Infantry Division has been stationed at LXV Corps headquarters on Perdition in some capacity since 2752. For thirteen years General Nazari's troops have kept an eye on Alphard Trading Corporation's offices and dealt with constant "no taxation without representation" rallies that unavoidably mutate into riots. Over the years, the Angels of Orleans have grown proficient at identifying and incarcerating the foremost troublemakers. However, of late the protests outside Fort Churchill have fallen disturbingly quiet, and even violence targeting off-duty SLDF personnel has dropped off. General Nazari's Ic, Lieutenant General Eun Jung Seong, believes this is the calm before the eventual storm, but she has yet to find any solid evidence indicating illegal activity.

33RD INFANTRY DIVISION

(*Holding the Line*)
CO: Major General Eðvald Indriðason

The Thirty-third Infantry Division has had its hands full enforcing the peace on Grossbach for more than a decade. While most protester attacks against SLDF troops usually result in little more than bruised egos, the latest series of setbacks proved far more lethal. After General Indriðason's troops apprehended a local rabble-rouser, truck-borne IEDs blasted a hole in the SLDF cantonment fence. Taurian rioters then spilled through the gap and opened fire. The Thirty-third lost several platoons to gunfire and more than a company of BattleMechs and armor to satchel charges before the rioters were killed, driven off or taken into custody. Following this well-orchestrated act of terrorism, the Thirty-third has placed the city under martial law to prevent future attacks.

177TH MECHANIZED INFANTRY DIVISION

(*The Han River Division*)
CO: Major General Luís Azevedo

The 177th Mechanized Infantry Division has thus far experienced the lowest incidence of attacks against their authority in all of LXV Corps's operational area. The division is based out of Amber Grove, a relatively stable world compared to most Concordat systems. Some of General Azevedo's staff advise him to transfer some—or all—of his troops to a world with a more problematic populace. However, Azevedo believes the Amber Grove cooperation is a false front: reassigning the 177th would risk swinging an unsupervised Amber Grove into open rebellion against the Star League.

With turmoil on all its neighboring words, the Han River Division is content to stay at its current posting.

NINETEENTH FLEET

Based in the Federated Suns, Nineteenth Fleet spends its time straddling the Concordat-Suns border. With two line squadrons and two escort squadrons, supported by a top-flight reconnaissance squadron, the fleet has made bandits think twice about crossing the border. With three different fleets patrolling the border, the Concordat-Suns border is the most heavily militarized border in the Star League.

Should there be a crisis in the Concordat, Nineteenth Fleet would move to support Eleventh Fleet and Nineteenth Army.

COMMAND

Admiral Thomas Belleau is a rising star in the SLDF. Handsome, smart, and political astute, Admiral Belleau is also a superior naval strategist and innovative tactician. His flagship is the *Texas*-class SLS *Moscow*.

Belleau graduated first in his class, and after twenty years compiling an impressive combat and patrol record, he was appointed to head Nineteenth Fleet. The Nineteenth has been a major reason why bandit raids have dropped sixty percent in the last five years. He is one of those under consideration to assume command of Naval Command when Admiral Blake retires.

DEPLOYMENT

One of the line squadrons is almost always in the Hyalite system, while the other line squadron and both escort squadrons patrol the border aggressively. The Shadow Hunters are dispersed in flotilla-size units to slip into systems along the border, looking for any threats. A few times, Belleau has ordered the Shadow Hunters deep into the Concordat, passing any information gleaned to Eleventh Fleet.

HOMEPORT

Nineteenth Fleet uses the Hyalite system as its homeport, for its location on the border and central to Nineteenth Fleet's area of patrol. The fleet headquarters is on beneath the surface of Hyalite's airless moon, Hyatos, and is designed to withstand an orbital bombardment. In orbit around Hyatos is a forward repair base, used by Fifth, Eleventh and Nineteenth fleets for mid-level repairs and upgrades. SLIC uses the base as a final jumping off point for undercover agents traveling to the Concordat.

192ND ESCORT SQUADRON

(*Poseidon's Trident*)

CO: Vice Admiral Rhodes "Blue Streak" Smalley

With half a dozen *Titan*-class fighter carrier DropShips as part of the squadron, the Tridents field one of the heaviest aerospace fighter presences in the SLDF. Two-thirds of the fighter squadrons specialize in anti-fighter and anti-ship missions, while the other third are trained in ground support roles.

Smalley is a career aerospace fighter pilot who hasn't lost any of his swagger or aggressiveness. He commands the squadron from the *Sovetskii Soryuz*-class flagship SLS *Norfolk*.

193RD LINE SQUADRON

(*DragonStars*)

CO: Vice Admiral Cha Su Pai

In the shadow of its sister line squadron, the DragonStars are only a few points behind, but don't get the same respect. Much to Admiral Cha's annoyance, his squadron has come the closest to besting Admiral Hofmann's 194th, losing twice and drawing twice. Admiral Belleau has attached his flagship to the DragonStars during deployments, to acknowledge Cha's status as senior squadron commander. SLS *Borodino* is the DragonStars' flagship.

194TH LINE SQUADRON

(*Humuhumunukunukuāpuaas from Hell*)

CO: Vice Admiral Lorraine Hofmann

The squadron appears to have a laid-back, easy-going approach, as typified by Admiral Hofmann. However, this attitude disguises a well-disciplined and trained squadron and brilliant commander. Both war game opponents and Periphery pirates have mistaken the squadron with the unpronounceable nickname as an easy target, only to find themselves quickly outmatched by Hofmann and her squadron with almost mystical ease. Led by the SLS *Pearl Harbor*, the 194th is among the elite squadrons in the Inner Sphere.

195TH RECONNAISSANCE SQUADRON

(*Shadow Hunters*)

CO: Vice Admiral Ealadhach "The Headmaster" McWhorter

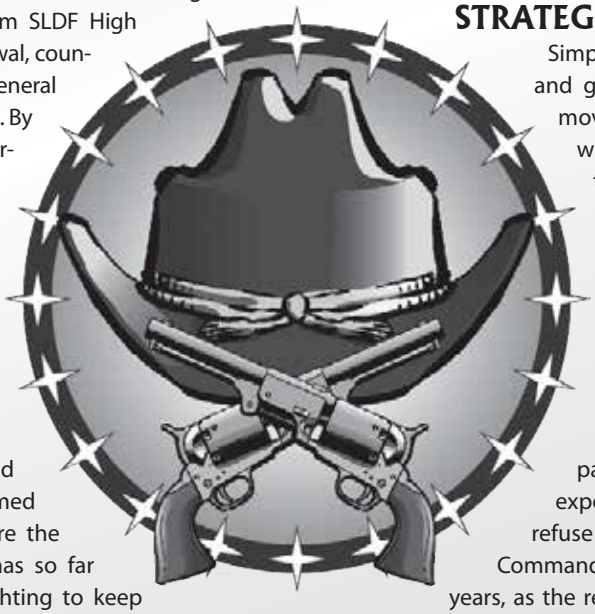
Admiral McWhorter runs the 195th Squadron like a school, and some of the most talented reconnaissance officers in the SLDF Navy have spent time under his command. With his entire career in reconnaissance, McWhorter is considered the best instructor in the field. Those officers who want to learn are assigned to one of 195th's ships, and spend a tour learning the craft under actual conditions. McWhorter commands from his flagship, the *Essex*-class SLS *Mahan*.





TWENTIETH ARMY

The so-called "Birthday Proclamations" of First Lord Richard Cameron, issued in 2755 and which ordered the withdrawal of Twentieth Army from the Rim Worlds Republic, has done more to damage the morale and welfare of this army than a straight-up military rebellion would have. Given the SLDF's commitments in the Republic—small as they may be compared to the powder keg of the Taurian Concordat or the Magistracy of Canopus—most Twentieth Army officers considered it the height of lunacy for the young First Lord to withdraw all of the Star League's forces. Many of them dragged their feet as long as they could, hoping General Kerensky would be able to change the First Lord's mind. When orders from SLDF High Command arrive reiterating the withdrawal, countersigned by both the commanding general and his deputy, they were forced to move. By 2757, all of the divisions had left their garrison stations and were moving into the interiors of the Lyran Commonwealth and the Draconis Combine. By March 2758, the last regiment—LXVII Corps' 199th Dragoon Regiment—crossed the Lyran border and the SLDF withdrawal was complete.



COMMAND

General Gal Vlasic has commanded Twentieth Army since 2755. He assumed command of the Army just days before the First Lord's edict of withdrawal, and has so far spent his entire term of command fighting to keep his constantly-moving army coherent and together. The combination of a new commander and staff, as well as the difficulty in moving an entire army out of a territorial state has left General Vlasic harried and overstressed, but the High Command has yet to replace him, despite quiet warnings from the Royal Command and several less-than-glowing physicals by Star League Medical.

A native of the Federated Suns, General Vlasic entered the SLDF as a lieutenant upon graduation from the Combat College of New Earth. He served in a series of independent regimens, assuming command of the 308th Dragoon Regiment in 2740. He distinguished himself in that command, leading his regiment in pursuit of a battalion-size band of former Lyran MechWarriors who were raiding Rim Worlds planets and threatening the peace. Following his promotion to lieutenant general, he served on the division staff of the 428th BattleMech Division before assuming command of it in 2749. In 2752 he was named commander of LIX Corps in the Rim Worlds, and assumed command of Twentieth Army in 2755, having served his entire career in the Rim Worlds. He knew better than most how fragile—and how transparent—the seeming peace in the Rim Worlds is, and argued strenuously against the withdrawal of Twentieth Army.

General Vlasic has placed his headquarters on the Combine world of New Oslo while his army continues its nomadic movement, resisting all suggestions that he move away from the Rim Worlds Republic. Despite the damage to his career, this shows considerable loyalty to his army, which is probably why Regular Army Command hasn't relieved him.

STRATEGIC OVERVIEW

Simply put, Twentieth Army is spread to hell and gone. Despite orders in 2760 to begin movement toward the Outworlds Alliance, whose borders continue to expand due to colonization, most of its divisions and regiments remain along the Lyran border with the Rim Worlds Republic. The exception is XLVII Corps, who sit on worlds surrounding Twentieth Army HQ on New Oslo. Many division and regimental commanders have shuffled his or her feet.

Regular Army Command is losing patience with Twentieth Army, and is expected to begin replacing officers who refuse to move their regiments. The Naval Command has been complaining steadily for two years, as the refusal of Twentieth Army to board ship has played hob with the Transport Subcommand's deployment schedules and led to transit delays throughout the Star League.

OPERATIONS

Unlike most of the other territorial state armies, Twentieth Army hasn't run a coordinated operation since its withdrawal from the Republic. A number of division commanders, ignoring the letter of the First Lord's order, continue to send "reconnaissance-in-force" missions back into the Republic, and in 2762 the entire 345th Dragoon Regiment raised a "suspected bandit enclave" on an uninhabited world one jump coreward of Apollo, where they crushed a training compound flying the flags of the old Rift Republican Army.

General Vlasic and his staff send cursory reprimands to these units for breaching the Republic' sovereignty, but otherwise turn a blind eye. Most of his staff and senior commanders believe, as he does, that it is only the nearby presence of Twentieth Army that keeps the anti-Star League elements of the Republic from moving into the open.

TWENTIETH ARMY
(originally Rim Worlds Republic)

	2764	2765	2766	2767-2779	2784
XLVII Corps					
370th BattleMech Division (The Bonnie Prince Charlie Division)	Periphery	heavy losses	disbanded		
376th BattleMech Division (The Giap Division)	Periphery	destroyed			
22nd Royal Infantry Division	Periphery	destroyed			
179th Mechanized Infantry Division	Periphery	destroyed			
183rd Royal Mechanized Infantry Division	Periphery	Periphery	-	survived	Exodus
245th Mechanized Infantry Division (The Latvian Rifles)	Periphery	destroyed			
200th Jump Infantry Division	Periphery	Periphery	-	heavy losses	disbanded, elements joined FS and DC
235th Royal Hussar Regiment	Periphery	Periphery	-	destroyed	
151st Royal Dragoon Regiment	Periphery	Periphery	-	destroyed	
179th Dragoon Regiment	Periphery	Periphery	-	destroyed	
277th Dragoon Regiment	Periphery	-	-	-	unknown
279th Dragoon Regiment	Periphery	destroyed			
280th Dragoon Regiment	Periphery	Periphery	-	destroyed	
296th Dragoon Regiment	Periphery	destroyed			
315th Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
335th Royal Dragoon Regiment	Periphery	heavy losses	disbanded		
345th Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
LIX Corps					
382nd BattleMech Division (The Westmoreland Division)	Periphery	Periphery	-	survived	Exodus
406th BattleMech Division (The Grand Rift Division)	Periphery	destroyed			
199th Mechanized Infantry Division	Periphery	Periphery	-	destroyed	
200th Mechanized Infantry Division	Periphery	heavy losses	disbanded, elements joined rebels		
202nd Mechanized Infantry Division (The Pride of Cuba)	Periphery	Periphery	-	heavy losses	disbanded, elements joined CC
237th Mechanized Infantry Division	Periphery	Periphery	-	survived	Exodus
206th Jump Infantry Division (Death From Above)	Periphery	Periphery	-	survived	Exodus
213th Dragoon Regiment	Periphery	Periphery	-	destroyed	
218th Dragoon Regiment	Periphery	destroyed			
229th Royal Dragoon Regiment	Periphery	Periphery	-	destroyed	
300th Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
308th Dragoon Regiment	Periphery	Periphery	-	destroyed	
235th Striker Regiment	Periphery	Periphery	-	heavy losses	disbanded
287th Royal Battle Regiment	Periphery	Periphery	-	destroyed	
298th Battle Regiment	Periphery	destroyed			
325th Royal Heavy Assault Regiment	Periphery	Periphery	-	destroyed	
2555th Royal Jump Infantry Regiment	Periphery	destroyed			
LXVII Corps					
416th BattleMech Division (The Association Division)	Periphery	destroyed			
423rd Royal BattleMech Division (The Enterprise Division)	Periphery	Periphery	-	destroyed	
428th BattleMech Division (The Concordance Division)	Periphery	heavy losses	disbanded, elements joined rebels		
18th Infantry Division	Periphery	Periphery	-	heavy losses	disbanded, elements joined DC and LC
227th Mechanized Infantry Division	Periphery	destroyed			
233rd Mechanized Infantry Division (The King of Denmark Division)	Periphery	Periphery	-	destroyed	
211th Jump Infantry Division (The Troopers from Lipton)	Periphery	destroyed			
26th Royal CAAN Marine Regiment (The Ducks of Recba)	Periphery	destroyed			
228th Light Horse Regiment	Periphery	Periphery	-	destroyed	
232nd Light Horse Regiment	Periphery	Periphery	-	destroyed	
218th Hussar Regiment	Periphery	Periphery	-	survived	Exodus
223rd Hussar Regiment	Periphery	destroyed			
192nd Dragoon Regiment	Periphery	joined rebels			
199th Dragoon Regiment	Periphery	Periphery	-	survived	joined FS
200th Dragoon Regiment	Periphery	Periphery	-	survived	Exodus
205th Dragoon Regiment	Periphery	Periphery	-	destroyed	
259th Battle Regiment	Periphery	Periphery	-	heavy losses	disbanded

7 BattleMech Divisions
15 Infantry Divisions
30 Independent Regiments
Divisions in Region: 25
Total Divisions in Periphery: 98



XLVII CORPS

XLVII Corps formerly held responsibility for the Rim Worlds Republic's core worlds. It was headquartered on Apollo, along with Twentieth Army, and acted as the SLDF's primary corps in the Republic. Its officers and men were the most vehement about the lunacy of the Birthday Proclamations and, had General Vlasic been one iota less an effective officer, might have staged an effective mutiny to remain on the worlds around Apollo.

Records show that in the 2752-2755 period, XLVII Corps units face a steadily-increasing number of bandit raids from the worlds beyond the Republic's Deep Periphery borders. In 2754 a brigade task force from the 376th BattleMech Division (The Giap Division) assaulted a Castle Brian-style fortress on an uncharted world for six weeks before the fortress was destroyed by nuclear suicide charges before the Giap could breach the core. With the Birthday withdrawal, no further evidence has been uncovered.

COMMAND

XLVII Corps is commanded by Major General Matthew Gregg, who previously commanded the 370th BattleMech Division. A former infantryman, General Gregg completed abbreviated MechWarrior training when he assumed command of The Bonnie Prince Charlie Division, and though he can drive and shoot a 'Mech few will ever consider him a capable MechWarrior. The training did give him appreciation for the speed and power of the 'Mech, however, and he has since championed tighter integration between the 'Mech and infantry brigades of his divisions. He has also been lobbying for the assignment (or formation) of a regimental combat team for his corps.

With his headquarters collocated with General Vlasic's Twentieth Army HQ, General Gregg is careful to keep his corps in line with army directives. He allows his independent regiments great latitude, however, and has begun grouping the 151st and 335th Royal Dragoons at the head of *ad hoc* RCTs, despite Twentieth Army's reluctance to formalize the arrangement.

General Gregg was under quiet JAG investigation throughout most of 2757 and 2758, suspected of organizing a quiet mutiny to continue operations in the Republic despite the First Lord's orders. Although he was cleared of all charges, record of the investigation remains in his service jacket.

LOGISTICS

The scattering of Twentieth Army has affected the logistical status of XLVII far less than the other corps. Because it is based around army headquarters, the corps can draw on army stockpiles if it comes up short. The other corps, spread as they are around the Lyran Commonwealth, suffer far more greatly than the XLVII Corps does. If there is any one deficiency, though, it is ammunition. Because the corps is—as far as the High Command and SDLF Logistics is concerned—in movement to a new station, they require far fewer combat supplies than other divisions. Thus far General Gregg has managed to trade with the units of the nearby Combine corps for what he needs, but that situation cannot continue.

INDEPENDENT REGIMENTS

XLVII Corps musters the 235th Royal Hussar Regiment, the 151st and 335th Royal Dragoon regiments, and the 179th, 277th, 279th, 280th, 296th, 315th, and 345th Dragoon regiments. The 235th, as the only hussar regiment assigned permanently to XLVII Corps, acts as the corps headquarters security unit. General Gregg has been known to assign the elite regiment last-minute missions rather than wait for orders to reach more distant regiments.

XLVII Corps maintains two putative RCTs, known to the corps as Castor and Pollux. Castor—the 151st Royal Dragoon Regiment, supported by the 179th, 277th and 345th Dragoons—is assigned a permanent detachment from the Transport Subcommand and is based on worlds along the Rim Worlds border. Pollux—the 335th Royal Dragoon Regiment, along ith the 279th, 280th and 315th Dragoon regiments—remains on New Oslo, acting as an opposing force for Twentieth Army units visiting the army headquarters.

General Gregg has recently requested the assignment of several striker regiments to his order of battle, which Twentieth Army has endorsed but Regular Army Command has refused. The only possible use of such swift, hard-hitting regiments could be raids into the Republic, and given the First Lord's order, that cannot be countenanced.

370TH BATTLEMECH DIVISION

(The Bonnie Prince Charlie Division)

CO: Major General Evelyn Dancy

The Bonne Prince Charlie Division currently sits on Skallevol on the Combine border, waiting to hear any word that is presence is needed again the Rim Worlds Republic. The soldiers of the division, formerly based on Wotan, across the Dark Nebula from Apollo, have long considered the security of the Amaris realm their duty, and continue to resent their withdrawal for something as minor as a birthday gift.

General Dancy recently assumed command of the division, after the previous commander, Major General Eliot Vanness, was relieved over the Hevrol Aero Base Incident. During the withdrawal, the commander of the ground aero wing based at Hevrol neglected to erase the base's memory core, allowing precious SLDF data to be captured by the Rim Worlds military.

376TH BATTLEMECH DIVISION

(The Giap Division)

CO: Lieutenant General Vicki Traynor

The only lieutenant general to command a division in Twentieth Army, Vicki Traynor is an honor graduate from Sandhurst Military Academy on Terra. Although she is qualified to serve in a Royal division, she accepted command of the regular 376th after its previous commander was killed during the unsuccessful hidden base assault. Traynor had previously commanded the 3763rd Brigade.

The Giap Division remains understrength. It took moderate casualties assaulting the unknown Castle Brian in the Periphery, but the Replacement-Deployment Command has yet to send replacement equipment and troops. Instead, these units are continually forwarded to the 376th's expected duty station in the Outworlds Alliance, where they are absorbed by the divisions already in place.

22ND ROYAL INFANTRY DIVISION

(*The Torch*)

CO: Major General Jean-Pierre Porras

The Twenty-second Royal Infantry Division is based on New Oslo with the headquarters of Twentieth Army and XLVII Corps, but its primary responsibility is to support the movements of three teams of Special Armed Services detachments assigned to Twentieth Army. These teams, despite the SLDF withdrawal, continue to penetrate the Republic's borders and chase down anti-Star League dissidents across the Republic.

The 1829th Striker Regiment, part of the 223rd Brigade, has been practicing of late using its 'Mechs to draw opposing forces into a brigade-scale ambush. Though General Porras and his staff firmly support the tactic, the 'Mech battalions have been having some trouble; with four full companies of the new *Talon* 'Mech, they're finding it difficult not to hit-and-fade the enemy to death all by themselves.

183RD ROYAL MECHANIZED INFANTRY DIVISION

(*Calm in the Face of Adversity*)

CO: Major General Clifton O'Hagan

The 183rd has been under JAG investigation ever since it arrived on Liezen. Less than eighty percent of the division's equipment arrived with the division, the rest having been reported lost in transit. General O'Hagan and his staff maintain that it must have been a misjump by one of the Transport Command's JumpShips, but the maintenance records of the JumpShip in question are impeccable.

The JAG investigators believe—and have convinced General Vlasic's own JAG staff—that the JumpShip was commandeered by members of the 9934rd Mechanized Infantry Regiment. Colonel Harris Hardison and his staff were nearly insubordinate in their refusal to depart the Republic, and the JAG investigators believe the regiment returned to the Republic to take up the battle on their own. BSLA observers in the Republic have not yet sighted the regiment or the JumpShip, but most believe it is only a matter of time.

245TH MECHANIZED INFANTRY DIVISION

(The Latvian Rifles)

CO: Major General Sunjiro Hirata

The Latvian Rifles are XLVII Corps' second-most-distant division, currently on Evciler in the Lyran Commonwealth. Despite appearances, though, the division is among the most loyal to the High Command's orders. The division was stopped on Evciler when, while they were in-system, an outbreak of the Edison White Flu occurred on Evciler's southern continent. The division headed in-system to offer support in 2756, but was quarantined with the rest of the continent in 2758.

Though the outbreak broke in 2760 and the quarantine was lifted in 2761, the Latvian Rifles remain on-world. General Hirata and his division have accepted garrison duties from the decimated Lyran garrison there; a full ten percent of the Lyran garrison died of the White Flu, and more than 40 percent of the remainder still suffer the neural aftereffects.

200TH JUMP INFANTRY DIVISION

(*Hammond's Hostile Hailstorm*)

CO: Major General Jessica Hammond

Like the 245th Mechanized Infantry, the 200th Jump Infantry Division remains deep in the Lyran Commonwealth, separated from the rest of the XLVII Corps. Currently near-marooned in the Parakoila system, the division has been waiting for transport for eighteen months. The failure of LXVII and LIX Corps units to board ship has meant that their scheduled JumpShips have yet to arrive. By this point the Hailstorm's soldiers are loathe to even board their DropShips, having already boosted to the jump point six times only to wait several weeks before returning planetside.

General Hammond is expected to ask for authority to hire or commandeer local JumpShips in the near future. Her DropShips are building dangerous operational hour totals and missing critical maintenance stand-dows, and Parakoila lacks sufficient yards to repair them.



LIX CORPS

Formerly responsible for the narrows of the Rim Worlds Republic—the strip of worlds that wrapped around the hump of the Lyran Commonwealth—LIX Corps has pulled back into the Lyran worlds along the border and steadfastly refused to move. Continuing small-unit missions routinely break the Republic border, using the still-common bandit raids as excuses to pursue anti-Star League dissidents onto Republic worlds. General Chou, while paying lip service to the High Command's directives, has continued to allow his divisions and regiments to pursue their traditional mission, so long as those units continue to find legal justification for their practices. While this hasn't prompted the Republic worlds in the narrows to embrace their so-called freedom, it has cut down drastically on the pirate presence along the Lyran border.



COMMAND

Major General Sheridan Chou commands LIX Corps from his provisional headquarters on Australia, near the Lyran border with the Rim Worlds Republic. Despite its placement on Australia since 2761, Chou continues to operate his HQ under a "provisional" status, in case the High Command overrides Twentieth Army and directs him to move. His official justification is that he needs to remain mobile, to respond to a threat to any of his widely-dispersed units. This justification is barely adequate, however, and rumors coming from the Citadel on Terra suggest that the High Command may dictate the movement of his "provisional" headquarters early next year.

A careful officer, Chou rose through the ranks mainly in staff positions, mainly as brigade and divisional Ib posts. He showed real flair for building low-cost, high impact operational plans while serving as operations officer for a jump infantry division, and he carried that expectation of rapid movement and hard striking power to every command he's accepted since then, including LIX Corps.

LOGISTICS

Like XLVII Corps, LIX Corps has been trading with the local Lyran corps for combat readiness supplies and refit equipment. The corps makes up much of its general use from the raiding activities of its independent regiments, who routinely "liberate" captured bandit equipment and supplies. SLIC packets with the regiments turn a blind eye to the many Rim Worlds and Lyran manufacture stamps on much of this so-called "bandit" equipment, but careful records are kept for later use. Were the corps still in the narrows, General Chou's staff would be building a collaboration case against either the Commonwealth or the Republic—or perhaps both—but with their reduced capacity, the supplies are too valuable to leave rotting in an evidence warehouse.

LIX draws considerable support from Twelfth Fleet's 115th Pursuit Squadron, who've remained in the corps operational area despite orders to follow the rest of Twelfth Fleet to the Outworlds Alliance.

INDEPENDENT REGIMENTS

LIX Corps carries on its rolls the 229th Royal Dragoon Regiment, the 213th, 218th, 300th, and 308th Dragoon regiments, the 235th Striker Regiment, the 287th Royal Battle Regiment, the 298th Battle Regiment, the 325th Royal Heavy Assault Regiment and the 2555th Royal Jump Infantry Regiment.

Unlike XLVII Corps, General Chou has shown zero interest in combining his independent regiments into regimental combat teams. In fact, he operates on quite the opposite model, sending his regiments out to act as the corps' eyes and ears among the distant and dark worlds of the Periphery.

One of Chou's coups in recent years has been his snagging of the 2555th Royal Jump Infantry Regiment for his order of battle. Though there are hundreds of infantry and armor regiments spread across the corps' area, they are not often placed directly under the corps' command. Convincing the High Command to attach the 2555th directly has given Chou a highly-trained and lethal infantry regiment answerable only to him, and he uses them as his special investigators.

The 325th Royal Heavy Assault is another administrative attachment granted Chou. In 2762 a Periphery patrol by his 298th Battle Regiment skirmished with an unknown force of heavy and assault BattleMechs and ground armor on an unnamed Periphery world. The regiment managed to get a courier off, but the unknown enemy managed to crush the regiment's Third Battalion and escape without suffering any losses. The 325th Royal arrived in early 2764, with orders to trace and destroy this bandit force.

382ND BATTLEMECH DIVISION

(The Westmoreland Division)
CO: Major General Haakon Olafsson

The Westmoreland Division is posted on Australia with LIX Corps HQ, but its posting there is more from necessity than any military requirement. Despite General Olafsson's vehement protests, LIX Corps has repeatedly drawn replenishment for the various independent regiments from the coffers of the 382nd, dangerously depleting their combat strength. Should a sudden need arise, only two of its three brigades could form to full combat efficiency.

The commander of the Westmoreland artillery regiment, Colonel Francine Cameron-Franks, isn't related to the First Lord's family, but that hasn't stopped her from accepting every perk the simple possession of the name offers her. She rarely corrects anyone when they assume she is one of "those" Camerons, which has helped her advance quickly through the ranks.

406TH BATTLEMECH DIVISION

(The Grand Rift Division)
CO: Major General Rudolpho Bertollucci

The Grand Rift Division is one of the youngest of the SLDF's BattleMech divisions, but it has already amassed a respectable record. During a demonstrative war game against XLVII Corps' 370th BattleMech Division, the Grand Rift was able to draw two brigades of 'Mechs into an ambush by leading them with an attached regiment of hover armor. The 4061st Brigade's 2312nd Striker Regiment used its two companies of *Spector* recon 'Mechs to track the Bonnie Prince Charlie's position to the meter, allowing General Bertollucci to slam the trap's door with a series of devastating artillery strikes.

Currently stopped on Adelaide, the 406th is the only LIX Corps unit unhappy with its corps commander's attitude about redeployment. Only recently assigned to the Rim Worlds, the 406th's officers are content to go where they're ordered.

199TH MECHANIZED INFANTRY DIVISION

(*Avarice Checked*)
CO: Major General Christina von Carden

Over the last two decades the 199th has become LIX Corps' primary anti-pirate division. Although General Chou prefers to use his independent regiments for mobile campaigns, once the pirates' baseworld is identified he often sends the 199th Mechanized Infantry Division to finish the job. Few pirate bands—even those we suspect are financed by Great Houses—can stand against a brigade of 'Mechs—fewer still against the 1991st's three heavy assault regiments—and the larger infantry contingents of a mechanized infantry division provide better security and interdiction duties than another brigade of 'Mechs would.

General von Carden, a Lyran-born graduate of the Combat College of New Earth, resents the Birthday orders to withdraw, seeing them as giving the Republic and its "spawn," as she calls pirates, better opportunity to harass the Commonwealth.

202ND MECHANIZED INFANTRY DIVISION

(The Pride of Cuba)
CO: Major General Jonas Covington

The 202nd Mechanized Infantry Division is very nearly at war with itself. General Covington and his staff arrived on Strandfontein in 2763 with orders to relieve the previous commander, Major General Liam Garvey, for his culpability in allowing the Rim Worlds military to capture more than half of the Pride of Cuba's Republic garrison station, Fort McHenry, in working order.

Coming directly from VI Corps headquarters on Loxley, General Covington nearly had to fight his way into his own headquarters. The 202nd's sentries refused to believe his orders, which had come directly from Regular Army Command at the Citadel, bypassing both Twentieth Army and LIX Corps. Though irregular and against tradition, this breach of the chain of command was legal, and General Garvey eventually surrendered. Tensions in the division remain high, however.

206TH JUMP INFANTRY DIVISION

(Death from Above)
CO: Major General Nicholas Shaner

The 206th Jump Infantry Division chafes at being confined to one world, and would likely jump at the chance to get offworld, no matter which direction they headed. After nine years, General Shaner and his staff have little concern for the Rim Worlds, taking the pragmatic view that whatever was going to happen in their absence has, by this point, happened. Unless the High Command wishes them to invade the Republic, General Shaner's jump troopers aren't terribly interested in going back.

Confined to one system by lack of JumpShips, Death from Above has spent its time practicing close assaults and low-orbit drops. Should the need for its services arise, the 206th is ready to respond in the best traditions of the SLDF's jump infantry divisions.

237TH MECHANIZED INFANTRY DIVISION

(*The Langhorne Losers*)
CO: Major General Cassius Fitzhugh

They 237th Mechanized Infantry Division is unique in LIX Corps; the 2372nd Brigade hosts the 1012th, 1013th, and 1014th Mechanized Infantry regiments, which are completely built with fast hover infantry fighting vehicles. This makes the 2372nd one of the most mobile mechanized infantry brigades in the entire SLDF, and General Fitzhugh and his staff have been putting this unique formation through its paces.

Supply shortages have confined most of their training to tactical exercises without troops, but the regimental and brigade staffs have begun perfecting a series of deployment schedules and doctrines that, if successful, will marry the firepower of a mechanized infantry regiment to the mobility and shock power of a jump infantry regiment. A team from the Trooper Subcommand's inspector general is expected to join the 237th in mid-2765, assuming the division hasn't begun movement to the Outworlds.



LXVII CORPS

LXVII Corps, formerly responsible for the rump of Rim Worlds Republic words along the anti-spinward Lyran Commonwealth border, is presently spaced across the nearby region of Lyran worlds and the Free Worlds League border. A higher-than-average number of bandit raiding groups crossing the Lyran-Free Worlds frontier has meant that the Regular Army Command hasn't pushed LXVII Corps to move toward the Outworlds Alliance as quickly as the rest of Twentieth Army, but the pressure is there nonetheless.

Unlike the other two corps, LXVII wasn't all that reluctant to pull out of the Republic. Several of the corps' senior officers, from General Campbellton down, were fed up with the three-way bartering for supplies and attention that being at the nexus of the Rim Worlds Republic, the Free Worlds League and the Lyran Commonweath engendered. With three corps always screaming for attention, through three different armies and military regions, not even the SDLF Quartermaster Command could always keep up. Being in the simplified, if snarled, vine of "in-transit" is something of a relief.

COMMAND

Major General Carl Thomas Campellton has commanded LXVII Corps since 2754, the year before the Birthday Proclamations withdrew Twentieth Army from the Republic. He was formerly the intelligence officer of IV Corps; he earned his promotion for uncovering a scheme by three IV Corps colonels to sell advanced Royal division-level equipment to an arms dealer known to supply several of the pirate bands on the edge of IV Corps' operations area. The three colonels were convicted of treason and hung; General Campellton was sent to command LXVII Corps in the Periphery.

Ten years later Carl Campbellton is a bitter man who, even if he regrets the results, refuses to do less than his duty. SLIC reports indicate that he blames the divide between the Royal Command and the Regular Army Command for much of his problems; had the SLDF not continued to segregate itself between the "haves" in the Royal Command and the "have-nots" in the Regular Army Command, he believes, there would be far less pressure to steal the Royal regiments' equipment.

LOGISTICS

Like the rest of Twentieth Army LXVII Corps is strapped for materiel. Unlike the other two corps, however their problems are not in combat consumables but basic maintenance parts. The high tension along the Lyran-Free Worlds border combined with the near-constant presence of pirate raiders keeps the maintenance sections of Ninth and Thirteenth Armies working far more than standard levels. This, in turn, draws down SLDF stockpiles faster than they're replenished, and General Campellton's staff can hardly refuse requests for reallocation from units who are fighting and straining along the border.

Along with the draw-down of supplies is a concurrent jumble of Transport Subcommand units moving those supplies around. Although several LXVII Corps divisions and regiments have advanced far into the Commonwealth's interior in preparation for their movement to the Outworlds, JumpShip schedules have been shattered by emergency requests for resupply. Although Transport Command expects to have the schedules revised and moving by the end of 2765, thus far LXVII Corps sits, waiting.

INDEPENDENT REGIMENTS

LXVII maintains direct control of the Twenty-sixth Royal CAAN Marine Regiment (The Ducks of Recba), the 228th and 232nd Light Horse regiments, the 259th Battle Regiment, the 218th and 223rd Hussar regiments, and the 192nd, 199th, 200th, and 205th Dragoon regiments.

Several of LXVII Corps' independent regiments have already moved more than halfway across the Lyran Commonwealth—including the Twenty-sixth Royal CAAN the 228th and 232nd Light Horse and the 205th Dragoon, who've formed an *ad hoc* regimental combat team and, on Colonel Pearson's own authority, pursued a widespread pirate force across the border into the Free Worlds League.

Both of the corps' hussar regiments remain on Carlisle with the corps headquarters; General Campbellton prefers to keep these fast regiments nearby, should a crisis arise while his corps is in transit. Along with the 259th Battle, they regularly exercise with the nearby units of either Twentieth or Thirteenth armies.

SLIC recently flagged the 192nd Dragoon regiment for closer attention. Although they pulled off of New India when ordered, they've lingered along the Rim Worlds border on Al Jafr since arriving there in 2761. Colonel Daughtry has refused repeated requests to get his regiment moving, citing a malady of delays. On his own he ordered his regiment into a 180-day medical quarantine in 2762. The year before his DropShips were deadlined for four months to be checked for suspected sabotage. SLIC is beginning to suspect other motives may be delaying the regiment.

416TH BATTLEMECH DIVISION

(The Association Division)
CO: Major General Victor Farrell

Like the 423rd Royal BattleMech, the 428th BattleMech and several other divisions, the Association Division was stood-up in the 2720s during one of First Lord Jonathan Cameron's military buildups. Like most of those divisions, the 416th as was assigned an appellation reflecting one of the core values of the Star League, in a not-so-subtle attempt to influence its soldiers to respect the League as a whole rather than one particular battle, concept or world.

The 416th has moved the farthest spinward of any LXVII Corps division, having recently been stranded on Richvale as their JumpShips returned toward the Rim Worlds to gather more corps units for the movement to the Outworlds Alliance.

423RD ROYAL BATTLEMECH DIVISION

(The Enterprise Division)
CO: Major General Mirielle Beaugois

The Enterprise Division is sitting on Carlisle with General Cambellton's headquarters going to seed. One of two Royal Command units in LXVII Corps, the Enterprise has been agitating for a change of station since 2763. General Beaugois has gone so far as to go over General Campbellton's head, appealing directly to Royal Command for reassignment to somewhere—anywhere—the division might see some action. Her most recent request indicated a desire to move rimward, toward the fractious Lyran-Free Worlds border, but thus far not enough hulls have come available to shift the division.

Despite the lack of response, General Beaugois has dispatched a staff contingent toward Loric, to begin initial staff work. She paid commercial travel costs out of her own pocket on Lyran passenger liners.

428TH BATTLEMECH DIVISION

(The Concordance Division)
CO: Lieutenant General Florence Anderson

The Concordance Division was confined to Fort Amalthia on Duran in 2763, after being deposited on that world by Transport Subcommand. The division's former commanding officer, Major General Donald Sachs, was relieved for cause during the jump series from the Republic for trying to bribe the Transport Subcommand officers to carry his division back to the Republic. JAG Command investigators met the Concordance on Duran and held the unit there, pending the completion of an investigation.

The current commander, Lieutenant General Florence Anderson, was formerly the division's Ia. The assistant division commander, the Ib, and the IIa were all relieved, but no one knows if General Anderson will keep command once the 428th resumes movement.

233RD MECHANIZED INFANTRY DIVISION

(The King of Denmark Division)
CO: Major General Winston Tambor

The King of Denmark Division has earned a reputation as LXVII Corps' premier garrison division. General Tambor and his staff had the highest movement rate of any division in Twentieth Army, much less the corps, as they cycled through garrison post after garrison post, improving readiness among the SLDF Reserve formations stationed there and planning demonstration war games.

The key to this skill is Colonel Valerie Katsakov's Ib shop, all of whom have an uncanny eye for defensive terrain and the most likely route of an attacker to any position. In exercises, Colonel Katsakov has been able to predict the advancement route of a notional enemy more than eighty-five percent of the time.

211TH JUMP INFANTRY DIVISION

(The Troopers from Lipton)
CO: Major General Harris Julian

The 211th Jump Infantry—the Troopers from Lipton—are spread across three worlds in transit to Mezzana. Two of the JumpShips carrying the division have separately sprung helium seal leaks and been delayed while Transport Subcommand repair crews move to repair them. General Julian's staff has been attempting to commandeer, rather than hire, local Lyran transport to move the remaining DropShips the one and two jumps needed, respectively, to gather the division on Mezzana, but Lyran merchants are notoriously difficult to "commandeer."

SLIC has received under-the-table reports that the 211th's IIa shop is shopping non-vital equipment on the black market to find the funds to hire sufficient transport, but thus far no solid reports have been received, and the stranded battalions haven't left Venaria or Chiavenna.

18TH INFANTRY DIVISION

(*Fandango*)
CO: Major General Lazarus Parmenter

The Eighteenth Infantry Division is semi-detached from LXVII Corps and stationed on Loburg, in the finger of worlds the Free Worlds claims that is thrust into the underbelly of the Lyran Commonwealth. Tension in that finger has steadily risen since the outbreak of the Third Hidden War, and never really died down when that conflict fizzled to the near-constant raiding that goes on currently.

Responsible for responding at need to violence on the worlds within one jump of Loburg, Fandango is tied into the communications net of the Commonwealth-based Thirteenth Army, though General Parmenter's chain of command still runs through General Campbellton and LXVII Corps. Because they must react off-world, a small detachment of JumpShips and two destroyers from the Garrison Fleet are assigned to the Eighteenth's station.

TWENTIETH FLEET

Activated in 2756, Twentieth Fleet is currently in the New Earth system, working up in company with the majority of Third Fleet. As the youngest of the numbered fleets it carries no battle honors, but with the rising levels of tension across the Inner Sphere and Periphery we expect—we fear—an opportunity might not be too far off.

COMMAND

Admiral Sebastian Groll commands Twentieth Fleet from the flag bridge of SLS *Pashupatinath*. Admiral Groll, formerly chief of staff of Ninth Fleet, assumed command of Twentieth Fleet only nine months ago. He and his staff have been working diligently to get Twentieth Fleet up to performance levels they can be satisfied with, but it's been hard going. Only working with Third Fleet, who are perhaps the Navy's finest practitioners of mobile fleet operations, has brought Twentieth past Navy minimum standards.

Much of the blame for Twentieth Fleet's abysmal past performance can be laid at the feet of former admiral Terrence Gerhardt, the fleet's previous commander. Cashiered in 2763 for conduct unbecoming, he is still under investigation by SLIC for profiteering and fraud.

Admiral Groll's most recent readiness reports cite complete confidence in his current officers, excepting perhaps Rear Admiral Gerard Hastings, of the 204th Reconnaissance Squadron's Second Division, who is one of the few Gerhardt-era officers still with Twentieth Fleet. Although the JAG has cleared Hastings, it appears Groll's willingness to keep him on sufferance is waning.

DEPLOYMENT

Intended for independent operations, Twentieth Fleet—excepting the still-gathering 201st Line Squadron—is gathered for training at New Earth. Although Admiral Groll flies his flag from SLS *Pashupatinath*, part of Admiral Caradan's 201st Line Squadron, he is expected to move to a groundside headquarters once Twentieth Fleet goes on active duty. Fleet rumors suggest Twentieth Fleet will move first to the Taurian border, which is supported by Admiral Groll's dispatching of a staff contingent to Tentativa.

In practice it's expected that Twentieth Fleet will operate like the other independent fleets, distributing its strength in squadron-level packets across several systems. Given the once-powerful navy the Concordat had managed to build, there is considerable institutional memory that forces the SLDF Navy to assign the Taurians significant attention.

HOMEPORT

Twentieth Fleet is currently homeported at Station Alpha in the New Earth system while it works up with Third Fleet. New Earth, home to the SLDF Regular Army Command headquarters and one of the Hegemony's core worlds, offers a number of training situations, from convoy protection to raiding and planetary assault.

201ST LINE SQUADRON

(*Gust Front*)

CO: Vice Admiral Susan Caradan

The 201st Line Squadron is Twentieth Fleet's principal offensive squadron. Vice Admiral Caradan and her staff have drilled the squadron's four divisions into a finely-tuned machine over the last year, exercising monthly with squadrons of Third Fleet at New Earth.

The standout in the 201st is Rear Admiral Chien-wei Lao's Third Battlecruiser Division, led by her flagship, SLS *Cottonmouth*. In squadron exercises, Admiral Caradan routinely assigns the Third to aggressor duty, testing the other two divisions against the Third.

202ND LINE SQUADRON

(*The Stand-Ins*)

CO: Vice Admiral Clarence de Rosa

Admiral da Rosa's command exists solely on paper at the moment; its hulls are still being diverted from other stations and have yet to assemble at New Earth. Only his flagship, the *McKenna*-class SLS *Intolerant*, is present, though it brought with it the 3223rd Destroyer Flotilla as a screen.

Despite the lack of ships, da Rosa and his staff have been diligently working through staff problems, and Admiral Groll has directed Admiral Caradan to allow da Rosa temporary command of several 201st Squadron ships for live-fire drills. All of the 202nd's ships are scheduled to arrive not later than December 2764, and Admiral da Rosa clearly expects to be ready for his ships when they do arrive.

203RD PURSUIT SQUADRON

(*Banshee Wind*)

CO: Vice Admiral Constance Hensleigh

Banshee Wind represents Admiral Groll's most significant problem; until being assigned as the 203rd Pursuit Squadron none of the various divisions and flotillas had ever worked together. Sixty percent of Admiral Hensleigh's ships were transferred from the Reserve Fleet, and the tempo of Twentieth Fleet's operations is coming as something of a shock.

The exception is Commodore Vicenzo Herras' 34th Cruiser Flotilla, the *Luxor*-class SLS *Houten* and SLS *Fearless*. In exercises these two vessels have repeatedly engaged and destroyed larger, faster opponents.

204TH RECONNAISSANCE SQUADRON

(*The Spritely Eyes*)

CO: Vice Admiral Lester Winchester

Like most reconnaissance squadrons, Admiral Winchester's Spritely Eyes have spent much of their training period out-system from New Earth, attempting to penetrate the system's security. Given New Earth's SDS—second only to Terra's Reagan system—they haven't had much success, but Admiral Winchester—with Admiral Groll's full support—believes in training against the best opponents they can find.


OUR
RIGHTS

RULES ANNEX

RANDOM ASSIGNMENT TABLE

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, and can also be used as a guide when determining the likely equipment used by the Star League Defense Force during the Amaris Revolt era. Players are not required to use these tables. They can be immensely helpful in a pinch. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth. To use these advanced RATs, first determine the appropriate Equipment Level for the force being generated. This is based on the unit's deployment zone, as shown on the Deployment Maps (see color plates). Then, consult the Master Equipment Level Tables here, applying the modifier appropriate to the force's type and Equipment Level to the 2D6 dice roll used when determining the units used.



SLDF EQUIPMENT LEVELS

After two hundred years of centralized supply and logistics management, the Star League army had developed a strong logistical system that virtually eliminated the political favoritism so often seen in modern Successor House militaries. With few exceptions, supply needs were based on a unit's need, not their pedigree. Units seeing heavy combat would see the best supply lines and the newest equipment, while a garrison unit would be expected to rely more on local supply. Even a Royal unit could end up with a high percentage of lower quality equipment if it were stationed in a non-critical post. Of course, the Terran Hegemony was always seen as being a critical post.

As a result, unit Equipment Level is determined based primarily on where the unit is stationed. Consult the *SLDF Equipment Level* Table to determine a unit's Equipment Level. Unless otherwise noted, in the unit's write up, use this table to determine the unit's letter grade for Equipment Level.

After determining the units base Equipment Level, consult the RAT modifier table to determine if any additional modifiers apply to the unit. These modifiers change the Equipment Level bonus. Once the final modifier is known, then roll on the corresponding RAT table.

SLDF EQUIPMENT LEVEL

	Tech Level	Bonus*
A	Unit's home garrison world is in the Terran Hegemony	+8
B	Unit's home garrison world is in the Draconis Combine or Capellan Confederation Member State	+6
C	Unit's home garrison world is in the Federated Suns, Lyran Commonwealth or Free Worlds League Member State	+4
D	Unit's home garrison world is the Free Worlds League Member State	+2
F	Unit's home garrison world is to any Periphery region	+0

* The maximum possible bonus, including RAT modifiers, is +10. Treat any modifier of greater than +10 as +10.

RAT MODIFIER

Location	Bonus
Unit is currently stationed in an active combat zone†	+2
Unit is stationed in the Inner Ring of a Member State	+2
Unit Appears on the Martial Olympiad List	+2
Unit is an Independent Regiment	+2
Unit does not possess an official nickname	–1*

* Unoffficial nicknames appear in italics as part of the unit's listing in the Field Manual.
† The Taurian Concordat and Magistracy of Canopus were considered active combat zones after 2765.

REGULAR 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
1	HNT–151 Hornet [20] (3039)	CDA-2A Cicada [40] (3039)	OSR-2C Ostroc [60] (3039)	VTR-9B Victor [80] (3039)
2	FS9-H Firestarter [35] (3039)	HBK-4G Hunchback [50] (3039)	WHM-6R Warhammer [70] (3039)	GOL–1H Goliath [80] (3039)
3	STG-3G Stinger [20] (3039)	CLNT-2-3T Clint [40] (3039)	CPLT-C1 Catapult [65] (3039)	LGB-7Q Longbow [85] (3058U-I)
4	FLC-4N Falcon [30] (3039)	WTH–1S Whitworth [40] (3039)	TDR-5S Thunderbolt [65] (3039)	BLR–1G BattleMaster [85] (3039)
5	THE-N Thorn [25] (3050U-C)	KY2-D-02 Kyudo [45] (3075)	ON1-K Orion [75] (3039)	AWS-8Q Awesome [80] (3039)
6	STG-3R Stinger [20] (3039)	ASN-21 Assassin [40] (3039)	CHP–1N Champion [60] (3050U-C)	EMP-5A Emperor [90] (3058U-C)
7	WSP–1A Wasp [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	ARC-2R Archer [70] (3039)	STK-3F Stalker [85] (3039)
8	LCT–1V Locust [20] (3039)	DV-6M Dervish [55] (3039)	MAD–1R Marauder [75] (3075)	STC-2C Striker [80] (3058U-C)
9	HER–1S Hermes [30] (3050U-C)	STN-3L Sentinel [40] (3050U-C)	GLT-3N Guillotine [75] (3050U-C)	THG–11E Thug [80] (3050U-C)
10	PNT-8Z Panther [35] (3039)	GRF–1N Griffin [55] (3039)	BL-6-KNT Black Knight [75] (3050U-C)	PLG–1N Pillager [100] (3058U-C)
11	HSR-200-D Hussar [30] (3050U-C)	WVE-5N Wyvern [45] (3050U-C)	LNC25-01 Lancelot [60] (3050U-C)	LGB-7Q Longbow [85] (3058U-I)
12	SDR-5V Spider [30] (3039)	PXH-2 Phoenix Hawk [45] (3085-PP)	FLS-8K Flashman [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)
13	MCY-99 Mercury [20] (3050U-C)	CRB-27 Crab [50] (3050U-C)	CRD-2R Crusader [65] (3075)	CRK-5003–1 Crockett [85] (3050U-C)
14	MON-66 Mongoose [25] (3050U-C)	WVR-6R Wolverine [55] (3039)	EXT-4D Exterminator [65] (3050U-C)	PLG-3Z Pillager [100] (3058U-C)
15	NTK-2Q Night Hawk [35] (3058U-C)	KTO–19 Kintaro [55] (3050U-C)	BMB–12D Bombardier [65] (3050U-C)	HGN-732 Highlander [90] (3050U-C)
16	TLN-5V Talon [35] (3058U-C)	LNX-9Q Lynx [55] (3058U-C)	ST-8A Shootist [70] (3058U-C)	AS7-D Atlas [100] (3039)
17	FLC-4N Falcon [30] (3039)	GRF-2N Griffin [55] (Klondike)	WHM-6Rb Warhammer [70] (3075)	HGN-732 Highlander [90] (3050U-C)
18	FFL-3A Firefly [30] (Klondike)	HBK-4G Hunchback [50] (3039)	BL-6-KNT Black Knight [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)
19	JVN–10N Javelin [30] (3039)*	OSP–15 Osprey [45] (3085-CE)*	EXC-B2 Excalibur [70] (3058U-C)	PLG-3Z Pillager [100] (3058U-C)
20	OTT-7Jb Ostscout [35] (3075)*	SHD-2Hb Shadow Hawk [55] (Klondike)*	FLS-8K Flashman [75] (3050U-C)	EMP-6A Emperor [90] (3058U-C)
21	LCT–1Vb Locust [20] (Klondike)*	CRB-27b Crab [50] (3075)*	CHP–1N2 Champion [60] (3050U-C)	HGN-732b Highlander [90] (3075)
22	THE-Nb Thorn [25] (Klondike)*	GLH–1D Galahad [50] (3075)*	CPLT-C1b Catapult [65] (3039)	BLR–1Gc BattleMaster [85] (3075)

ROYAL 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
1	FS9-H Firestarter [35] (3039)	DV-6M Dervish [55] (3039)	ON1-K Orion [75] (3039)	CP–10-HQ Cyclops [90] (3039)
2	MCY-99 Mercury [20] (3050U-C)	HBK-4G Hunchback [50] (3039)	GLT-3N Guillotine [75] (3050U-C)	HGN-732 Highlander [90] (3050U-C)
3	STG-3Gb Stinger [20] (Klondike)	PXH–1 Phoenix Hawk [45] (3039)	BL-6-KNT Black Knight [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)
4	MON-66 Mongoose [25] (3050U-C)	SHD-2H Shadow Hawk [55] (3039)	CPLT-C1b Catapult [65] (3039)	AWS-8Q Awesome [80] (3039)
5	HSR-200-D Hussar [30] (3050U-C)	HOP-4B Hoplite [55] (3050U-C)	MAD–1R Marauder [75] (3075)	CRK-5003–1 Crockett [85] (3050U-C)
6	OTT-7Jb Ostscout [35] (3075)	KY2-D-02 Kyudo [45] (3075)	LNC25-01 Lancelot [60] (3050U-C)	LGB-7Q Longbow [85] (3058U-C)
7	THE-Nb Thorn [25] (Klondike)	WVE-5N Wyvern [45] (3050U-C)	CHP–1Nb Champion [60] (3075)	STK-3Fb Stalker [85] (Klondike)
8	FFL-3A Firefly [30] (Klondike)	WVR-6R Wolverine [55] (3039)	WHM-6Rb Warhammer [70] (3075)	THG–11E Thug [80] (3050U-C)
9	TLN-5V Talon [35] (3058U-C)	CRB-27 Crab [50] (3050U-C)	FLS-8K Flashman [75] (3050U-C)	EMP-6A Emperor [90] (3058U-C)
10	LCT–1Vb Locust [20] (Klondike)	WVE-5Nb Wyvern [45] (3075)	CRD-2R Crusader [65] (3075)	PLG-3Z Pillager [100] (3058U-C)
11	NTK-2Q Night Hawk [35] (3058U)	CRB-27b Crab [50] (3075)	EXT-4Db Exterminator [65] (3075)	CRK-5003–1b Crockett [85] (Klondike)
12	HER–1Sb Hermes [30] (Klondike)	LNX-9Q Lynx [55] (3058U-C)	EXC-B2b Excalibur [70] (3075)	HGN-732b Highlander [90] (3075)
13	STG-3Gb Stinger [20] (Klondike)	KTO–19b Kintaro [55] (3075)	TDR-5Sb Thunderbolt [65] (Klondike)	BLR–1Gb BattleMaster [85] (3075)
14	MON-66b Mongoose [25] (3075)	GRF-2N Griffin [55] (Klondike)	OSR-2Cb Ostroc [60] (3075)	KGC-000b King Crab [100] (3075)
15	HSR-200-Db Hussar [30] (3075)	PXH–1b Phoenix Hawk [45] (3075)	ARC-2Rb Archer [70] (Klondike)	THG–11Eb Thug [80] (3075)
16	THE-Nb Thorn [25] (Klondike)	STN-3Lb Sentinel [40] (Klondike)	BL-6b-KNT Black Knight [75] (3050U-C)	RFL-3N-2 Rifleman II [80] (3075)
17	TLN-5W Talon [35] (3058U-C)	SHD-2Hb Shadow Hawk [55] (Klondike)	EXC-B2b Excalibur [70] (3075)	SPT-N1 Spartan [80] (3058U-C)
18	LCT–1Vb Locust [20] (Klondike)	LNX-9Q Lynx [55] (3058U-C)	GLH-2D Galahad [60] (3075)	BLR–1Gbc BattleMaster [85] (3075)
19	OTT-7Jb Ostscout [35] (3075)*	OSP–15 Osprey [45] (3085-CE)*	MAD-2R Marauder [75] (3075)	AS7-D-H Atlas II [100] (3075)
20	MCY-99 Mercury [20] (3050U-C)*	CRB-27b Crab [50] (3075)*	WHM-7A Warhammer [70] (Klondike)	SPT-N2 Spartan [80] (3058U-C)
21	NTK-2Q Night Hawk [35] (3058U-C)*	PXH–1b Phoenix Hawk [45] (3075)*	CTS-6X Cestus [65] (3058U-C)	KGC-010 King Crab [100] (3039)
22	SPR-4F Spector [35] (3058U-C)*	WVE-5Nb Wyvern [45] (3075)*	EXT-4C Exterminator [65] (3050U-C)	NSR-9J Nightstar [95] (3058U-C)

* Player may choose any Land Air 'Mech of this weight class instead of the rolled result.

REGULAR VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
1	Ignis Tank [30] (3075)	Korvin Tank KRV-3 [50] (3075)	Bulldog Tank [60] (3039)	Alacorn Tank Mk III [95] (3058U-C)
2	Hover APC (SRM) [10] (3039)	Condor Hovertank [50] (3039)	Marsden Tank II-A [60] (3075)	Mobile Long Tom [95] (3039)
3	Packrat LPRV PKR-T5 [20] (3039)	Prowler Multi-Terrain Vehicle [55] (3085-CE)	AC/2 Carrier [60] (3039)	Rhino Tank (MG) [80] (3050U-C)
4	Hover APC [10] (3039)	Zephyr Hovertank (SRM2) [40] (3050U-C)	Merkava Tank Mk VIII [75] (3075)	Fury Tank II [80] (3050U-C)
5	Skulker Wheeled Scout Tank [20] (3039)	Sabaku Kaze Hovertank [50] (3075)	Thumper Artillery Vehicle [60] (3075)	Puma Tank PAT-005 [95] (3050U-C)
6	Heavy Tracked APC [25] (3060)	Goblin Tank [45] (3039)	SRM Carrier [60] (3039)	Rhino Tank (SL) [80] (3050U-C)
7	Tracked APC (LRM) [10] (3039)	Tiger Tank T–12 [55] (RW)	Bulldog Tank [60] (3039)	Alacorn Tank Mk IV [95] (3058U-C)
8	Nightshade VTOL [25] (3050U-C)	LTV-4 Hover Tank [50] (PrimitivesV2)	Marksman Artillery Vehicle [65] (3050U-C)	Alacorn Tank Mk III [95] (3058U-C)
9	J. Edgar Hovertank [25] (3039)	Condor Hovertank [50] (3039)	Gallant Urban Assault Tank [70] (RW)	Rhino Tank [80] (3050U-C)
10	Packrat LPRV PKR-T5 [20] (3039)	Turhan UCV [50] (3075)	LRM Carrier [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
11	Galleon Tank GAL–100 [30] (3058U-I)	Zephyr Hovertank [40] (3050U-C)	Manticore Tank [60] (3039)	Fury Tank II [80] (3050U-C)
12	Ripper VTOL [10] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	Magi ISV [75] (3050U-C)	Mobile Long Tom [95] (3039)
13	Beagle Hover Scout [15] (3050U-C)	Maxim Hover Transport [50] (3039)	Von Luckner Tank VNL-K65N [75] (3075)	Puma Tank PAT-005 [95] (3050U-C)
14	Gabriel Recon Hovercraft [5] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Padilla Heavy Artillery Tank [75] (3058U-C)	Fury Tank II [80] (3050U-C)
15	Lightning Attack Hovercraft [35] (3050U-C)	Kanga Jump Tank [50] (3050U-C)	Demon Tank [60] (3050U-C)	Alacorn Tank Mk VI [95] (3058U-C)
16	Cyrano Gunship [30] (3050U-C)	Turhan UCV [50] (3075)	Burke Tank [75] (3050U-C)	Rhino Tank (ML) [80] (3050U-C)
17	Maultier Hover APC [15] (3058U-C)	Chaparral Artillery Tank [50] (3050U-C)	Von Luckner Tank (Star League) [75] (Klondike)	Puma Tank PAT-005 [95] (3050U-C)
18	Chevalier Tank [35] (3060)	Goblin Tank (SRM) [45] (3039)	LRM Carrier [60] (3039)	Rhino Tank (MG) [80] (3050U-C)
19	Cobra Transport VTOL [30] (3075)	Tiger Tank T–12 [55] (RW)	Manticore Tank [60] (3039)	Mobile Long Tom [95] (3039)
20	Rotunda Scout Vehicle RND-J–1–11 [20] (3050U-C)	Zephyr Hovertank (Royal) [40] (3075)	Demon Tank (Royal) [60] (3075)	Puma Tank PAT-005b [80] (3075)
21	Lightning Attack Hovercraft [35] (3050U-C)	Kanga Jump Tank [50] (3050U-C)	Manticore Tank [60] (3039)	Rhino Tank (Royal) [80] (3075)
22	Ripper VTOL (Royal) [10] (3075)	Goblin Tank [45] (3039)	Von Luckner Tank (Royal) [75] (Klondike)	Alacorn Tank Mk VI [95] (3058U-C)

ROYAL VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
1	Packrat LPRV PKR-T5 [20] (3039)	Thor Artillery Vehicle [55] (3050U-C)	Gallant Urban Assault Tank [70] (RW)	Rhino Tank (SL) [80] (3050U-C)
2	Chevalier Tank [35] (3060)	Chaparral Artillery Tank (SRM4) [50] (3050U-C)	SRM Carrier [60] (3039)	Mobile Long Tom [95] (3039)
3	Lightning Attack Hovercraft [35] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Von Luckner Tank VNL-K65N [75] (3075)	Fury Tank (Original) [80] (3050U-C)
4	Cyrano Gunship [30] (3050U-C)	LTV-4 Hover Tank [50] (PrimitivesV2)	Burke Tank [75] (3050U-C)	Puma Tank PAT-005 [95] (3050U-C)
5	Cobra Transport VTOL [30] (3075)	Condor Hovertank [50] (3039)	Marksman Artillery Vehicle [65] (3050U-C)	Rhino Tank (MG) [80] (3050U-C)
6	J. Edgar Hovertank [25] (3039)	Tiger Tank T–12 [55] (RW)	Bulldog Tank [60] (3039)	Rhino Tank (ML) [80] (3050U-C)
7	Galleon Tank GAL–100 [30] (3058U-I)	Goblin Tank [45] (3039)	Manticore Tank [60] (3039)	Fury Tank (Original) [80] (3050U-C)
8	Beagle Hover Scout [15] (3050U-C)	Thor Artillery Vehicle [55] (3050U-C)	Magi ISV [75] (3050U-C)	Puma Tank PAT-005 [95] (3050U-C)
9	Gabriel Recon Hovercraft [5] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Von Luckner Tank (Star League) [75] (Klondike)	Fury Tank (Royal) [80] (3075)
10	Ripper VTOL (Royal) [10] (3075)	Chaparral Artillery Tank [50] (3050U-C)	LRM Carrier [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
11	Lightning Attack Hovercraft (Royal) [35] (3075)	Zephyr Hovertank (Royal) [40] (3075)	Demon Tank (Royal) [60] (3075)	Rhino Tank (Royal) [80] (3075)
12	Maultier Hover APC [15] (3058U-C)	Maxim Hover Transport [50] (3039)	Padilla Heavy Artillery Tank [75] (3058U-C)	Mobile Long Tom [95] (3039)
13	Nightshade VTOL (Royal) [25] (3075)	Kanga Jump Tank [50] (3050U-C)	Burke Tank (Royal) [75] (Klondike)	Alacorn Tank Mk VI [95] (3058U-C)
14	Heavy Hover APC (LRM) [25] (3060)	Turhan UCV [50] (3075)	Von Luckner Tank (Star League) [75] (Klondike)	Rhino Tank (Royal) [80] (3075)
15	Cyrano Gunship (Royal) [30] (3075)	Zephyr Hovertank (Royal) [40] (3075)	Von Luckner Tank (Royal) [75] (Klondike)	Puma Tank PAT-005b [80] (3075)
16	Lightning Attack Hovercraft (Royal) [35] (3075)	Kanga Jump Tank [50] (3050U-C)	Padilla Heavy Artillery Tank [75] (3058U-C)	Alacorn Tank Mk VI [95] (3058U-C)
17	Maultier Hover APC [15] (3058U-C)	Maxim Hover Transport [50] (3039)	Demon Tank (Royal) [60] (3075)	Puma Tank PAT-005b [80] (3075)
18	Gabriel Recon Hovercraft [5] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	LRM Carrier [60] (3039)	Rhino Tank (Royal) [80] (3075)
19	Beagle Hover Scout [15] (3050U-C)	Tiger Tank T–12 [55] (RW)	Burke Tank (Royal) [75] (Klondike)	Mobile Long Tom [95] (3039)
20	Cyrano Gunship (Royal) [30] (3075)	Zephyr Hovertank (Royal) [40] (3075)	Demon Tank (Royal) [60] (3075)	Alacorn Tank Mk VI [95] (3058U-C)
21	Rotunda Scout Vehicle RND-J–1–11 [20] (3050U-C)	Goblin Tank (SRM) [45] (3039)	Von Luckner Tank (Royal) [75] (Klondike)	Rhino Tank (Royal) [80] (3075)
22	Lightning Attack Hovercraft (Royal) [35] (3075)	Zephyr Hovertank (Royal) [40] (3075)	Burke Tank (Royal) [75] (Klondike)	Alacorn Tank Mk VI [95] (3058U-C)

REGULAR AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
1	SB-26 Sabre [25] (3075)	SL-25 Samurai [50] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Jumbo [14800] (RW)
2	CNT–1D Centurion [30] (3075)	SL-25 Samurai [50] (3039)	EGL-R6 Eagle [75] (3075)	Danias [3200] (JS:B)
3	SPR-H5 Sparrowhawk [30] (3039)	HCT-213D Hellcat [60] (3075)	RPR–101 Rapier [85] (3050U-C)	Aqueduct Liquid Carrier [45000] (MPS)
4	SPR-H5 Sparrowhawk [30] (3039)	HCT-213S Hellcat [60] (3075)	CHP-W5 Chippewa [90] (3039)	Buccaneer [3500] (3057)
5	CNT–1D Centurion [30] (3075)	HCT-213R Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)	Mule [11200] (3057)
6	F–10 Cheetah [25] (3039)	F-90 Stingray [60] (3039)	THB-D36 Thunderbird [100] (3075)	Intruder [3000] (3057)
7	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	HMR-HD Hammerhead [75] (3050U-C)	Fury [1900] (3057)
8	THK-63 Tomahawk [45] (3050U-C)	SL-25 Samurai [50] (3039)	HMR-HE Hammerhead [75] (3050U-C)	Colossus (Standard) [15000] (3075)
9	ZRO–114 Zero [35] (3050U-C)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Triumph [8600] (3075)
10	RGU–133E Rogue [40] (3050U)	GTHA-500 Gotha [60] (3050U-C)	RPR–100 Rapier [85] (3050U-C)	Dictator [9000] (3075)
11	TRN-3T Trident [20] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	STU-K5 Stuka [100] (3039)	Leopard [1900] (3057)
12	SPD-502 Spad [30] (3050U)	GTHA-500 Gotha [60] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Lion [7300] (3057)
13	SWF-606 Swift [25] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)	Fortress [6000] (3057)
14	THK-63 Tomahawk [45] (3050U-C)	IRN-SD2 Ironsides [65] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Titan [12000] (3057)
15	ZRO–114 Zero [35] (3050U-C)	LTN-G15b Lightning [50] (Klondike)	THB-D36 Thunderbird [100] (3075)	Achilles [4500] (3057)
16	SB-27b Sabre [25] (Klondike)	IRN-SD1 Ironsides [65] (3050U-C)	RPR–101 Rapier [85] (3050U-C)	Leopard CV [1900] (3057)
17	RGU–133E Rogue [40] (3050U)	GTHA-500 Gotha [60] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Pentagon (Standard) [4000] (3075)
18	TRN-3T Trident [20] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	RPR–100 Rapier [85] (3050U-C)	Titan [12000] (3057)
19	SPD-502 Spad [30] (3050U) *	HCT-214 Hellcat II [50] (3050U-C) *	HMR-HD Hammerhead [75] (3050U-C)	Elephant (Standard) [15000] (3075)
20	THK-63 Tomahawk [45] (3050U-C) *	GTHA-500b Gotha [60] (3075) *	HMR-HE Hammerhead [75] (3050U-C)	Achilles [4500] (3057)
21	RGU–133Eb Rogue [40] (3075) *	GTHA-500b Gotha [60] (3075) *	RPR–100b Rapier [85] (3075)	Pentagon (Standard) [4000] (3075)
22	TRN-3Tb Trident [20] (3075)*	HCT-214 Hellcat II [50] (3050U-C) *	AHB-443b Ahab [90] (3075)	Titan [12000] (3057)

ROYAL AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
1	SB-27 Sabre [25] (3075)	HCT-213 Hellcat [60] (3075)	AHB-443 Ahab [90] (3050U-C)	Jumbo [14800] (RW)
2	RGU–133E Rogue [40] (3050U)	HCT-213B Hellcat II [50] (3050U-C)	HMR-HE Hammerhead [75] (3050U-C)	Danias [3200] (JS:B)
3	ZRO–114 Zero [35] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	RPR–101 Rapier [85] (3050U-C)	Aqueduct Liquid Carrier [45000] (MPS)
4	RGU–133F Rogue [40] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)	Buccaneer [3500] (3057)
5	THK-63 Tomahawk [45] (3050U-C)	F-90 Stingray [60] (3039)	AHB-443 Ahab [90] (3050U-C)	Mule [11200] (3057)
6	SPD-502 Spad [30] (3050U)	HCT-213 Hellcat [60] (3075)	RPR–100 Rapier [85] (3050U-C)	Intruder [3000] (3057)
7	SB-27b Sabre [25] (Klondike)	IRN-SD1 Ironsides [65] (3050U-C)	THB-D36 Thunderbird [100] (3075)	Gazelle [2900] (3057)
8	TRN-3T Trident [20] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	STU-K5 Stuka [100] (3039)	Colossus (ERPPC) [15000] (3075)
9	RGU–133E Rogue [40] (3050U)	GTHA-500 Gotha [60] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Triumph [8600] (3075)
10	ZRO–114 Zero [35] (3050U-C)	LTN-G15b Lightning [50] (Klondike)	HMR-HDb Hammerhead [75] (3075)	Overlord [9700] (3057)
11	THK-63b Tomahawk [45] (3075)	GTHA-500b Gotha [60] (3075)	AHB-443b Ahab [90] (3075)	Confederate [1900] (3057)
12	SWF-606 Swift [25] (3050U-C)	IRN-SD1b Ironsides [65] (3075)	STU-K5b Stuka [100] (Klondike)	Union [3600] (3057)
13	SPD-503 Spad [30] (3050U-C)	SL-26 Samurai [50] (3039)	RPR–100b Rapier [85] (3075)	Fortress [6000] (3057)
14	RGU–133Eb Rogue [40] (3075)	HCT-214 Hellcat II [50] (3050U-C)	THB-D46 Thunderbird [100] (3075)	Titan [12000] (3057)
15	TRN-3Tb Trident [20] (3075)	IRN-SD1b Ironsides [65] (3075)	RPR-200 Rapier [85] (3050U-C)	Achilles [4500] (3057)
16	ZRO–116b Zero [35] (Klondike)	GTHA-500b Gotha [60] (3075)	HMR-HDb Hammerhead [75] (3075)	Titan [12000] (3057)
17	S-28 Sabre [25] (3075)	HCT-213C Hellcat II [50] (Klondike)	AHB-443b Ahab [90] (3075)	Pentagon (ERPPC) [4000] (3075)
18	THK-63b Tomahawk [45] (3075)	SL-26 Samurai [50] (3039)	CHP-W5b Chippewa [90] (Klondike)	Titan [12000] (3057)
19	SPD-503 Spad [30] (3050U-C)*	GTHA-500b Gotha [60] (3075) *	STU-K5b Stuka [100] (Klondike)	Elephant (ERPPC) [15000] (3075)
20	S-28 Sabre [25] (3075) *	HCT-213C Hellcat II [50] (Klondike)*	THB-D46 Thunderbird [100] (3075)	Achilles [4500] (3057)
21	ZRO–116b Zero [35] (Klondike) *	GTHA-500b Gotha [60] (3075) *	HMR-HDb Hammerhead [75] (3075)	Pentagon (ERPPC) [4000] (3075)
22	THK-63b Tomahawk [45] (3075) *	IRN-SD1b Ironsides [65] (3075) *	AHB-443b Ahab [90] (3075)	Titan [12000] (3057)

* Player may choose any Land Air 'Mech of this weight class instead of the rolled result.

SPECIAL UNIT RULES

Players may use these supplemental rules in their *BattleTech* games.

FIRST ARMY

191st Royal BattleMech Division: The Zavijava Division automatically wins the Initiative Roll for the first four rounds of gameplay. In addition, players using 'Mechs of the Royal Black Watch regiment may select any 'Mech or tank from the Royal Tables of the RAT (see pp. 241-242).

7th Royal BattleMech Division: The Keid Division player may choose to replace his randomly-determined 'Mechs with *Pillager* assault 'Mechs at a ratio of 1-to-4, meaning for every *Pillager* selected, he must use 4 randomly-determined 'Mechs.

29th BattleMech Division: In any game turn where a Polypheme officer of major's rank or higher is active, the player controlling the 29th BattleMech Division receives a +1 bonus to all Initiative Rolls.

305th Royal Heavy Assault Regiment: In any scenario where the 305th faces an enemy force classified as bandit or pirate, the player controlling them must roll 2D6. On a result of 11 or higher, the 305th 'Mechs will charge forward at their maximum Run MP for 1D6 turns.

138th BattleMech Division: The 138th BattleMech Division is immune to Overrun Combat (see pp. 192 and 193, *TO*) and Force the Initiative attacks (see p. 192, *TO*).

Star Squadron: Any ship of the Star Squadron is automatically and Elite-level crew. If the SLS *Star League* is destroyed in combat, the remaining ships of the squadron will never retreat.

SECOND ARMY

90th Royal Light Horse: The Ninetieth Royal Light Horse are adapt at low and zero gravity combat. All Piloting Skill Rolls required to offset a penalty for operation in those environments receive a bonus of +2.

39th Royal BattleMech Division: Used to operating on heavy gravity worlds, the Thirty-Ninth has lighter than average units than a standard BattleMech division. When randomly determining unit or lance mass, subtract –1 from the roll.

75th BattleMech Division: Continually in combat against raiders, the Seventy-Fifth is adept at adapting their tactics to suit the highly variable tactics shown by bandits. The player controlling forces from the Seventy-Fifth gain a bonus of +1 to their Initiative Rolls.

128th Jump Infantry Division: Experts at jungle warfare, the player of the 128th receives the Overrun Combat Ability (see pp. 192 and 193, *TO*) when more than half the map sheets in a scenario can be found on the Wooded Terrain Table (see p. 263, *TW*).

215th Mechanized Infantry Division: Suffering from morale issues due to the sub-arctic temperatures of their deployment world, a player in control of units from the 215th receives a penalty of –1 to their Initiative Rolls.

35th Dragoon Regiment: Highly mobile, the player controlling units from the Thirty-Fifth Dragoons receives the Overrun Combat Ability (see pp. 192 and 193, *TO*).

First Jump Infantry Division: As one of the highest skilled divisions outside of the royal regiments, the cream of the crop tends to end up in the First. When randomly determining skill level of units, the player adds a bonus of +2 to the roll. (see p. 273, *TW*).

THIRD ARMY

225th Mechanized Infantry Division: The 225th is adept at low gravity operations. Any skill rolls to avoid damage or penalties due to gravity in environments greater than 0.25 G receive a bonus of +2. In environments of less than 0.25 G the 225th receive no bonus.

235th Mechanized Infantry Division: Adept at cold weather warfare, all units in the 235th receive a bonus of +2 to all rolls to avoid slipping on ice. Furthermore, all infantry units of the 235th may roll to avoid being automatically destroyed by falling through ice into water by rolling 2D6 for the affected unit and having the result be 9 or greater. If successful, the infantry unit is moved into a legal hex adjacent to its former location. (see Ice, p. 50, *TO*)

129th BattleMech Division: When half or more of a scenarios map sheets can be found on the Wooded Terrain Table (see p. 263, *TW*) the 129th BattleMech Division gains a bonus of +1 to its Initiative for that scenario due to its constant training in the forests of Lexington.

242nd Royal Mechanized Infantry Division: All infantry in the 242nd Royal Mechanized Infantry Division are considered to be Xeno-Planetary Conditioned Trained Troops (see pp. 350-351, *TO*) without needing extra equipment between the temperatures of 70C to -30C. Outside of these temperatures the 242nd require the listed equipment.

296th Mechanized Infantry Division: When half or more of a scenarios map sheets can be found on the Hill or Mountain Terrain Table (see p. 263, *TW*) the 296th Mechanized Infantry Division gains a bonus of +1 to its Initiative for that scenario.

300th Mechanized Infantry Division: Specializing in cold temperature warfare, the 300th Division's infantry units suffer no movement penalties for extreme cold temperatures, but still require appropriate gear (see p. 62, *TO*).

Third Fleet: All WarShips and JumpShips of Third Fleet require 10% less time (round down to nearest hour) to safely charge their K-F drives for a hyperspace jump than normal. (see p. 87, *SO*). Additionally, these same vessels receive a reduction of 1 to the control roll modifier (minimum 0) for Quick-Charging their K-F Drives (see p. 87, *SO*).

FOURTH ARMY

62nd Infantry Division: If the Sixty-second is the defender, they can deploy half their units as Hidden Units (see p. 259, *TW*). Any Sixty-second unit spotting for artillery gives the artillery round +2 to its To-Hit roll and –2 to all scatter rolls.

229th Mechanized Infantry Division: When using snow rules (see p. 60, *TO*) in a scenario, all Alchemists' To-hit and movement penalties are one less. If the 229th is defending, they can deploy one out of every three units as Hidden Units. (see p. 259, *TW*).

142nd Jump Infantry Division: The 142nd has both the Force the Initiative (see p. 192, *TO*) and Overrun Combat (see p. 193, *TO*). In addition, all 142nd units can cross all rough, woods, and urban terrain at one less MP than normal.

50th Royal Infantry Division: All Fiftieth units roll on the veteran table when determining Piloting/Gunnery skills (see p 273, *TW*). If using Morale rules (see p. 211, *TO*), treat all Fiftieth Royal units as Elite.

249th Mechanized Infantry Division: The 249th player has both Banking Initiative (see p. 192, *TO*) and Overrun Combat (see p. 193, *TO*).

255th Royal Mechanized Infantry Division: Any player deploying Blackstar Cuirassier units have +1 to Initiative Rolls and chooses one of the following abilities: Banking Initiative (see p. 192, *TO*), Force the Initiative (see p. 192, *TO*) or Off-Map Movement (see p. 192, *TO*)

263rd BattleMech Division: The 263rd Has the Zone of Control (see p. 193, *TO*) special ability.

191st Royal Jump Infantry Division: The ground units have the Sharpshooter (see p. 193, *TO*) special ability, while the 191st aerospace fighter wings have the Ground Attack Specialists (see p. 193, *TO*) special ability.

FIFTH ARMY

72nd Infantry Division: If rolling on the Wetlands Terrain table (see p. 263, *TW*), the 72nd can chose the mapsheets instead of rolling for them. Because of their scouting skills, no opponent can deploy Hidden Units (see p. 259, *TW*) against them.

189th Jump Infantry Division: If rolling on any Urban Terrain table (see p. 263, *TW*), the 189th can modify the roll by one higher or lower. Because of the 189th's speed, an opponent can only deploy half their normal number of Hidden Units (see p. 259, *TW*).

235th Light Horse Regiment: The Outriders have both Force the Initiative (see p. 192, *TO*) and Off-Map Movement (see p. 192, *TO*)

189th BattleMech Division: The 189th is immune to the Communications Disruption (see p. 193, *TO*) special ability. Because of their ability to crack their enemy's com codes, they can neutralize any one special ability of the opponent during the scenario.

146th Dragoon Regiment: The Dragoons have the Overrun Combat (see p. 193, *TO*) special ability. If Colonel Draymen is on the field, the Dragoons are not subjected to Forced Withdrawal rules (see p. 259, *TW*) Draymen himself is subject to Forced Withdrawal.

201st BattleMech Division: Before play, the Errai player rolls 1D6–3. If the result is positive, the Errai play selects that number of special abilities (See p. 192-193, *TO*) If the result is 0 or negative, the Errai player's Initiative rolls are +2.

213th BattleMech Division: 213th's aerospace fighters have the ground attack specialist (see p. 193, *TO*) special ability, and any ground fire aimed at them has a –1 penalty. The ground force has both the Sharpshooter and Anti-Aircraft (see p. 193, *TO*) Special Abilities.

SIXTH ARMY

89th BattleMech Division: Roll 2D6 for each ammo slot on a Eighty-ninth unit: 1-2 full ammo load, 3-5 75% ammo load (round up) 6: 50% ammo load (round up).

190th BattleMech Division: The Procyons have the Overrun Combat (see p. 193, *TO*) special ability.

231st BattleMech Division: The Fletchers have the Communications Disruption (see p. 193, *TO*) special ability

249th BattleMech Division: Roll 1D6 for each BattleMech or vehicle deployed: 1-2 All ammo on unit is halved, 3-4: roll 1D6 and removed that many armor points from all-front facing locations and limbs/sides, 5-6: fusion engine generates 1D6 extra heat per turn/ICE engine –1MP.

262nd BattleMech Division (The Chief Joseph Division): This unit automatically lose the first three Initiative Rolls. After that, they suffer a –1 to their Initiative Roll until Turn 10 or they lose 50% of their force through destruction, being crippled, or forced to withdraw.

309th Royal BattleMech Division (The Black Charger Division): The Black Chargers have both Force the Initiative (see p. 192, *TO*) and Overrun Combat (see p. 193, *TO*) special abilities.

49th Mechanized Infantry Division (The Colony Commanders): When choosing maps, the 49th's Player can choose half the mapsheets and their home edge first. They also have Banking Initiative (see p. 192, *TO*) special ability.

SEVENTH ARMY

50th Royal Mechanized Infantry Division: The Fiftieth is allowed to replace one randomly chosen BattleMech with one of equal tonnage of the controlling player's choice. If the Fiftieth is on the field with any other units from LIII Corps, both units suffer a –1 penalty to Initiative rolls.

272nd BattleMech Division: If the 272nd BattleMech Division's color troop (1 Company of Horse-Mounted Rifle Infantry) is on the field in part or whole, the division gains a +1 modifier to Initiative, Piloting Skill Rolls, and consciousness rolls. If the color troop suffers over 50% casualties or is forced to withdraw, the division loses all above bonuses, but becomes enraged. When enraged, they gain a +1 To-Hit, and must always close with and fire on the closest enemy with any weapon in range. The rage is only broken when the player controlling the division wins Initiative twice consecutively.

17th Infantry Division: When on defense, if the player has infantry and field guns on the field, the player controlling the Seventeenth Infantry Division may choose a map for his home edge instead of randomly selecting either the map or edge.

2221st Infantry Division: The 2221st gains a +1 Initiative bonus when fighting at night; they may also move half of their force with off-map movement during nighttime scenarios.

5th RCT: If the forces of more than one regiment are one the field at one time, the player suffers a –1 penalty to Initiative rolls.

EIGHTH ARMY

43rd Infantry: All Infantry units except Mechanized or Motorized Infantry receive +1 MP for ground movement and add a +1 bonus to their To-Hit rolls. Infantry units with 0 Ground MP may both move and attack in the same turn.

316th Royal BattleMech Division: A unit firing on one target, with no other friendly units attacking the same target, receives a +1 bonus to its To-Hit rolls. Two or more friendly units declaring fire upon the same target receive a –2 To-Hit roll penalty.

246th Mechanized Infantry Division: Air-dropped vehicles (see Dropping Troops, p. 22, *SO*) gain +2 to their Landing Roll. Failed Landing Rolls scatter as normal but do not damage dropping vehicles. Turret-mounted weapons do not suffer the +2 modifier for being firing while dropping.

297th Mechanized Infantry Division: When a To-Hit roll fails by a Margin of Failure of 1, re-roll and apply –1 from the result; keep this result. When determining Critical Hits against 297th units, if the roll results in 2–7, re-roll and keep the second result.

30th Infantry Division): Infantry and vehicle units are not affected by Forced Withdrawal rules, even if a chosen scenario dictates otherwise. Reduce by 50% the number of casualties inflicted to Infantry units that are Digging In (see p. 108, *TO*) or occupy a Woods hex.

49th Jump Infantry Division: Units may use Overrun Combat (p. 193, *TO*). Aerospace fighters and Jump Infantry gain +1 to their To-Hit rolls. When attempting battlefield salvage (p. 191, *SO*), add +3 to each Technician Check roll.

46th Mechanized Infantry Division: A unit gains a +1 modifier to its To-hit rolls for each adjacent hex occupied by a fellow unit, to a maximum of +3. Opposing units occupying either in the attacker's hex or an adjacent hex negate this bonus.

NINTH ARMY

91st Mechanized Infantry Division: Artillery units receive +1 to their To-Hit rolls for firing at non-pre-designated hexes. Subtract one D6 when determining dice for rolling scatter distance (see p. 182, *TO*). Shells that damage a Building hex inflict an additional 2D6 CF damage after the initial damage has been applied (see pp. 172-173, *TW*).

108th Jump Infantry Division: Use Dropping Troops rules (p. 22, *SO*) and Paratroops rules (p. 341, *TO*). Dropping Paratroop Infantry units make a Landing Roll using a Target Number of 4; vehicles use their Driving Skill –1. Failed Landing Rolls result in 1D6–1 hexes of scatter distance per point of Margin of Failure.

13th Royal Mechanized Infantry Division: Units lose the –4 stationary target modifier when firing at Light or Medium buildings. Ground vehicles gain an additional +1 MP when traveling along Paved or Clear hexes.

32nd Infantry Division: Reduce any To-Hit modifiers for operating in low-light conditions by 1. Infantry units may declare they are Digging In (see p. 108, *TO*) after they have finished movement; they do not need to spend a full turn in order to dig in.

44th Mechanized Infantry Division: Opposing units attacking a 44th unit in the rear arc receive a +1 to their To-Hit rolls.

When fighting alongside other SLDF units, a 44th unit suffers performance anxiety and thus adds an additional +1 modifier to their Target Number for Weapon Attacks if any non-44th SLDF unit is within LOS.

245th BattleMech Division: All Infantry units act as though equipped with an Active Probe with a maximum range of 3 hexes (see p. 129, *TW*), which allows Infantry to locate Hidden Units (see p. 259, *TW*). Hidden enemy units may not take a Pointblank Shot (p. 260, *TW*) against a 245th Infantry unit.

TENTH ARMY

149th BattleMech Division: The 149th may only field heavy and assault vehicles. Unless scenario rules dictate otherwise, the 149th must field vehicles and 'Mechs at a ratio of 2 vehicles per every 'Mech. 'Mechs may be of any weight class.

254th BattleMech Division: Before play, roll 2D6 and apply the result:

- 2–3 - All MechWarriors begin play with 1 point of pilot damage (in addition to preexisting damage).
- 4–6 - Apply 1 critical hit to each unit; re-roll any damage that would otherwise destroy or cripple the unit.
- 7–10 - Weapons begin with half their ammunition load, rounded up.
- 11–12 - All units gain +1 to their To-Hit rolls.

160th Jump Infantry Division: The 160th may only field light and medium units with a minimum Walking/Cruising speed of 5 (this restriction does not apply to Infantry units). This force may Bank Initiative and use Off-Map Movement (see p. 192, *TO*).

14th Jump Infantry Division: Units from the Fourteenth may only spend half of their available Walk/Cruise MPs (rounded down) when moving backwards. During a turn where a unit stands still or moves backwards, add +1 to its To-Hit rolls.

146th Mechanized Infantry Division: Each friendly unit beyond the first that attacks the same target gains a +1 to their To-Hit roll when firing upon the same target. Firing upon a secondary target does not trigger this bonus.

120th Jump Infantry Division: The 120th possesses the Sharp Shooter ability (see p. 193, *TO*). However, if a weapon attack for an ammunition-based weapon results in a Target Number of 11 or 12, the shot may not be taken.

ELEVENTH ARMY

331st Royal BattleMech Division: The 331st receives a +1 bonus to Initiative and are treated as having a movement of 1 greater in any strategic situation. The 331st BattleMech Division also has the Overrun Combat special unit ability (see p. 192–193, *TO*).

153rd Mechanized Infantry Division: Due to their constant training, the 153rd receives a bonus of +1 in all rolls involving stealth. Additionally, enemy units equipped with active probes treat those probes as if their range was one less.

92nd Jump Infantry Division: The Ninety-Second is very mobile and can use the Off-Map Movement ability (see p. 192, *TO*).

146th Royal BattleMech Division: The battle hardened 146th can use the Overrun Combat special ability (see p. 193, *TO*).

11th Mechanized Infantry Division: The Eleventh specializes in impersonating enemy forces, so it may use any special ability that the enemy possesses.

27th Royal Mechanized Infantry Division: When the attacker in a scenario, the Twenty-seventh receives a +1 bonus to Initiative but their opponent gains the Banking Initiative special ability (see p. 192, *TO*).

TWELFTH ARMY

28th Infantry Division: When not moving and in cover, attacks against infantry forces of the 28th suffer a penalty of –1 to all To-Hit rolls.

18th Royal Mechanized Infantry Division: When operating under Forced Withdrawal rules (see p. 258, *TW*), members of the 18th instead gain a bonus of +1 to all Gunnery rolls but cannot withdraw when they would normally be forced to withdaw.

97th Mechanized Infantry Division: Adept at underground operations, while underground the 97th applies a bonus of +1 to all Piloting rolls and all units are considered to have an active probe with a range of 1 hex.

123rd Mechanized Infantry Division: Exhausted from combat operations, the 123rd suffers a penalty of –1 for the first four turns of a scenario but can also Force Initiative (see p. 192, *TO*) during that time.

258th Dragoon Regiment: The 258th has a bonus of +2 for it's Initiative Rolls but suffer a penalty of –1 for each size formation (a company would have no bonus while the entire regiment working together in a scenario would suffer a penalty of –2).

127th Mechanized Infantry Division: This unit may use both Off Map Movement and Overrun Combat (see p. 192-3, *TO*) on non-infantry forces if it has infantry within line of sight of the enemy.

41st Mechanized Infantry Division: Opponents of the 41st have to make moral checks (see p. 211, *TO*) and receive a penalty of 1 on all such checks (see also p. 295, *SO*).

THIRTEENTH ARMY

111th Light Horse Regiment: Treat all members of the regiment as if they had an active probe with a range of two hexes. For any unit already possessing an active probe, increase the range by two hexes.

142nd BattleMech Division: When operating in snow, all members of this division gain a –1 to all Piloting target numbers due to snow.

44th Royal BattleMech Division: Because of their ability to react quickly, reduce the time needed to prepare to move strategically by half for this division.

173rd Mechanized Infantry Division: When the 173rd has at least one BattleMech, one combat vehicle and one infantry platoon deployed at the beginning of combat, they receive a +1 bonus to their Initiative role.

181st Royal Mechanized Infantry Division: All infantry units of this division are considered in cover no matter what terrain type they are in unless they have been surprised.

438th BattleMech Division: When randomly determining the composition of this division, add +1 to all rolls for weight class for BattleMechs and combat vehicles.

204th Jump Infantry Division: For orbital or parachute drops, this division receives a +1 bonus to their rolls to land

FOURTEENTH ARMY

22nd Royal CAAN Marine Regiment: Extremely skilled at boarding operations, when attempting to dock and grapple an aerospace unit (see p. 199, *TO*) apply a -2 modifier to the target number to determine if the docking attempt is successful.

34th Royal Mechanized Infantry Division: Very skilled at massed weapons fire, when units of the Thirty-fourth Royal use linked weapons fire (see p. 85, *TO*) follow the rules as normal, but apply a -2 To-Hit modifier to the target number for the group of weapons.

305th BattleMech Division: Constant training and combat experience has increased the skills of the 305th. One unit per lance (chosen randomly) receives the Sniper pilot ability (see p. 221, *AToW*).

131st Jump Infantry Division: Whenever units from the 131st make an atmospheric (see p. 22, *SO*) or space drop (see p. 23, *SO*), apply a –1 modifier to the landing roll target number. If the unit fails the landing roll (see p. 23, *SO*), instead of the normal scatter distance, the unit scatters (1D6) / 2 hexes (rounded up).

410th BattleMech Division: Frequently on parade duty, the BattleMechs and vehicles of The United Member States Division are polished and glossed until they sparkle and shine. Treat every unit as if it has the Distracting Design Quirk (see p. 205, *TRO: Prototypes*).

143rd Reconnaissance Squadron: Ships in the 143rd are equipped with advanced sensors and the crews are very skilled. Treat every ship as if it has a small Naval Comm-Scanner Suite (see p. 118, *SO*). If it already has a small NCSS, treat it as if it has a large Naval Comm-Scanner Suite (see p. 118, *SO*).

FIFTEENTH ARMY

81st BattleMech Division: When half or more of a scenarios map sheets can be found on the Hill or Mountain Terrain Table (see p. 263, *TW*) the Eighty-First BattleMech Division gains a bonus of 1 to its Initiative for that scenario due to its skill at combat in rough terrain.

1st Royal Mechanized Infantry Division: The First is the most highly skilled mechanized infantry division in the SLDF. When used in a scenario, the First gains the Forcing the Initiative and Overrun Combat abilities (see pp. 192–193, *TO*)

82nd Royal Jump Infantry Division: When used in a scenario, the Eighty-Second gains a bonus of 2 to its Initiative Rolls as long as it is outnumbered on the battlefield.

132nd Royal Mechanized Infantry Division: Constantly competing against the Eighty-Second Royal Jump Infantry, the 132nd is always struggling to prove themselves. When used in a scenario, all infantry units of the 132nd gain an extra MP of movement that can be used during the movement phase of a turn. If this extra MP is used, the infantry unit is considered moving 'double-time' and suffers a penalty of 1 to all combat rolls for that turn during the firing phase.

326th BattleMech Division: Experts at surveillance, any combat units of the 326th equipped with a Beagle Active Probe gains an additional 1 hex of range to that piece of equipment. Additionally, all units opposing the 326th that may deploy Hidden Units may only deploy half as many (round down) as they normally would be capable of.

398th BattleMech Division: In an attempt to ease tensions with the Combine, the 398th heavily uses 'Mechs produced in the Kurita member-state. When randomly determining forces, the player of the 398th must roll half (round down) of their units from the Draconis Combine tables.

SIXTEENTH ARMY

168th BattleMech Division: When using the Zero-G Operations rules from Strategic Operations, any unit from the 168th Division gains a –1 modifier to weapon attacks in Zero-G or to Piloting Skill Rolls to land on the hull of a large aerospace unit.

67th Mechanized Infantry Division: Soldiers of the Sixty-seventh are adept at using every scrap of cover possible. Conventional infantry platoons of the Sixty-seventh do not suffer double damage from attacks while in clear terrain unless the terrain is paved.

208th BattleMech Division: The 208th's heavy use of observation satellites means that they are always treated as if they have a friendly satellite with a HiRes Imager (see p. 339, *TO*), and do not require any communications equipment to receive the benefit thereof.

99th Mechanized Infantry Division: If the Ninety-ninth Division's BattleMechs inflict enough damage to a target BattleMech to force it to make a Piloting Skill Roll to remain standing at the end of the Weapon Attack Phase, the affected BattleMech cannot attack any infantry unit of the Ninety-ninth in the Physical Attack Phase of the same turn.

5th Dragoons Regiment: The Fifth Dragoons have become quite adept at tracking down insurgents. If a Fifth Dragoons' BattleMech walks or remains stationary during the movement phase, they are treated as if they have a beagle active probe with a range of 2 hexes for the purposes of detecting Hidden Units.

355th BattleMech Division: BattleMechs of the 355th halve all damage they inflict buildings by moving or firing through them. Attacks deliberately targeting the buildings inflict full damage as normal.

1216th Mechanized Infantry Division: Any BattleMech entering the same hex as a platoon of conventional infantry from the 1216th Division must make an immediate Piloting Skill Roll with a +3 modifier to avoid falling from the Bullfighter's special trip-wires. If the BattleMech falls, the infantry unit may immediately roll to attempt to swarm the BattleMech.

SEVENTEENTH ARMY

43rd Royal Light Horse Regiment: The forces of the Forty-third Light Horse are excellent at giving pursuers the slip. If no enemy unit has LOS to a Forty-third BattleMech or hovercraft at the end of the movement phase, it may immediately take another full move at no penalty, provided that at no point during the second move does an enemy unit gain LOS to the moving unit.

255th Royal BattleMech Division: The Sherman Division specializes in the elimination of a hostile power's soft assets. They add 1D6 to any burst fire damage roll and double the damage of any attack they target at a building, excepting Castle Brians or mobile structures.

31st Royal Mechanized Infantry Division: Small arms accuracy is everything to the Thirty-first. Conventional infantry platoons for this division halve the normal range modifiers for medium and long range weapon attacks. In addition, they may make attack a target one hex beyond their long range with a +4 To-Hit modifier.

38th Jump Infantry Division: Each conventional infantryman of the Thirty-eighth Jump Infantry count for two marine points for the purposes of Infantry vs. Infantry actions (see p.199, *TO*)

279th BattleMech Division: When performing a charge, BattleMechs of the 279th may deliberately fall prone in the final hex before the target and skid into the target hex. Damage is resolved to the target as if the attacker skidded the entire distance moved prior to the attack. The attacker suffers falling damage and skidding damage for two hexes as normal.

286th Royal BattleMech Division: Rapid deployment is the 286th's claim to fame. When performing atmospheric drops (see p. 22, *SO*), the 286th may have up to two units exit through a single door on a single turn. The first unit that exits follows the standard rules, but the second unit must make a successful Piloting Skill Roll or damage the door, rendering it inoperative and failing to exit the DropShip.

55th Infantry Division: Many of the soldiers of the Fifty-fifth have parts made from sterner stuff than flesh. Mechwarriors of the Fifty-fifth ignore the first pilot hit they suffer during a scenario, and subtract –1 from any burst fire damage inflicted against Fifty-fifth dividion conventional infantry.

EIGHTEENTH ARMY

287th BattleMech Division: The 287th is equipped with large amounts of locally produced Locust, Stinger, and Wasp BattleMechs. When randomly assigning BattleMechs to a force consisting of the 287th, one out of four units must be one of these BattleMechs. The 287th BattleMech Division also has the Overrun Combat special unit ability (pp. 192–193, *TO*).

52nd Infantry Division: The Fifty-Second is adept at desert warfare. All units of the Fifty-Second suffer no Piloting skill penalties that are caused by occupying a hex with Sand. Also, all infantry of the Fifty-Second do not suffer the 2 MP cost for moving through a hex with Sand, they only suffer a 1 MP cost (see p.39, *TO*)

226th Royal Mechanized Infantry Division: All infantry of the 226th are considered to be XTC Trained in vacuum environments (pp. 3050-351, *TO*). In additions all units of the 226th making a space drop for orbital insertion (pp. 23-24, *SO*), gain a bonus of 1 to their control roll for atmospheric re-entry.

61st Royal Jump Infantry Division: When determining travel time for units of the Sixty-First from a hyperspace entry to the planet surface, this time is halved while inside the Traders Domain Province of the Outworlds Alliance due to the use of pre-charted pirate points (p. 86, *SO*). Outside of this, all rolls for performing jump calculations gain a bonus of 1 (p. 88, *SO*)

315th BattleMech Division: When randomly determining lance type for a scenario involving the 315th BattleMech Division, the roll suffers a penalty of 1 due to the lighter massed units the 315th tends to use.

149th Mechanized Infantry Division: Being stationed on the low-gravity world of Gaeri for a significant amount of time, all units of the 149th gain a bonus of 1 to all rolls to avoid taking damage from moving faster than normal in low-gravity situations (p. 55, *TO*).

NINETEENTH ARMY

156th Jump Infantry Division (The Moscow Blizzard): The 156th always assigns its opponent's home and/or entry edge(s) instead of the opponent choosing for themselves. This applies even if a scenario states the opponent would normally choose first.

Against the 156th, opposing Infantry units gain no benefits from Digging In (see p. 108, *TO*) when targeted by missile weapon attacks.

177th Mechanized Infantry Division (*The Han River Division*): All 177th wheeled and tracked vehicles are considered to have Amphibious Chassis and Controls modifications for no additional cost. All 'Mechs gain a +1 bonus to their Piloting Skill Roll when entering a Water hex of Depth 1 or deeper.

328th Royal BattleMech Division (The Lion-Hearted Division): The Lion-Hearted have have the Overrun Combat (see p. 193, *TO*) special ability if they are the attacker and the the Zone of Control (see p. 193, *TO*) special ability if they are the defender.

162nd Mechanized Infantry Division (The Soldiers of Troy): If they are the defender, 152nd are can choose half the mapsheet and are not subjected to Forced Withdrawal rules (see p. 259, *TW*) until they suffer 50% casualties

65th Jump Infantry Division (The Tornadoes): The Tornados infantry ignores any movement penalties from Light or Moderate Gale (See p. 61, *TO*) and can still jump one MP in Strong Gales (See p. 61, *TO*). If an infantry unit jumps in a Light or Moderate Gale and the wind is blowing in the same direction as the jump, roll a d6.:1-3, the jump is normal; 4-6, the jumping unit can add another hex to their movement, in the direction the wind is blowing.

TWENTIETH ARMY

376th BattleMech Division (The Giap Division): The player controlling the 376th must, when rolling to determine units randomly, use a –2 modifier whenever rolling to reflect casualties.

22nd Royal Infantry Division (*The Torch*): The Torch division may use Hidden Units rules, and in any turn when they win the Initiative Roll the division may use the Overrun Combat special combat ability.

406th BattleMech Division (The Grand Rift Division): The Grand Rift Division player may replace 1D6 – 4 'Mechs per company with Spector recon 'Mechs.

233rd Mechanized Infantry Division (The King of Denmark Division): In any scenario where the 233rd Mechanized Infantry Division is the defender, the player controlling them receives a +2 bonus to all Initiative Rolls, and the unit is immune to Force the Initiative attacks.

203rd Pursuit Squadron (*Banshee Wind*): In any scenario when more than four ships of Banshee Wind are present, the controlling player suffers a –2 penalty to all Initiative Rolls.



Recruit | Private | Corporal | Sergeant | Master Sergeant



Warrant Officer

Lieutenant | Captain | Major



Colonel (Commodore)

Lieutenant General (Rear Admiral)



General (Admiral)



Major General (Vice Admiral)



Commanding General (Commanding Admiral)



Star League
Medal of Honor



Medal
of Valor



Shandra Noruff
Ribbon
(1/30 actual size)



Hegemony
Medal



Geerson
Flying
Cross



DeKirk Medal



Star LeagueRed Cross



The
McKenna
Wheel



Order of the Star



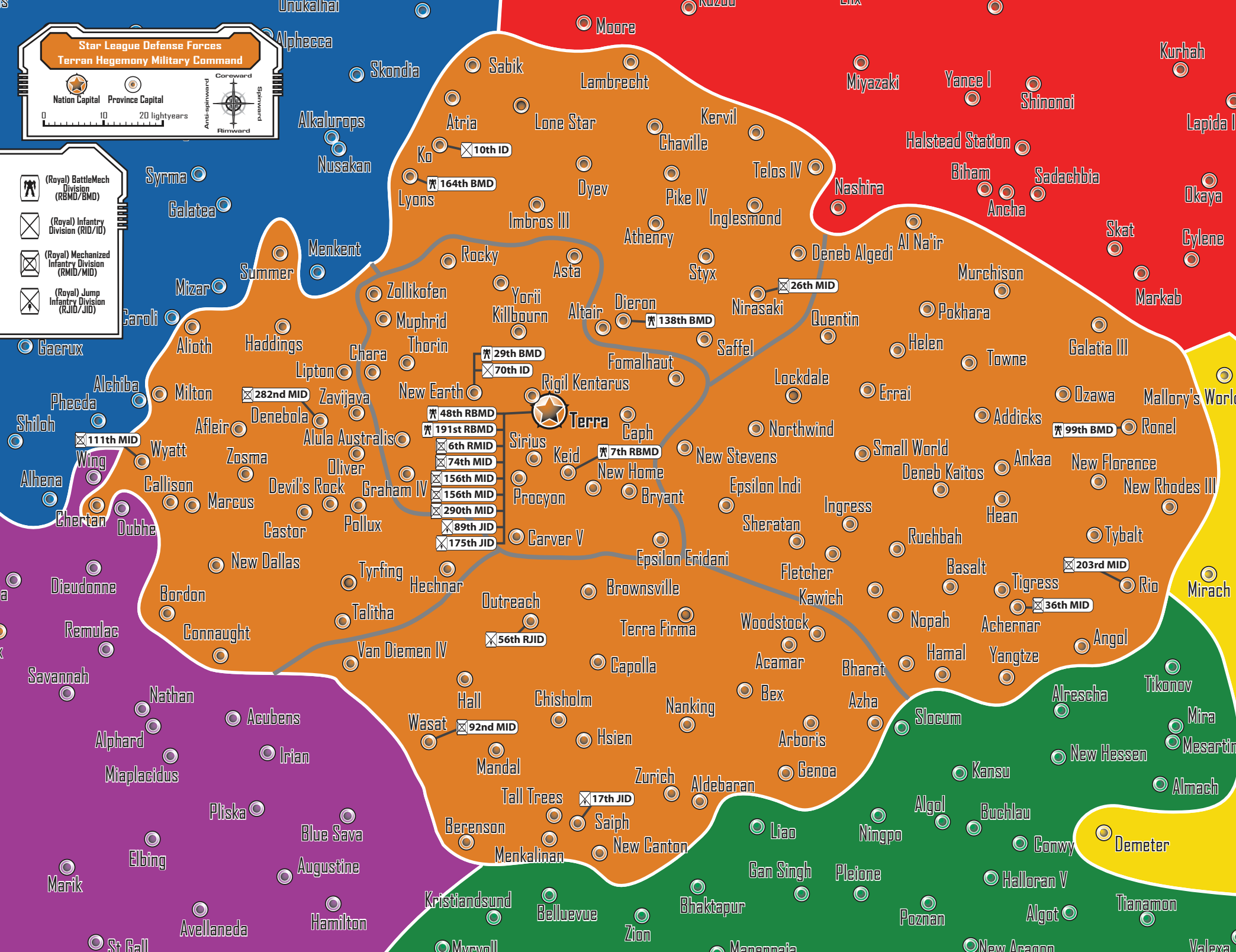
Order of the Sword



Order of the Dove



Order of the Palm

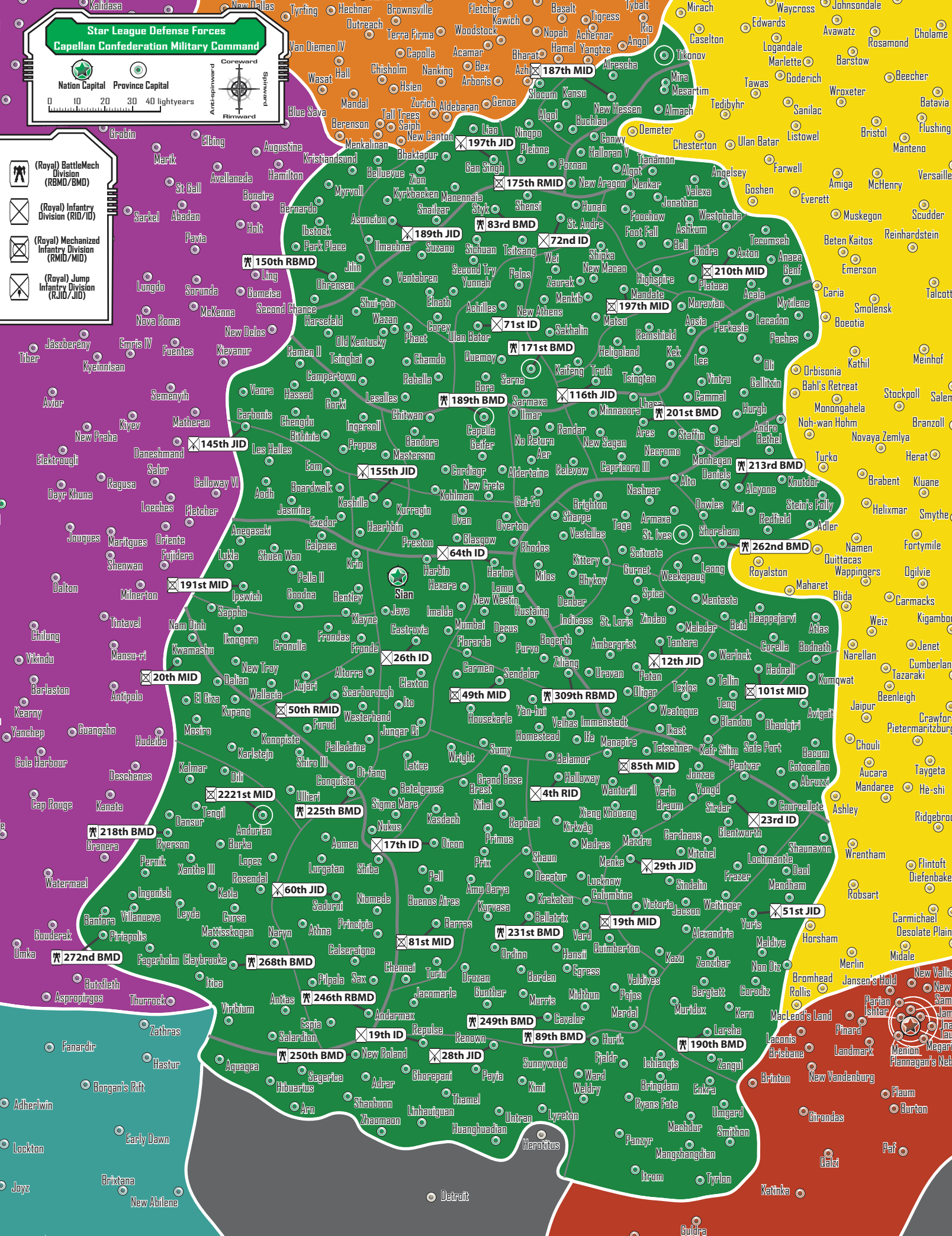

Star League Defense Forces
Terran Hegemony Military Command
Nation Capital
Province Capital
0
10
20 lightyears
Coreward
Spinward
Rimward
Anti-spinward
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)
Terra
Rigil Kentarus
New Earth
Sirius
Procyon
Caph
Keid
Alula Australis
Denebola
Zavijava
Lipton
Chara
Thorin
Fomalhaut
Saffel
Altair
Dieron
Killbourn
Yorii
Zollikofen
Muphrid
Rocky
Asta
Styx
Deneb Algedi
Al Na'ir
Nirasaki
Murchison
Pokhara
Quentin
Helen
Towne
Galatia III
Lockdale
Errai
Ozawa
Mallory's World
Addicks
Ronel
Northwind
Small World
New Stevens
New Home
Bryant
Epsilon Indi
Deneb Kaitos
Ankaa
New Florence
New Rhodes III
Hean
Ingress
Sheratan
Ruchbah
Tybalt
Epsilon Eridani
Fletcher
Basalt
Tigress
Rio
Mirach
Kawich
Nopah
Achernar
Woodstock
Terra Firma
Outreach
Brownsville
Hechnar
Tyrfing
New Dallas
Carver V
Castor
Pollux
Graham IV
Oliver
Devil's Rock
Callison
Marcus
Zosma
Wyatt
Wing
Afleir
Milton
Alioth
Haddings
Summer
Menkent
Mizar
Gacrux
Alchiba
Phecda
Shiloh
Alhena
Chertan
Dubhe
Dieudonne
Remulac
Savannah
Bordon
Connaught
Talitha
Van Diemen IV
Capolla
Acamar
Bharat
Hamal
Yangtze
Angol
Tikonov
Alrescha
Slocum
Azha
Bex
Nanking
Arboris
Chisholm
Hall
Hsien
Wasat
Mandal
Zurich
Aldebaran
Genoa
Tall Trees
Saiph
Berenson
Menkalinan
New Canton
Liao
Ningpo
Algol
Buchlau
Conwy
Demeter
Kansu
New Hessen
Almach
Mira
Mesartim
Gan Singh
Pleione
Halloran V
Algot
Tianamon
Poznan
Bhaktapur
Belluevue
Zion
Kristiandsund
Myrvoll
Avellaneda
Hamilton
St Gall
Marik
Elbing
Augustine
Blue Sava
Pliska
Miaplacidus
Alphard
Irian
Acubens
Nathan
Lambrecht
Sabik
Atria
Lone Star
Kervil
Chaville
Ko
Lyons
Dyev
Pike IV
Imbros III
Athenry
Inglesmond
Telos IV
Nashira
Halstead Station
Biham
Ancha
Sadachbia
Skat
Markab
Cylene
Okaya
Lapida I
Kurhah
Shinonoi
Yance I
Miyazaki
Moore
Nusakan
Alkalurops
Skondia
Alphecca
Unukalhai
Galatea
Syrma
Caroli
10th ID
164th BMD
26th MID
138th BMD
29th BMD
70th ID
282nd MID
48th RBMD
191st RBMD
6th RMID
74th MID
156th MID
156th MID
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36th MID
56th RJID
92nd MID
17th JID

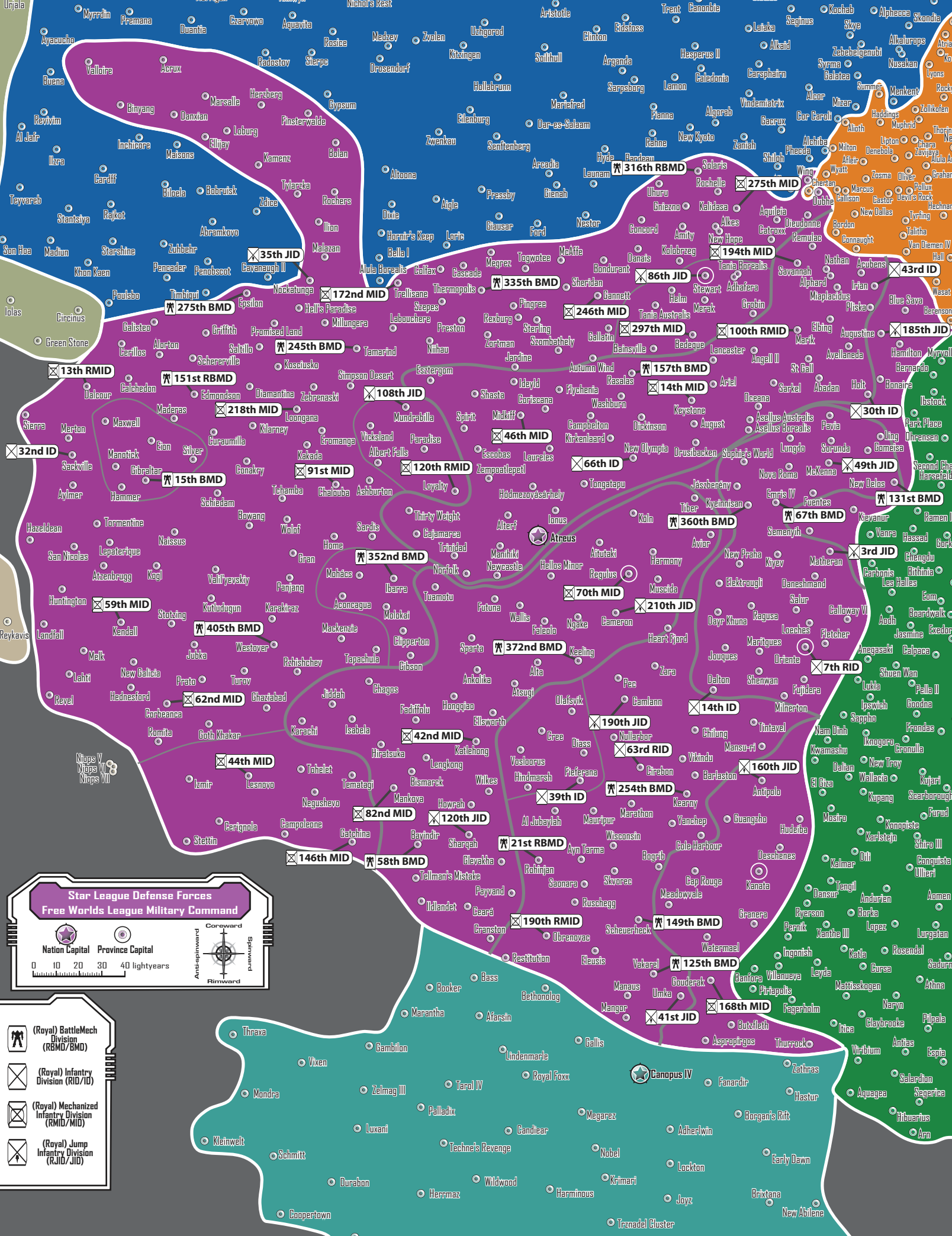
Star League Defense Forces
Federated Suns Military Command

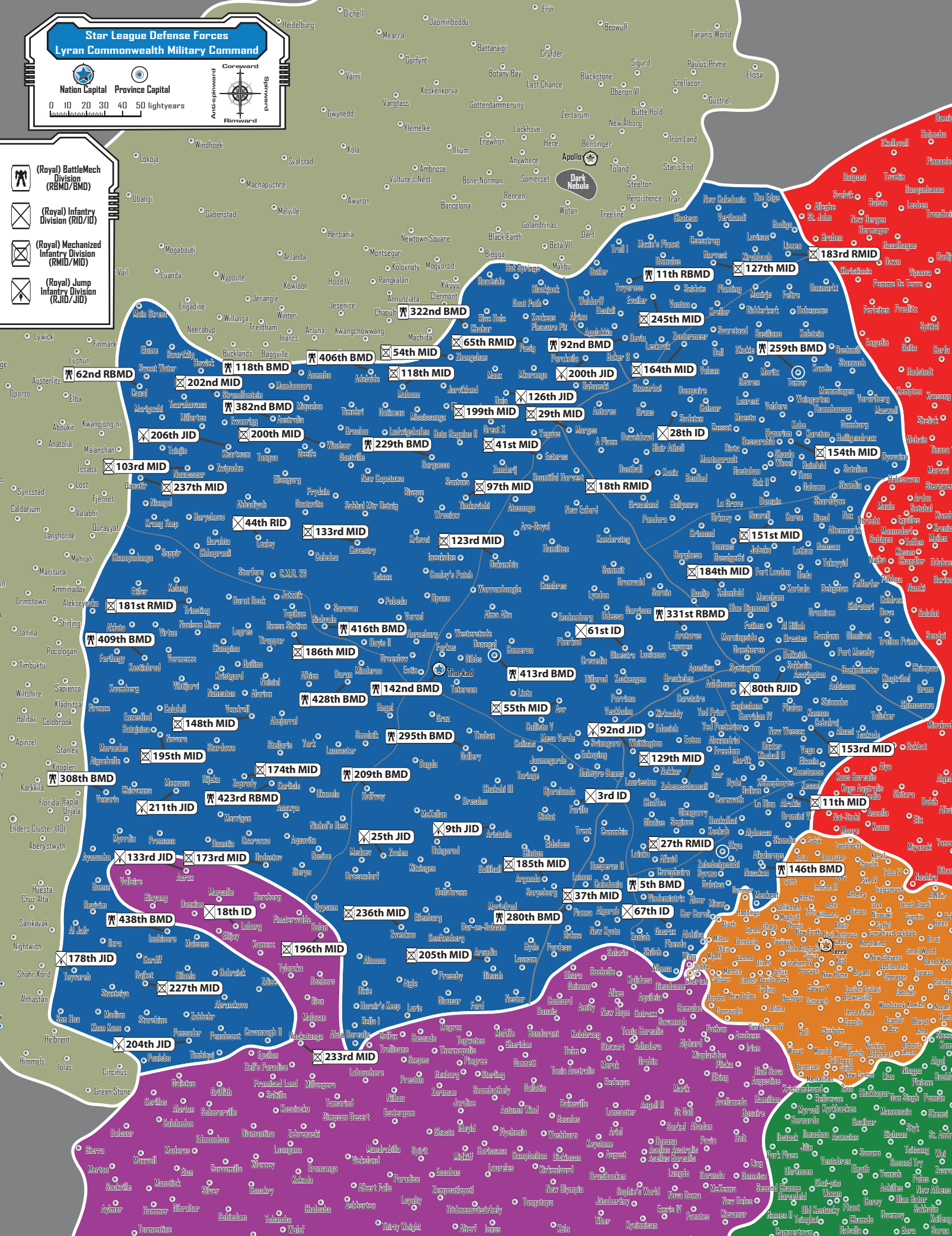
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Province Capital
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Coreward
Spinward
Antispinward
Rimward

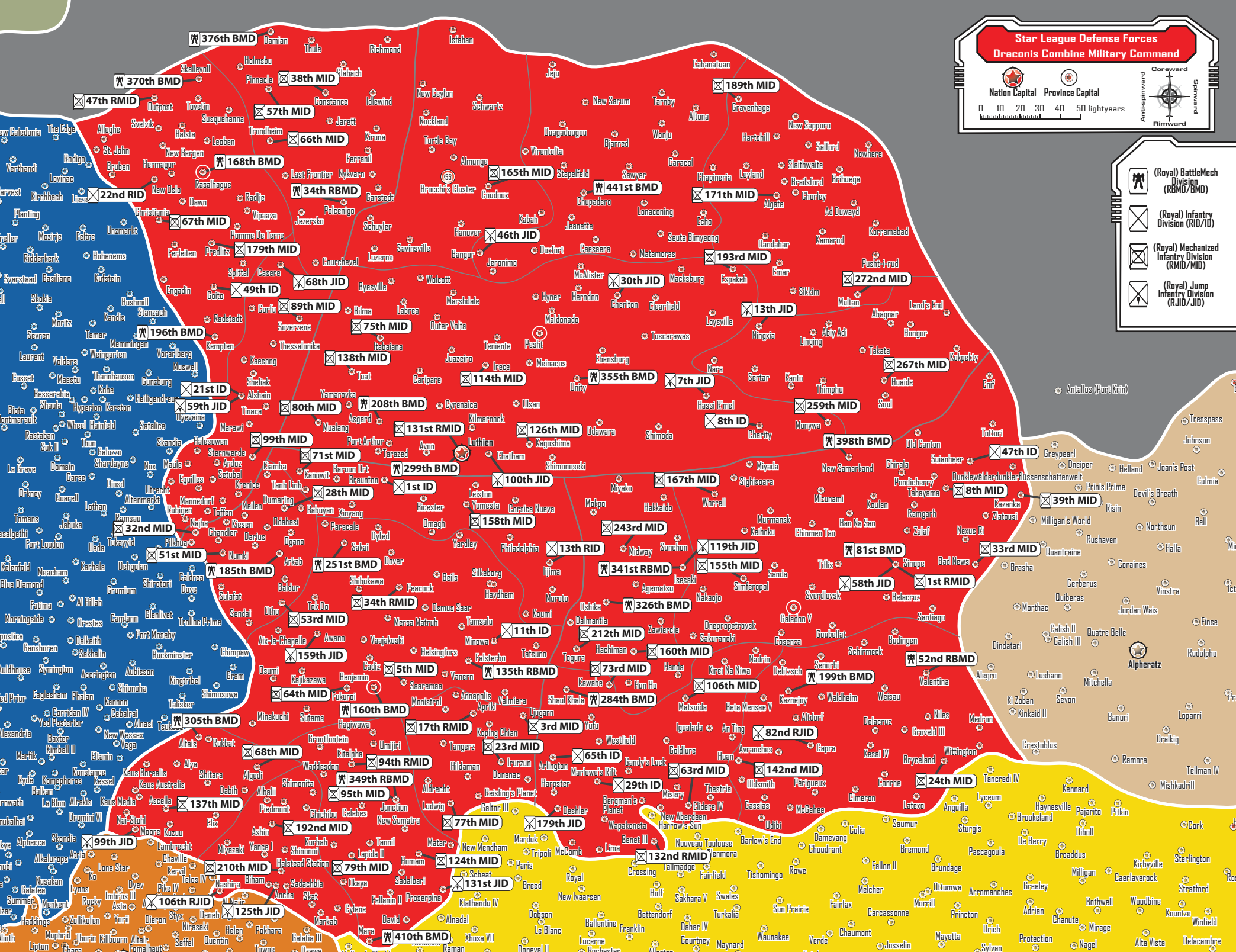
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(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)

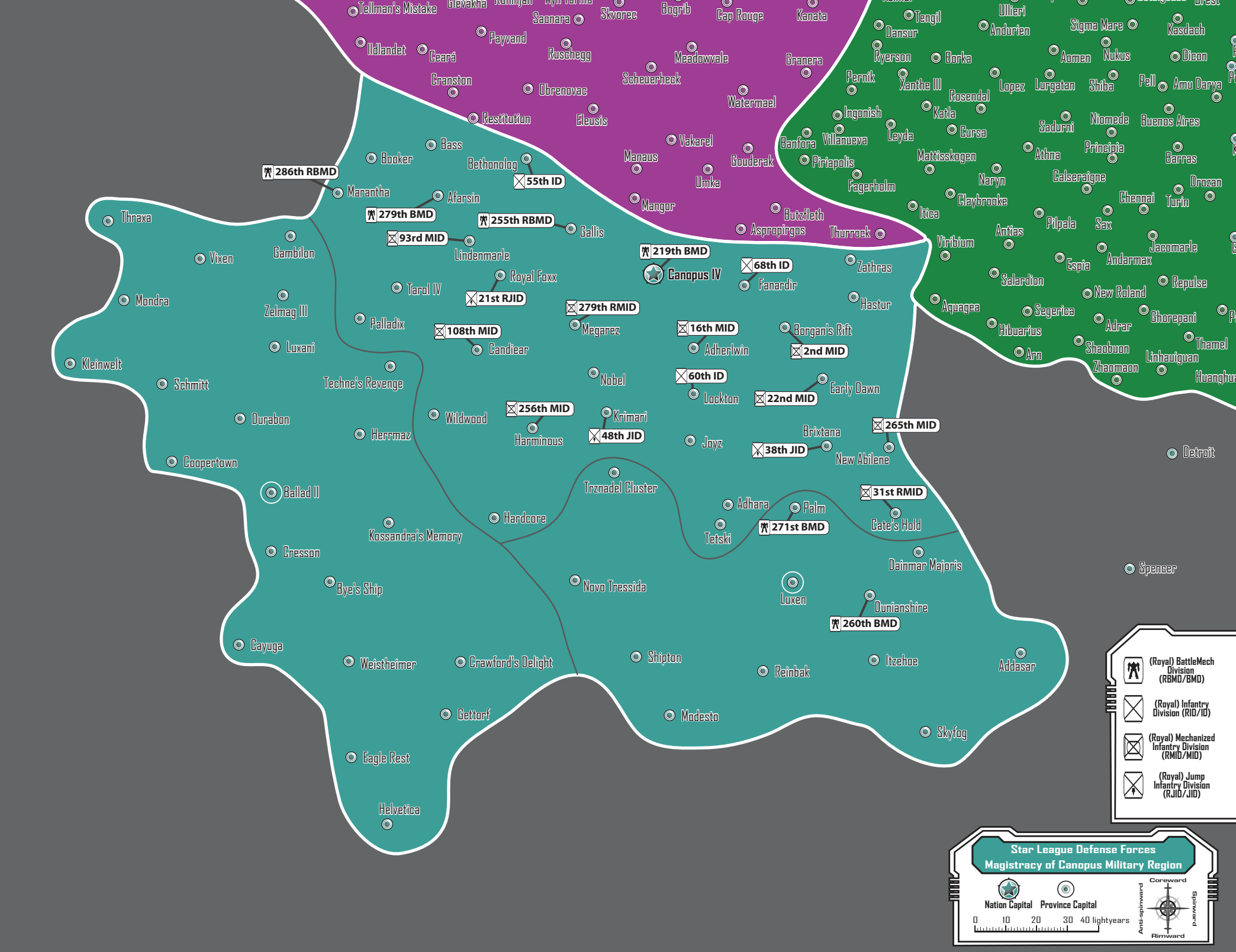
Terra
Sian
Tortuga Prime
New Avalon
Novo Franklin
Micai I
Micai V
Micai VII
Cooperland
Morgan's Holdfast
New Port Royal
Fletcher's Feast
New Hati
New Gascony
Lorkdal
60 Badlands
Badlands Cluster
Ilmachna
Suzano
Asuncion
Ventabron
Jiln
Shui-pan
Elneth
Warzen
Corey
Ulan Bator
Buenos Aires
Principia
Barnes
Turin
Sax
Jacomarle
Gunther
Achilles
New Athens
Sakhalin
Matsu
Ilmarinen
Ilmatar
Ilmavena
Ilmavena Cluster
Ilmavena Nebula
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Ilmavena Void
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Ilmavena Void Void Void Cluster
Ilmavena Void Void Void Nebula
Ilmavena Void Void Void Rift
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Ilmavena Void Void Void Void Cluster
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Ilmavena Void Void Void Void Void Void Cluster
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Ilmavena Void Void Void Void Void Void Rift
Ilmavena Void Void Void Void Void Void Void
Ilmavena Void Void Void Void Void Void Void Cluster
Ilmavena Void Void Void Void Void Void Void Nebula
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Ilmavena Void Void Void Void Void Void Void Void
Ilmavena Void Void Void Void Void Void Void Void Cluster
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Ilmavena Void Void Void Void Void Void Void Void Rift
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Ilmavena Void

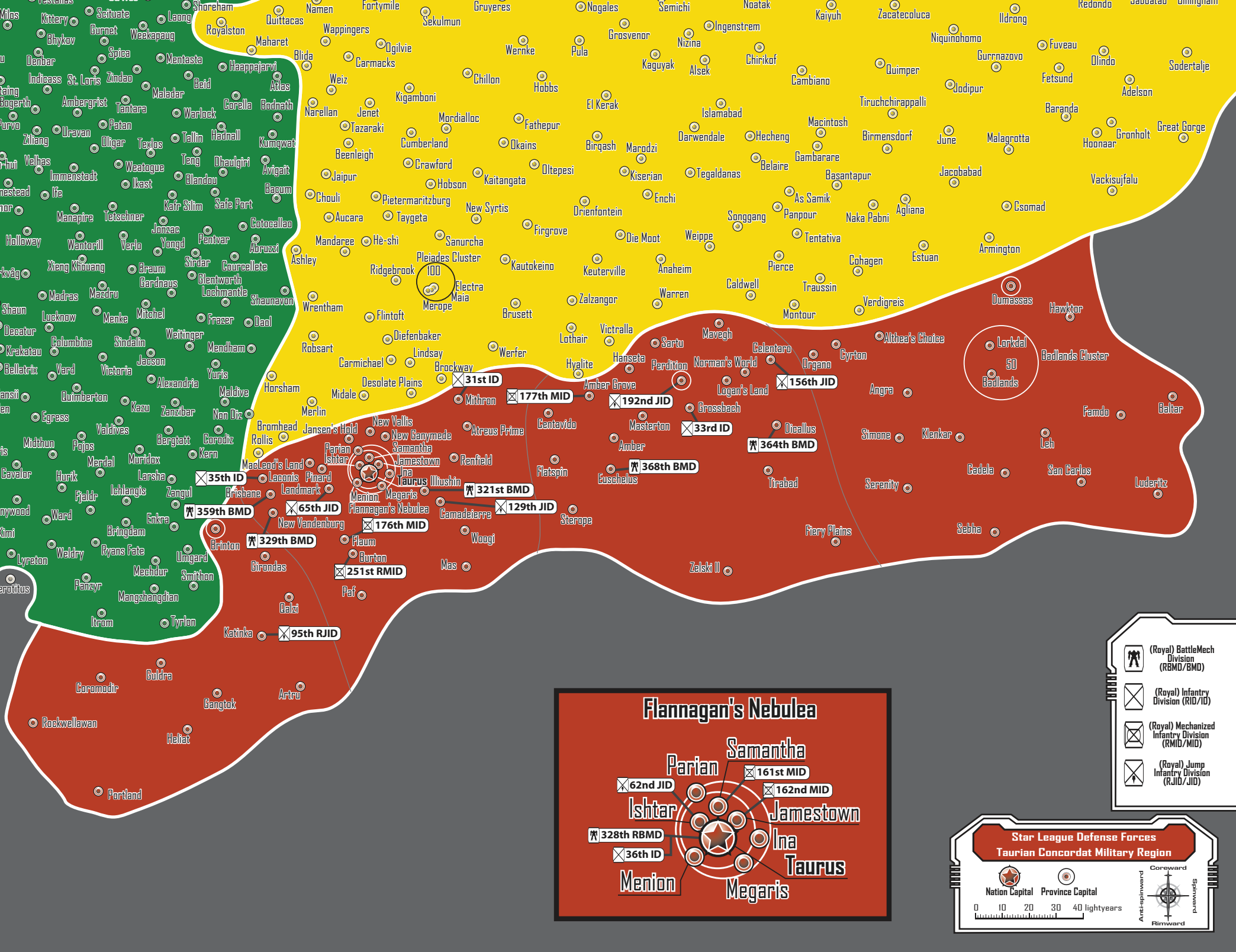

Star League Defense Forces
Capellan Confederation Military Command
Nation Capital
Province Capital
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Coreward
Spinward
Rimward
Anti-spinward
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)
Kalidasa
New Dallas
Tyrfing
Hechnar
Brownsville
Fletcher
Basalt
Tybalt
Mirach
Waycross
Johnsondale
Outreach
Terra Firma
Woodstock
Kawich
Nopah
Tigress
Achernar
Rio
Edwards
Avawatz
Cholame
Van Diemen IV
Capolla
Acamar
Bharat
Hamal
Yangtze
Angol
Caselton
Logandale
Rosamond
Hall
Chisholm
Nanking
Bex
Arboris
Azha
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Alnasha
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Mesartim
Goderich
Beecher
Mandal
Zurich
Aldebaran
Genoa
New Hessen
Almach
Tawas
Wroxeter
Batavia
Blue Sava
Tall Trees
Saiph
Algol
Buchlau
Tedibyhr
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Berenson
New Canton
Liao
197th JID
Ningpo
Pleione
Conwy
Demeter
Chesterton
Ulan Batar
Listowel
Bristol
Flushing
Menkalinan
Bhaktapur
Halloran V
Tiananmon
Manteno
Grobin
Elbing
Augustine
Kristiandsund
Belluevue
Zion
Gan Singh
175th RMID
Poznan
Algot
Angelsey
Farwell
Versailles
Marik
Hamilton
Myrvoll
Kyrkbacken
Manennaia
New Aragon
Merikar
Valexa
Amiga
McHenry
Avellaneda
St Gall
Snaizar
Styk
Shensi
Hunan
Jonathan
Goshen
Everett
Bernardo
Asuncion
83rd BMD
St. Andre
Foochow
Westphalia
Muskegon
Scudder
Sarkel
Abadan
Bonaire
Holt
Ibstock
189th JID
Suzano
Sichuan
Tsitsang
72nd ID
Foot Fall
Ashikum
Pavia
Park Place
Ilmachna
Wei
Shipka
Undra
Axton
Anaea
Tecumseh
Beten Kaitos
Reinhardstein
150th RBMD
Jilin
Ventabren
Second Try
Yunnah
Palos
New Macao
Zaurak
210th MID
Highspire
Genf
Emerson
Ling
Ohrensen
Plataea
Acala
Caria
Talcott
Lungdo
Sorunda
Gomeisa
Shui-pao
Einath
Achilles
Menkib
197th MID
Mandate
Moravian
Mytilene
Smolensk
McKenna
Second Chance
New Athens
Matsu
Aosia
Boeotia
Nova Roma
Harsefeld
Wazen
Corey
71st ID
Sakhalin
Remshield
Perkasie
Lecadon
New Delos
Old Kentucky
Phact
Ulan Bator
171st BMD
Heligoland
Kek
Paches
Jászberény
Emris IV
Fuentes
Kievanur
Ramen II
Tsinghai
Chamdo
Quemoy
Lee
Kathil
Meinhof
Tiber
Kyeinnisan
Campertown
Raballa
Kaifeng
Truth
Tsingtao
Vintru
Orbisonia
Gallitzin
Vanra
Hassad
Gorki
Lesalles
Bora
Sarna
Sarmaxa
116th JID
Lhaca
Cammal
Bahl's Retreat
Stockpoll
Semenyih
Avior
Carbonis
Chengdu
Chitwan
189th BMD
Ilmar
Minnacora
201st BMD
Hurgh
Monongahela
Salen
Kiyev
Matheran
Ingersoll
Capella
Randar
Ares
Staffin
Noh-wan Hohm
Branzoll
New Praha
Bithinia
Bandora
Geifer
No Return
New Sagan
Gahral
Andro
Bethel
Novaya Zemlya
145th JID
Les Halles
Propus
Masterson
Necromo
Monhegan
Turko
Herat
Daneshmand
Elektrougli
Salur
Eom
155th JID
Cordiagr
Aldertaine
Relevow
Capricorn III
Danials
213th BMD
Brabent
Kluane
Ragusa
Dayr Khuna
Calloway VI
Aodh
Boardwalk
New Crete
Kohlman
Alto
Knutdor
Aleyone
Loeches
Fletcher
Jasmine
Kastilla
Kurragin
Gei-Fu
Brighton
Nashuar
Helixmar
Smythe
Exedor
Ovan
Overton
Sharpe
Armaxa
Dowles
Khi
Stein's Folly
Redfield
Adler
Jouques
Maritgues
Oriente
Anegasaki
Haerribin
Preston
Vestallas
Taga
St. Ives
Shoreham
Calpaca
Glasgow
Rhodos
262nd BMD
Namen
Fortymile
Lukla
Shuen Wan
Fujidera
Shenwan
64th ID
Harbin
Harloc
Milos
Kittery
Scituate
Gurpet
Leong
Weekapaug
Quittacas
Royalston
Wappingers
Ogilvie
Krin
Pella II
Hexare
Lanu
Bhykov
Maharet
Dalton
191st MID
Milnerton
Ipswich
Goodna
Bentley
Sian
New Westin
Derbar
Spica
Mentasta
Blida
Carmacks
Sappho
Java
Imalda
Hustaing
Indicass
St. Loris
Zindao
Maladar
Haappajarvi
Atlas
Tintavel
Nam Dinh
Kwamashu
Iknogoro
Cronulla
Frondas
Fronde
Castrovia
Mumbai
Decus
Florarda
Purvo
Bogerth
Ambergrist
Tantara
Warlock
Corella
Bodnath
Narellan
Jenet
Weiz
Kigambo
Chilung
Vikindu
Mansu-ri
26th ID
Ziliang
Uravan
Patan
12th JID
Hadnall
Cumberlan
Tazaraki
Kumqwat
Barlaston
Antipolo
20th MID
New Troy
Dalian
Altorra
Kujari
Claxton
Carmen
Sendalor
Texlos
Tallin
101st MID
Beenleigh
Jaipur
Kearny
Yanchep
Guangzho
El Giza
Wallacia
Scarborough
Ito
Kupang
50th RMID
Westerhand
Furud
Jungar Qi
Housekarle
Yan-hui
Velhas
Immenstadt
Ikast
Oligar
49th MID
309th RBMD
Weatogue
Blandou
Dhaulgiri
Teng
Avigait
Crawfor
Pietermaritzburg
Cole Harbour
Hudeiba
Mosiro
Konopiste
Karlstejn
Palladaine
Shiro III
Homestead
Ile
Manapire
Tetschner
Kaf Silim
Safe Port
Bacum
Chouli
Deschenes
Kalmar
Dili
Latice
Wright
Sumy
Belamor
Holloway
Wantorill
85th MID
Pentvar
Cotocallao
Aucara
Taygeta
Cap Rouge
Kanata
2221st MID
Ullieri
Conquista
Dr-fang
Betelgeuse
Grand Base
Brest
4th RID
Jonzac
Yongd
Abruzzi
Mandaree
Hè-shi
Tengil
Andurien
225th BMD
Sigma Mare
Nihal
Verlo
Braum
Sirdar
Courcellete
Ashley
Dansur
Nukus
Kasdach
Raphael
Xieng Khouang
23rd ID
Ridgebroo
218th BMD
Granera
Ryerson
Borka
Aomen
17th ID
Dicon
Primus
Kirkvåg
Madras
Mazdru
Gardnaus
Blentworth
Shaunavon
Wrentham
Perrnik
Lopez
Xanthe III
Lurgatan
Shiba
Prix
Shaun
Menke
Mitchel
29th JID
Lochmantle
Flintoft
Watermael
Rosendal
Katla
Pell
Decatur
Lucknow
Frazer
Daol
Diefenbake
Ingonish
60th JID
Sadurni
Amu Darya
Sindalin
Mendham
Robsart
Ntomede
Buenos Aires
Krakatau
Columbine
Victoria
Jacson
Weitinger
51st JID
Banfora
Villanueva
Leyda
Cursa
Principia
Barras
Bellatrix
19th MID
Yuris
Carmichael
Gouderak
Mattisskogen
Naryn
Athna
81st MID
231st BMD
Vard
Alexandria
Horsham
Desolate Plain
Umka
Piriapolis
272nd BMD
Fagerholm
Claybrooke
268th BMD
Calseraigne
Ordino
Hansii
Quimberton
Kazu
Zanzibar
Maldive
Midale
Merlin
Butzfleth
Itica
Chennal
Turin
Drozan
Borden
Egress
Valdives
Non Diz
Aspropirgos
Thurrock
Pilpala
Sax
Jacomarle
Gunthar
Murris
Midthun
Pojos
Bergtatt
Corodiz
Bromhead
Jansen's Hold
Rollis
Viribium
Antias
246th RBMD
Andarmax
Cavalor
Merdal
Muridox
Kern
MacLeod's Land
Pinard
Zathras
Espia
Salardion
19th ID
Repulse
Renown
249th BMD
89th BMD
Hurik
Larsha
Laconis
Brisbane
Landmark
Menion
Megari
Plannagan's Neb
Fanardir
Hastur
250th BMD
New Roland
28th JID
Aquagea
Segerica
Ghorepani
Payia
Sunnywood
Fjaldr
Ichlangis
Zangul
190th BMD
Borgan's Rift
Hibuarius
Adrar
Kimi
Ward
Weldry
Bringdam
Enkra
Brinton
New Vandenburg
Adherlwin
Arn
Shaobuon
Thamel
Linhauiguan
Untran
Lyreton
Ryans Fate
Umgard
Flaum
Burton
Girondas
Zhaomaon
Huanghuadian
Mechdur
Smithon
Early Dawn
Herotitus
Panzyr
Mangzhangdian
Paf
Lockton
Brixtana
Joyz
New Abilene
Detroit
Itrom
Tyrlon
Galzi
Katinka
Guldra

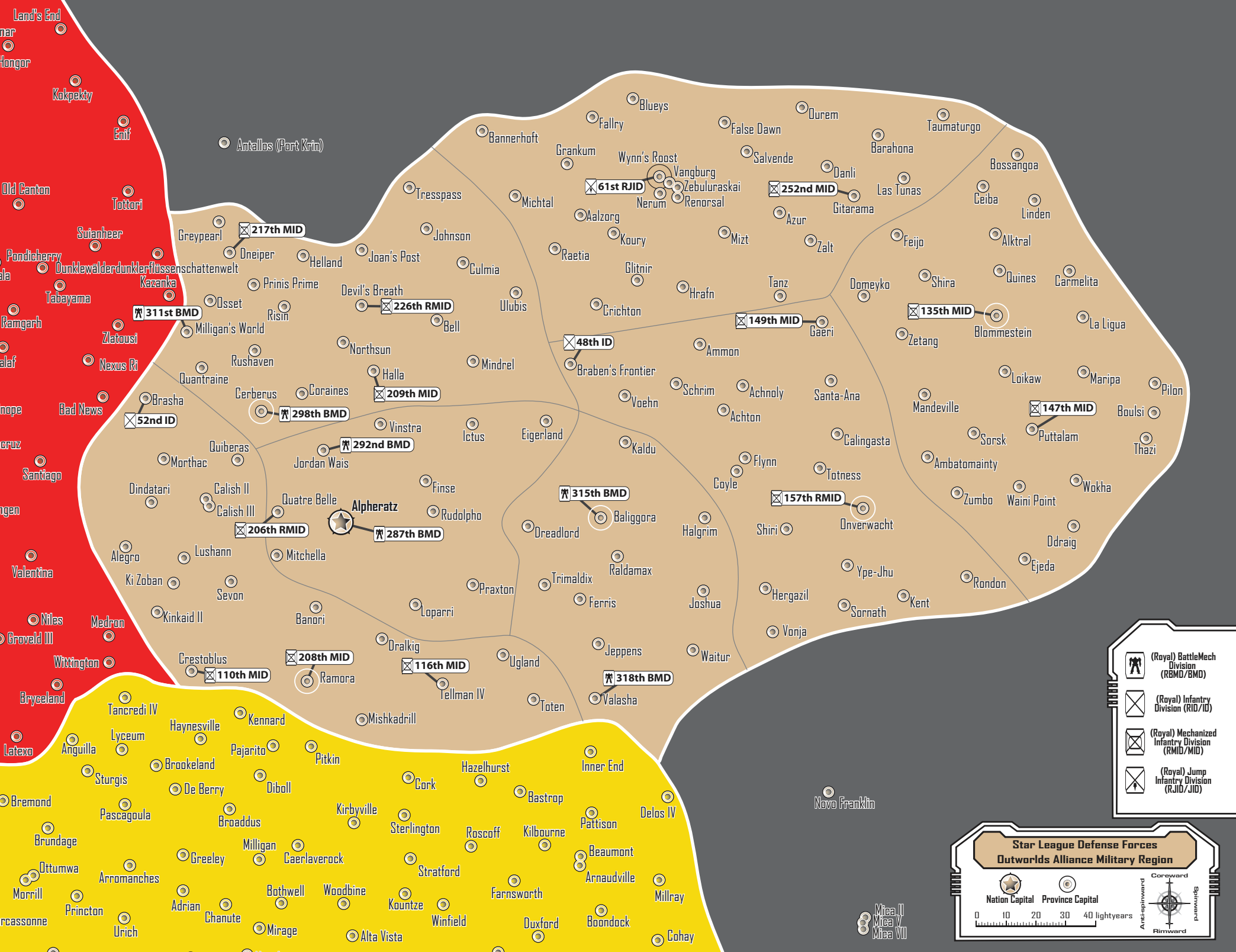

Star League Defense Forces
Free Worlds League Military Command
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Rimward
Anti-spinward
Spinward
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)
Atreus
Canopus IV
316th RBMD
275th MID
194th MID
43rd ID
86th JID
335th BMD
246th MID
297th MID
100th RMID
185th JID
157th BMD
14th MID
30th ID
49th JID
131st BMD
67th BMD
360th BMD
3rd JID
7th RID
14th ID
160th JID
254th BMD
63rd RID
190th JID
210th JID
70th MID
66th ID
120th RMID
46th MID
108th JID
352nd BMD
372nd BMD
91st MID
218th MID
245th BMD
172nd MID
35th JID
275th BMD
151st RBMD
13th RMID
32nd ID
15th BMD
59th MID
405th BMD
62nd MID
42nd MID
44th MID
82nd MID
120th JID
146th MID
58th BMD
21st RBMD
190th RMID
149th BMD
125th BMD
168th MID
41st JID
39th ID
Niops V
Niops VI
Niops VII


Star League Defense Forces
Lyran Commonwealth Military Command
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)
Apollo
Dark Nebula
62nd RBMD
118th BMD
202nd MID
382nd BMD
206th JID
200th MID
103rd MID
237th MID
322nd BMD
406th BMD
54th MID
65th RMID
118th MID
229th BMD
126th JID
199th MID
97th MID
41st MID
92nd BMD
200th JID
29th MID
18th RMID
245th MID
11th RBMD
127th MID
183rd RMID
164th MID
28th ID
259th BMD
154th MID
151st MID
184th MID
331st RBMD
61st ID
80th RJID
153rd MID
129th MID
92nd JID
3rd ID
11th MID
27th RMID
146th BMD
5th BMD
37th MID
67th ID
280th BMD
185th MID
9th JID
25th JID
295th BMD
142nd BMD
55th MID
413rd BMD
123rd MID
133rd MID
44th RID
416th BMD
186th MID
428th BMD
148th MID
195th MID
174th MID
209th BMD
423rd RBMD
211th JID
308th BMD
181st RMID
409th BMD
133rd JID
173rd MID
438th BMD
178th JID
227th MID
204th JID
18th ID
196th MID
205th MID
236th MID
233rd MID
Tharkad


Star League Defense Forces
Draconis Combine Military Command
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Antispinward
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)
376th BMD
370th BMD
47th RMID
38th MID
57th MID
66th MID
168th BMD
22nd RID
34th RBMD
67th MID
179th MID
68th JID
49th ID
89th MID
196th BMD
75th MID
138th MID
114th MID
21st ID
59th JID
80th MID
208th BMD
99th MID
71st MID
131st RMID
299th BMD
1st ID
28th MID
32nd MID
51st MID
185th BMD
34th RMID
53rd MID
159th JID
64th MID
160th BMD
305th BMD
68th MID
94th RMID
349th RBMD
95th MID
137th MID
192nd MID
99th JID
210th MID
106th RJID
125th JID
410th BMD
131st JID
124th MID
79th MID
77th MID
179th JID
17th RMID
3rd MID
23rd MID
11th ID
212th MID
160th MID
135th RBMD
73rd MID
284th BMD
106th MID
65th ID
Gandy's Luck
Marlowe's Rift
29th ID
132nd RMID
63rd MID
142nd MID
82nd RJID
24th MID
52nd RBMD
199th BMD
33rd MID
81st BMD
1st RMID
58th JID
326th BMD
341st RBMD
155th MID
119th JID
243rd MID
13th RID
158th MID
100th JID
167th MID
126th MID
8th ID
131st RMID
355th BMD
7th JID
114th MID
30th JID
193rd MID
272nd MID
13th JID
259th MID
267th MID
398th BMD
47th ID
8th MID
39th MID
189th MID
165th MID
441st BMD
171th MID
46th JID
Luthien
Rasalhague
Brocchi's Cluster
Antallos (Port Krin)
Alpheratz

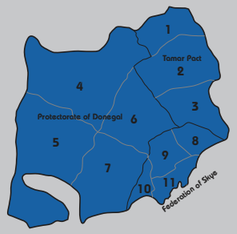

Tellman's Mistake
Gievakha
Saonara
Skvorec
Bogrib
Cap Rouge
Kanata
Tengil
Ulleri
Dansur
Andurien
Sigma Mare
Kasdach
Idlandet
Ceará
Payvand
Ruschegg
Meadowvale
Granera
Ryerson
Borka
Aomen
Nukus
Dicon
Cranston
Scheuerheck
Pernik
Xanthe III
Lopez
Lurgatan
Shiba
Pell
Amu Darya
Obrenovac
Rosendal
Watermael
Restitution
Eleusis
Ingonish
Katla
Sadurni
Niomede
Buenos Aires
Banfora
Villanueva
Leyda
Cursa
Principia
Vakarel
Manaus
Gouderak
Mattisskogen
Athna
Barras
Piriapolis
Fagerholm
Umka
Naryn
Calseraigne
Drozan
Mangor
Claybrooke
Chennai
Turin
Itica
Butzfleth
Pilpala
Sax
Aspropirgos
Thurrock
Antias
Viribium
Jacomarie
Espia
Andarmax
Salardion
Repulse
Aquagea
New Roland
Segerica
Ghorepani
Hibuarius
Adrar
Thamel
Arn
Shaobuon
Linhauiguan
Zhaomaon
Huanghua
Bass
Booker
Bethonolog
55th ID
286th RBMD
Marantha
Afarsin
279th BMD
255th RBMD
Gallis
93rd MID
Lindenmarie
219th BMD
Canopus IV
68th ID
Fanardir
Zathras
Thraxa
Gambilon
Vixen
Royal Foxx
Tarol IV
21st RJID
Hastur
Mondra
Zelmag III
279th RMID
Megarez
16th MID
Borgan's Rift
Palladix
108th MID
Adherlwin
2nd MID
Luxani
Candiear
Kleinwelt
Techne's Revenge
Nobel
60th ID
Early Dawn
Schmitt
Lockton
22nd MID
Durabon
Wildwood
256th MID
Krimari
265th MID
Brixtana
Herrmaz
Harminous
48th JID
Joyz
38th JID
New Abilene
Detroit
Coopertown
Trznadel Cluster
Ballad II
31st RMID
Adhara
Palm
Hardcore
Cate's Hold
Kossandra's Memory
Tetski
271st BMD
Cresson
Dainmar Majoris
Spencer
Bye's Ship
Novo Tressida
Luxen
Duniansh
ire
260th BMD
Cayuga
Weistheimer
Crawford's Delight
Shipton
Reinbak
Itzehoe
Addasar
Gettorf
Modesto
Skyfog
Eagle Rest
Helvetica
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)
Star League Defense Forces
Magistracy of Canopus Military Region
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward


Flannagan's Nebulea
Parian
Samantha
Ishtar
Jamestown
Ina
Taurus
Menion
Megaris
62nd JID
161st MID
162nd MID
328th RBMD
36th ID
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)
Star League Defense Forces
Taurian Concordat Military Region
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Shoreham
Royalston
Quittacas
Namen
Fortymile
Gruyeres
Nogales
Semichi
Noatak
Kaiyuh
Zacatecoluca
Ildrong
Redondo
Jabcatao
Dimingham
Scituate
Laong
Kittery
Gurnet
Weekapaug
Bhykov
Maharet
Wappingers
Sekulmun
Grosvenor
Nizina
Ingenstrem
Niquinohomo
Fuveau
Olindo
Sodertalje
Spica
Mentasta
Denbar
Haappajarvi
Blida
Ogilvie
Carmacks
Wernke
Pula
Kaguyak
Alsek
Chirikof
Gurrnazovo
Fetsund
Adelson
Indicass
St. Loris
Zindao
Beid
Atlas
Maladar
Weiz
Chillon
Hobbs
Cambiano
Quimper
Jodipur
Ambergrist
Tantara
Corella
Bodnath
Kigamboni
El Kerak
Tiruchchirappalli
Baranda
Narellan
Jenet
Warlock
Tazaraki
Mordialloc
Fathepur
Islamabad
Macintosh
Great Gorge
Uravan
Patan
Tallin
Hadnall
Kumqwat
Cumberland
Okains
Birqash
Marodzi
Darwendale
Hecheng
Birmensdorf
June
Malagrotta
Gronholt
Hoonaar
Ziang
Oligar
Texlos
Beenleigh
Crawford
Oltepesi
Kiserian
Tegaldanas
Belaire
Gambarare
Velhas
Weatogue
Teng
Dhaulgiri
Avigait
Jaipur
Hobson
Kaitangata
Basantapur
Jacobabad
Vackisujfalu
Immenstadt
Ikast
Blandou
Chouli
Pietermaritzburg
Enchi
As Samik
Ife
Kafr Slim
Safe Port
Bacum
Aucara
Taygeta
New Syrtis
Drienfontein
Songgang
Panpour
Naka Pabni
Agliana
Csomad
Manapire
Tetschner
Cotocallao
Firgrove
Jonzac
Holloway
Wantorill
Verlo
Yongd
Pentvar
Abruzzi
Mandaree
He-shi
Sanurcha
Die Moot
Weippe
Tentativa
Armington
Ashley
Pleiades Cluster
100
Ridgebrook
Kautokeino
Keuterville
Anaheim
Pierce
Cohagen
Estuan
Xieng Khouang
Braum
Sirdar
Courcellete
Gardnaus
Glentworth
Lochmantle
Electra
Maia
Merope
Caldwell
Traussin
Madras
Mazdru
Shaunavon
Wrentham
Zalzangor
Warren
Montour
Verdigreis
Dumassas
Hawktor
Shaun
Lucknow
Menke
Mitchel
Frazer
Daol
Flintoft
Brusett
Victralla
Lothair
Althea's Choice
Decatur
Columbine
Sindalin
Weitinger
Mendham
Diefenbaker
Robsart
Sartu
Mavegh
Celentaro
Cyrton
Krakatau
Jaeson
Carmichael
Lindsay
Werfer
Hanseta
Perdition
Norman's World
Organo
Badlands Cluster
Bellatrix
Vard
Victoria
Yuris
Brockway
Hyalite
Lorkdal
50
Badlands
Alexandria
Desolate Plains
Amber Grove
Logan's Land
Angra
Quimberton
Maldive
Horsham
Midale
Kazu
Zanzibar
Non Diz
Merlin
Egress
Valdives
Bromhead
Jansen's Hold
New Vallis
New Ganymede
Atreus Prime
Centavido
Masterton
Famdo
Baltar
Midthun
Pojos
Bergtatt
Corodiz
Rollis
Parian
Ishtar
Samantha
Jamestown
Renfield
Amber
Simone
Klenkar
Leh
Merdal
Muridox
Kern
MacLeod's Land
Ina
Taurus
Illushin
Flatspin
Eusebius
Tirabad
Cadela
San Carlos
Cavalor
Hurik
Larsha
Laconi's
Pinard
Menion
Megaris
Serenity
Luderitz
Fjaldr
Ichlangis
Zangul
Brisbane
Landmark
Flannagan's Nebulea
Camadeierre
Sterope
Ward
Enkra
New Vandenburg
Bringdarn
Brinton
Flaum
Woogi
Fiery Plains
Sebha
Weldry
Ryans Fate
Umgard
Burton
Lyreton
Girondas
Mas
Zelski II
Mechdur
Smithon
Panzyr
Mangzhangdian
Paf
Balzi
Itrom
Tyrlon
Katinka
Buldra
Coromodir
Gangtok
Artru
Rockwellawan
Helhat
Portland
35th ID
359th BMD
65th JID
329th BMD
176th MID
251st RMID
95th RJID
31st ID
177th MID
192nd JID
33rd ID
364th BMD
368th BMD
321st BMD
129th JID
156th JID


Land's End
Kokpekty
Enif
Antallos (Port Krin)
Old Canton
Tottori
Suianheer
Pondicherry
Dunklewälderdunklerflüssenschattenwelt
Kazanka
Tabayama
Ramgarh
Zlatousi
Nexus Ri
Bad News
Santiago
Valentina
Niles
Medron
Groveld III
Wittington
Bryceland
Latexo
Tancredi IV
Anguilla
Lyceum
Haynesville
Kennard
Pajarito
Pitkin
Brookeland
Sturgis
De Berry
Diboll
Bremond
Pascagoula
Broaddus
Brundage
Ottumwa
Arromanches
Morrill
Princton
Urich
Adrian
Chanute
Mirage
Milligan
Caerlaverock
Greeley
Kirbyville
Sterlington
Stratford
Roscoff
Kilbourne
Cork
Hazelhurst
Bastrop
Inner End
Pattison
Delos IV
Beaumont
Arnaudville
Millray
Farnsworth
Bothwell
Woodbine
Kountze
Winfield
Duxford
Boondock
Alta Vista
Cohay
Mica II
Mica V
Mica VII
Novo Franklin
Greypearl
217th MID
Oneiper
Helland
Joan's Post
Johnson
Culmia
Prinis Prime
Devil's Breath
226th RMID
Bell
Ulubis
Risin
Osset
311st BMD
Milligan's World
Rushaven
Northsun
Quantraine
Halla
209th MID
Cerberus
Coraines
298th BMD
Brasha
52nd ID
Vinstra
292nd BMD
Jordan Wais
Quiberas
Morthac
Dindatari
Calish II
Calish III
Quatre Belle
206th RMID
Alpheratz
287th BMD
Rudolpho
Finse
Ictus
Eigerland
Alegro
Lushann
Mitchella
Ki Zoban
Sevon
Kinkaid II
Banori
Praxton
Loparri
Dralkig
116th MID
Tellman IV
Crestoblus
110th MID
208th MID
Ramora
Mishkadrill
Ugland
Toten
Tresspass
Michtal
Bannerhoft
Grankum
Blueys
Fallry
Wynn's Roost
61st RJID
Vangburg
Zebuluraskai
Nerum
Renorsal
Aalzorg
Koury
Raetia
Glitnir
Crichton
48th ID
Braben's Frontier
Mindrel
Voehn
Achton
Ammon
Schrim
Achnoly
Santa-Ana
Kaldu
Calingasta
Flynn
Coyle
Totness
315th BMD
Baliggora
Dreadlord
Halgrim
Shiri
157th RMID
Onverwacht
Trimaldix
Ferris
Raldamax
Joshua
Jeppens
Waitur
318th BMD
Valasha
Vonja
Hergazil
Sornath
Kent
Rondon
Ypе-Jhu
Ejeda
Ddraig
Zumbo
Waini Point
Wokha
Ambatomainty
Sorsk
Puttalam
147th MID
Mandeville
Boulsi
Thazi
Loikaw
Maripa
Pilon
Zetang
Blommestein
135th MID
La Ligua
Domeyko
Shira
Quines
Carmelita
Feijo
Alktral
Zalt
Azur
Mizt
Tanz
Hrafn
149th MID
Gaeri
Gitarama
252nd MID
Danli
Salvende
False Dawn
Durem
Barahona
Taumaturgo
Bossangoa
Las Tunas
Ceiba
Linden
Star League Defense Forces
Outworlds Alliance Military Region
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward
(Royal) BattleMech Division (RBMD/BMD)
(Royal) Infantry Division (RID/ID)
(Royal) Mechanized Infantry Division (RMID/MID)
(Royal) Jump Infantry Division (RJID/JID)


Twentieth Army
Originally stationed in the Rim Worlds Republic Military Command, the Twentieth Army is currently deployed along the Rim border, in the deployment zones of the Twelfth, Thirteenth and Sixteenth Armies.
Star League Defense Forces
Deployment Zones
0 30 60 90 120 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Twelfth Army
LXI Corps
XLII Corps
II Corps
XXX Corps
VI Corps
Thirteenth Army
XXVIII Corps
XX Corps
XXXI Corps
Eleventh Army
XXVII Corps
V Corps
XLIX Corps
LI Corps
Sixteenth Army
XI Corps
L Corps
XXXVI Corps
XLIV Corps
XL Corps
Fifteenth Army
XXXV Corps
XIV Corps
XV Corps
VIII Corps
XXIII Corps
Fourteenth Army
XXII Corps
XXXII Corps
Eighteenth Army
LXIV Corps
XLV Corps
LXVIII Corps
First Army
XXI Corps
I Corps (Terra)
X Corps
Second Army
IX Corps
XVI Corps
LII Corps
XXIX Corps
Third Army
XXXIII Corps
XVII Corps
LXVI Corps
LXIX Corps
Fourth Army
LIV Corps
LXII Corps
XXXVII Corps
LXX Corps
Fifth Army
XXIV Corps
LV Corps
LX Corps
Sixth Army
LVII Corps
LXIII Corps
Seventh Army
LIII Corps
LXXI Corps
LVIII Corps
XXXVII Corps
Eight Army
VII Corps
II Corps
XXV Corps
XIX Corps
Ninth Army
XLI Corps
XII Corps
XVIII Corps
XXXIV Corps
Tenth Army
XXVI Corps
XIII Corps
XXXIX Corps
IV Corps
Seventeenth Army
XLIII Corps
XLVIII Corps
LXXII Corps
Nineteenth Army
XLVI
LXV Corps
LVI Corps

INNER SPHERE - 2764



Lyran Commonwealth

Tamar Pact
1) Trellshire
2) Tamar Domains
3) Camlann Shire

Protectorate of Donegal
4) Coventry Province
5) Alarion Province
6) District of Donegal
7) Furillo Province

Federation of Skye
8) Kannon Shire
9) Virginia Shire
10) Rahneshire
11) Isle of Skye



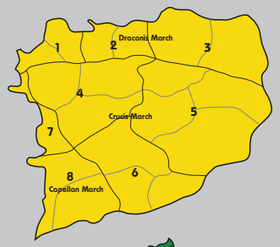
Draconis Combine

Pesht Military District
1) Kagoshima Prefecture
2) Coudoux Prefecture
3) Bjarred Prefecture
4) Pusht-i-rud Prefecture
5) Ningxia Prefecture

Galedon Military District
6) Oshika Prefecture
7) Matsuida Prefecture
8) New Samarkand Prefecture
9) Kaznejoy Prefecture

Rasalhague Military District
10) Radstadt Prefecture
11) Trondheim Prefecture
12) Tinaca Prefecture

Benjamin Military District
13) Baldur Prefecture
14) Xinyang Prefecture
15) Kajikazawa Prefecture
16) Prosperpina Prefecture
17) Irurzun Prefecture
18) Kuzuu Prefecture
19) Ashio Prefecture

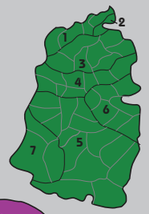


Federated Suns

Draconis March
1) Robinson Operational Area
2) Fairfax Operational Area
3) Woodbine Operational Area

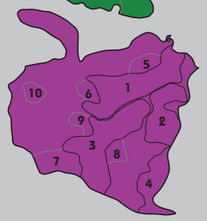
Crucis March
4) Markesan Operational Area
5) Minette Operational Area
6) Chirikof Operational Area

Capellan March
7) Kathil Operational Area
8) Taygeta Operational Area



Capellan Confederation

1) Tikonov Commonality
2) Chesterton Commonality
3) Sarna Commonality
4) Capella Commonality
5) Sian Commonality
6) St Ives Commonality
7) Andurien Commonality



Free Worlds League

1) Marik Commonwealth
2) Federation of Oriente
3) Principality of Regulus
4) Duchy of Andurien
5) Stewart Confederation
6) Duchy of Graham-Marik
7) Rim Commonality
8) Regulan Free States
9) Principality of Gibson
10) Abbey District



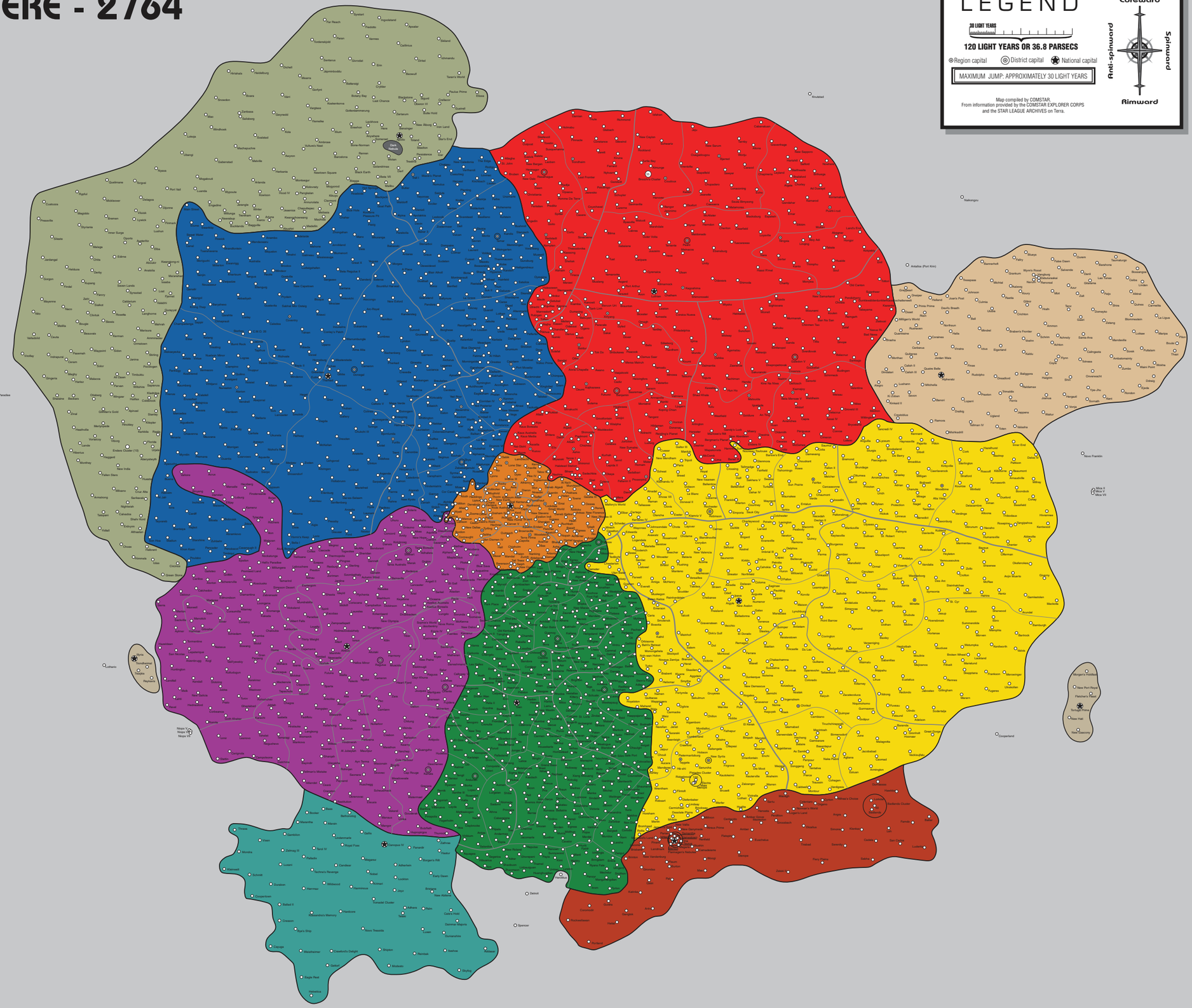
Terran Hegemony

1) Alliance Core
2) Lone Star Province
3) Lockdale Province
4) Tyrfing Province
5) Terra Firma Province



The Periphery

1) Magistracy of Canopus
2) Taurian Concordat
3) Outworlds Alliance
4) Illyrian Palatinate
5) Rim Worlds Republic
6) Tortuga Dominions



LEGEND

30 LIGHT YEARS

120 LIGHT YEARS OR 36.8 PARSECS

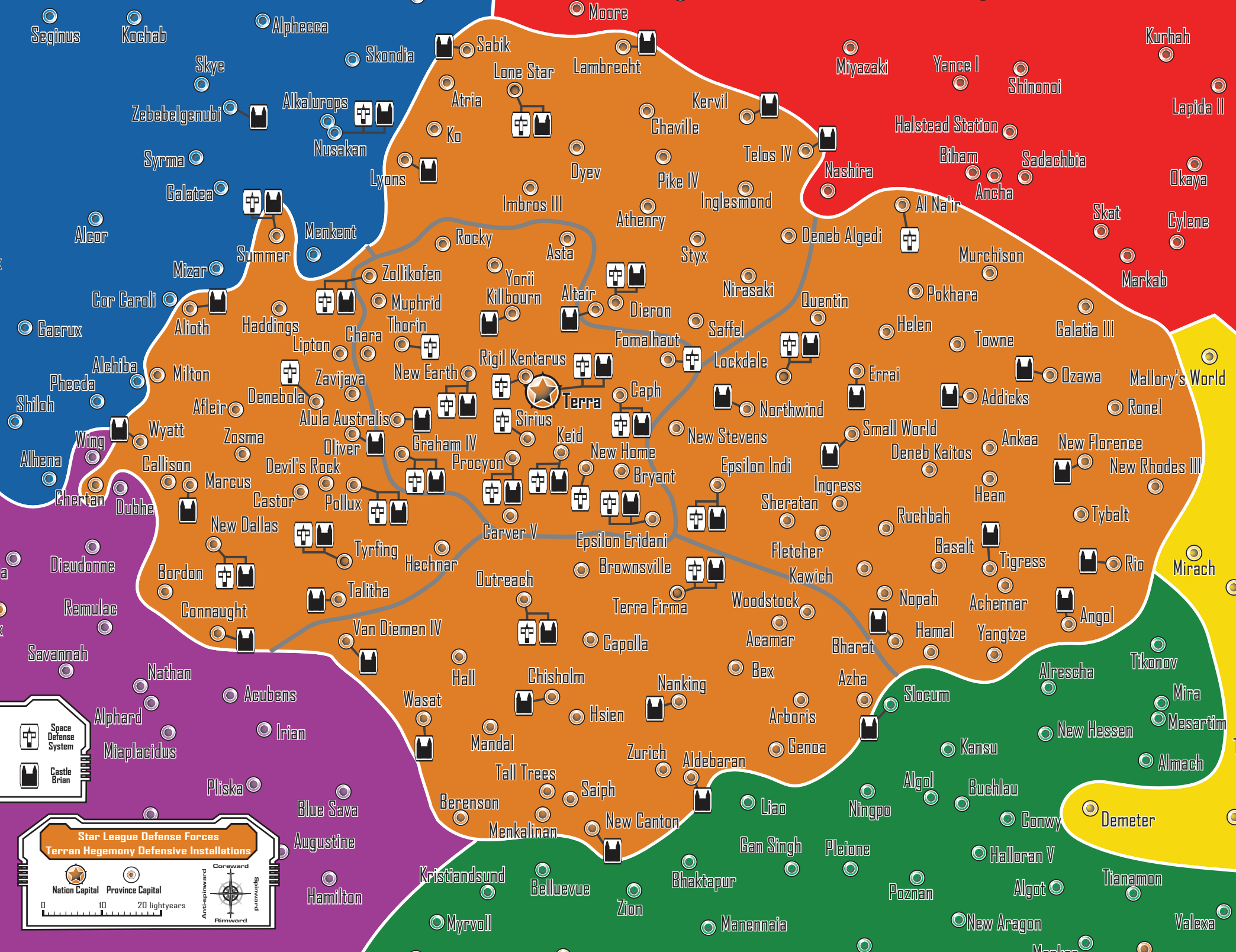
Region capital | District capital | National capital

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward
Anti-spinward
Spinward
Rimward

Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.

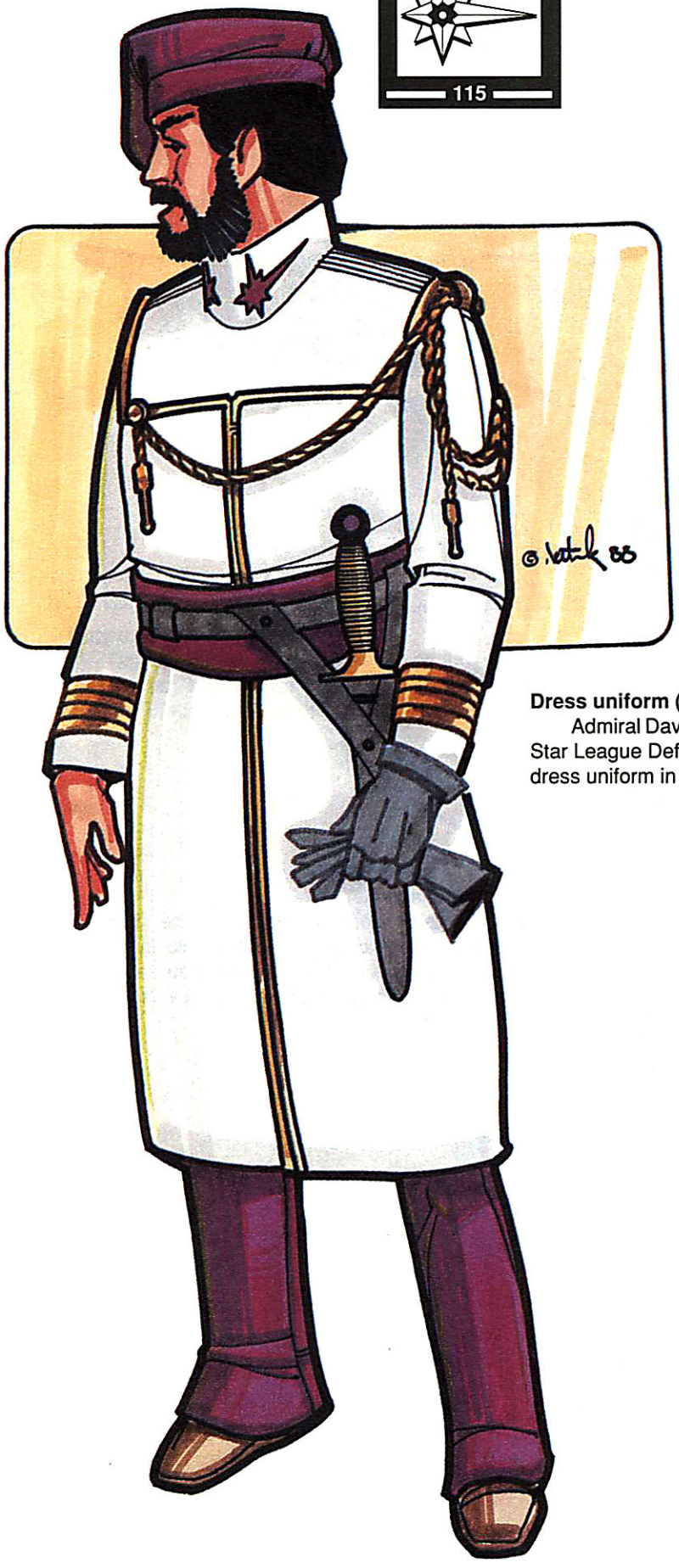
Don Stevens (order #3686166)


Seginus
Kochab
Alphecca
Skondia
Skye
Zebebelgenubi
Alkalurops
Nusakan
Syrma
Galatea
Alcor
Mizar
Cor Caroli
Gacrux
Alchiba
Phecda
Shiloh
Wing
Alhena
Chertan
Dubhe
Wyatt
Milton
Zosma
Callison
Marcus
Dieudonne
Remulac
Savannah
Nathan
Alphard
Miaplacidus
Acubens
Irian
Pliska
Blue Sava
Augustine
Hamilton
Summer
Menkent
Sabik
Lone Star
Lambrecht
Atria
Ko
Lyons
Imbros III
Rocky
Asta
Yorii
Killbourn
Zollikofen
Muphrid
Haddings
Lipton
Chara
Thorin
Zavijava
Denebola
Afleir
Alula Australis
Oliver
Graham IV
Devil's Rock
Castor
Pollux
Tyrfing
New Dallas
Bordon
Connaught
Talitha
Van Diemen IV
Hechnar
Carver V
Procyon
Rigil Kentarus
Terra
New Earth
Sirius
Keid
New Home
Bryant
Epsilon Eridani
Brownsville
Terra Firma
Outreach
Capolla
Hall
Wasat
Mandal
Chisholm
Hsien
Nanking
Bex
Arboris
Genoa
Zurich
Aldebaran
Tall Trees
Saiph
Berenson
Menkalinan
New Canton
Liao
Ningpo
Gan Singh
Pleione
Bhaktapur
Kristiandsund
Belluevue
Zion
Myrvoll
Manennaia
Poznan
Algot
Tianamon
New Aragon
Valexa
Halloran V
Conwy
Demeter
Algol
Buchlau
Kansu
New Hessen
Almach
Alrescha
Tikonov
Mira
Mesartim
Slocum
Azha
Acamar
Bharat
Hamal
Yangtze
Nopah
Woodstock
Kawich
Fletcher
Sheratan
Ingress
Epsilon Indi
Ruchbah
Basalt
Tigress
Achernar
Angol
Rio
Mirach
Tybalt
Hean
Ankaa
Deneb Kaitos
Small World
New Stevens
Northwind
Lockdale
Saffel
Fomalhaut
Dieron
Altair
Styx
Inglesmond
Athenry
Pike IV
Dyev
Chaville
Kervil
Telos IV
Nashira
Miyazaki
Yance I
Shinonoi
Halstead Station
Biham
Ancha
Sadachbia
Lapida II
Okaya
Kurhah
Skat
Cylene
Markab
Al Na'ir
Deneb Algedi
Murchison
Pokhara
Quentin
Nirasaki
Helen
Towne
Galatia III
Errai
Addicks
Ozawa
Ronel
Mallory's World
New Florence
New Rhodes III
Space Defense System
Castle Brian
Star League Defense Forces
Terran Hegemony Defensive Installations
Nation Capital
Province Capital
0
10
20 lightyears
Coreward
Spinward
Rimward
Anti-spinward



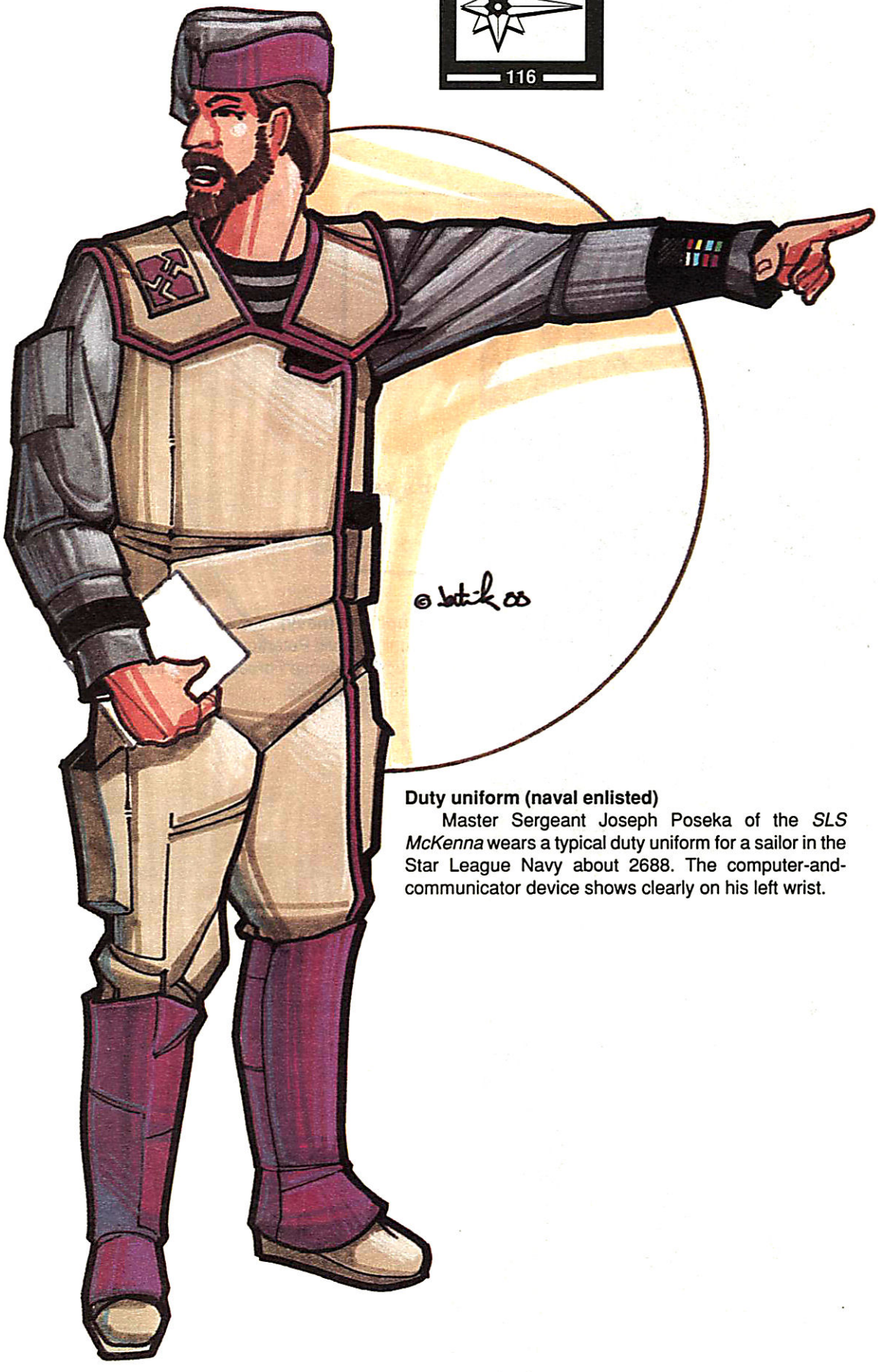
Dress uniform (army)

Colonel Ivan Tchernovkov of the Eighteenth Royal Mechanized Infantry Division (The Pride of Leningrad) wears the typical dress uniform of the Regular Army in 2602.



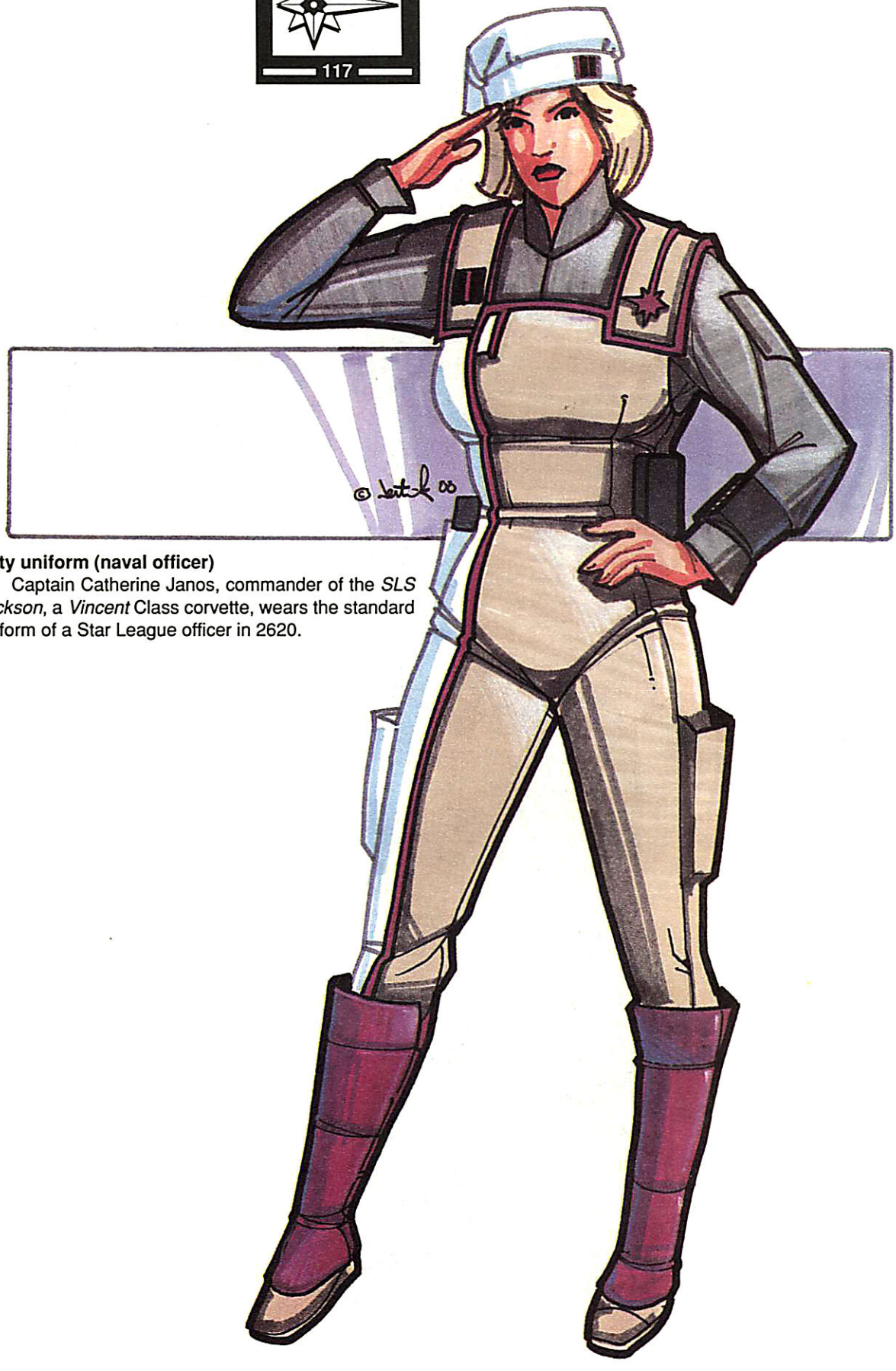
Dress uniform (navy)

Admiral David Peterson, commander in chief of the Star League Defense Forces, wears the naval officer's dress uniform in 2692.



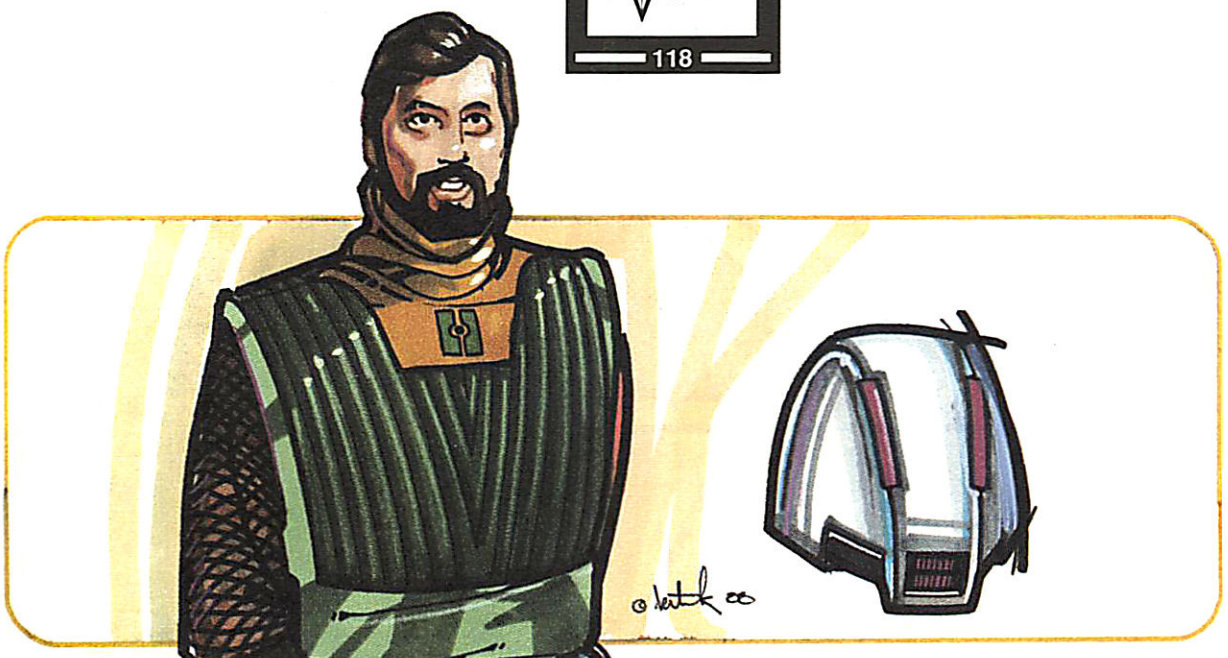
Duty uniform (naval enlisted)

Master Sergeant Joseph Poseka of the *SLS McKenna* wears a typical duty uniform for a sailor in the Star League Navy about 2688. The computer-and-communicator device shows clearly on his left wrist.



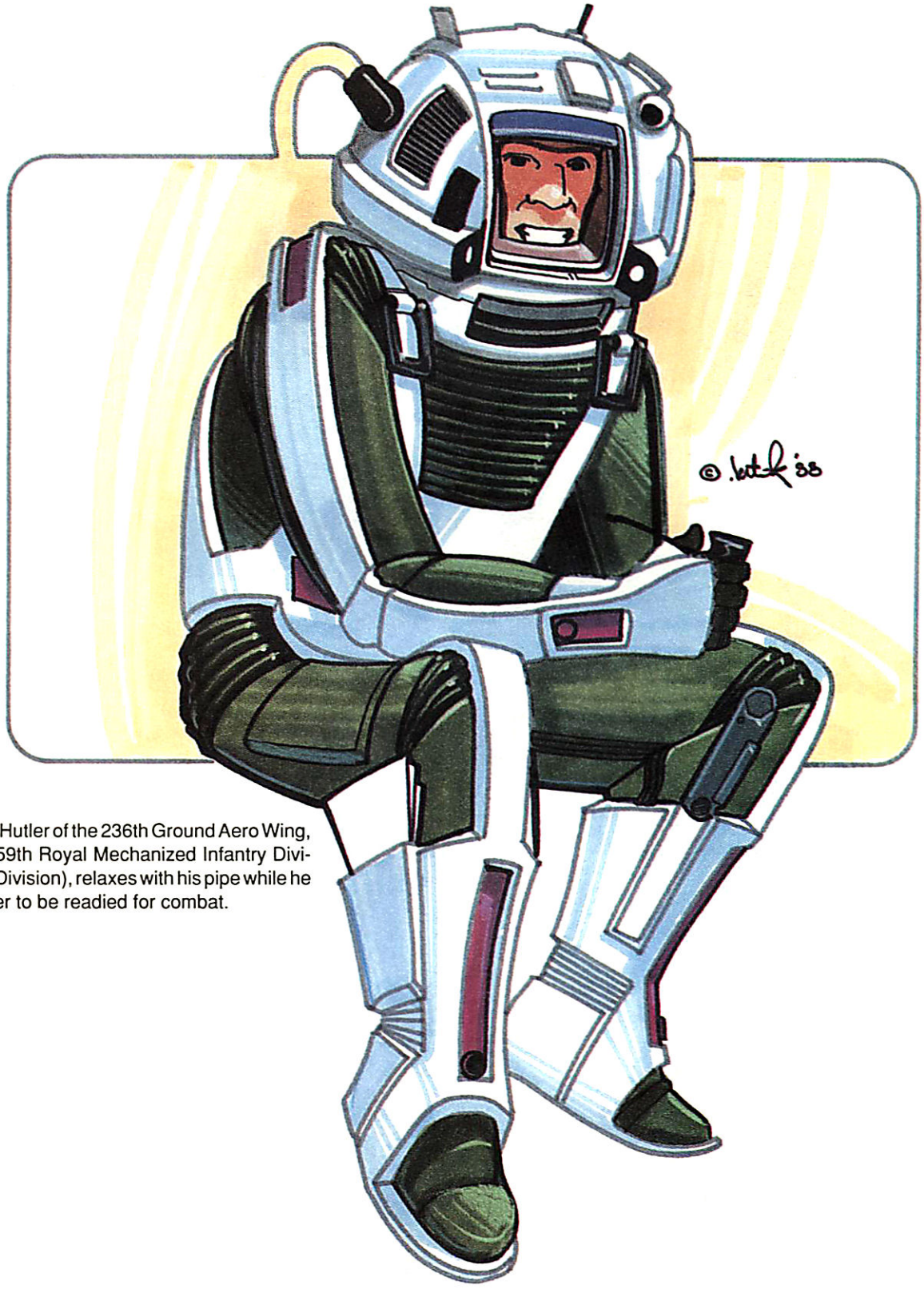
Duty uniform (naval officer)

Captain Catherine Janos, commander of the *SLS Jackson*, a *Vincent* Class corvette, wears the standard uniform of a Star League officer in 2620.



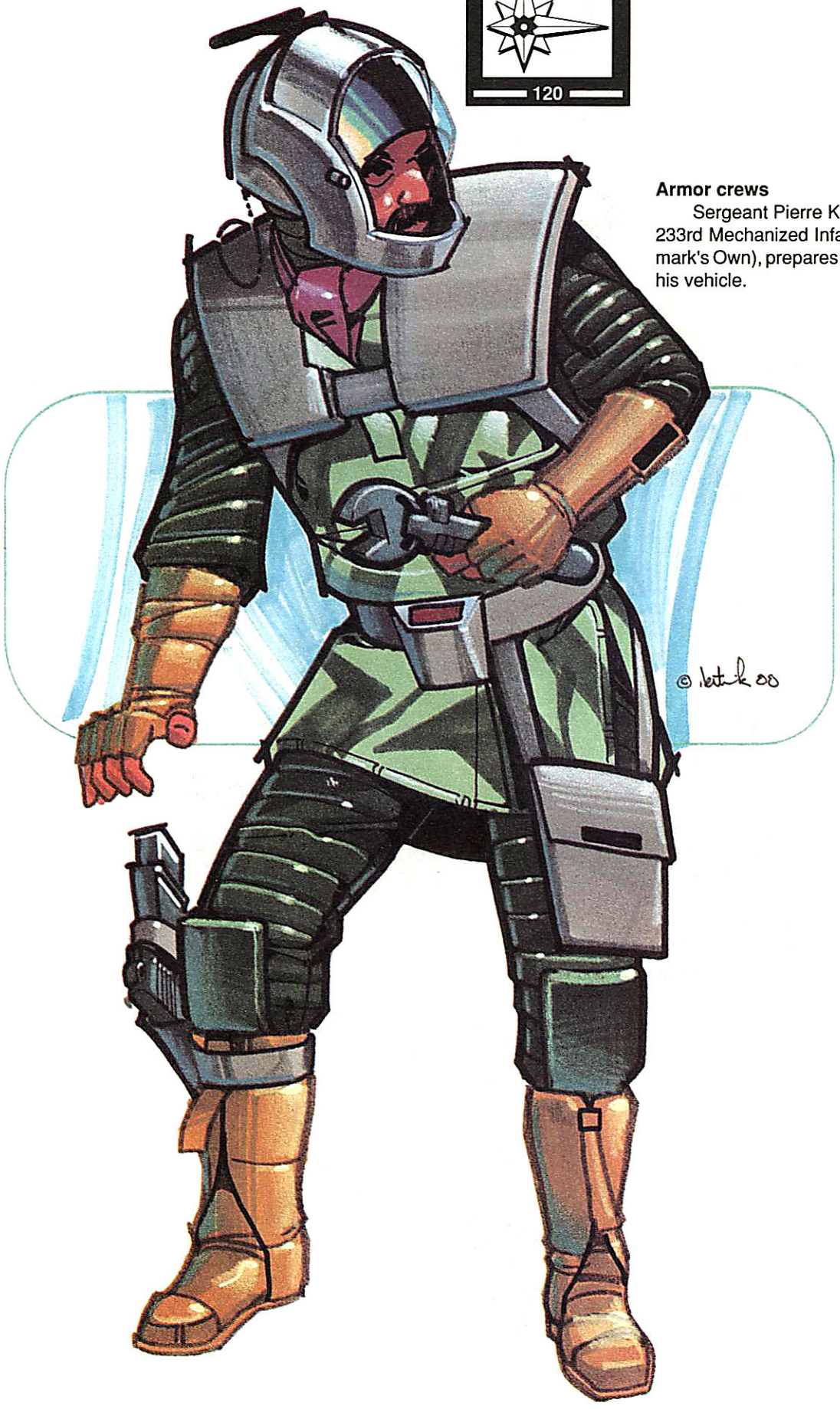
MechWarrior

Major Saul Cameron of the 175th BattleMech Division (The Katukov Division) wears Star League MechWarrior apparel. Note the small helmet, the emergency coolant pump on the belt, and the heat exchanger on the belt, all lost technology.



Fighter Pilots

Captain Tom Hutler of the 236th Ground Aero Wing, attached to the 159th Royal Mechanized Infantry Division (The Athena Division), relaxes with his pipe while he waits for his fighter to be readied for combat.



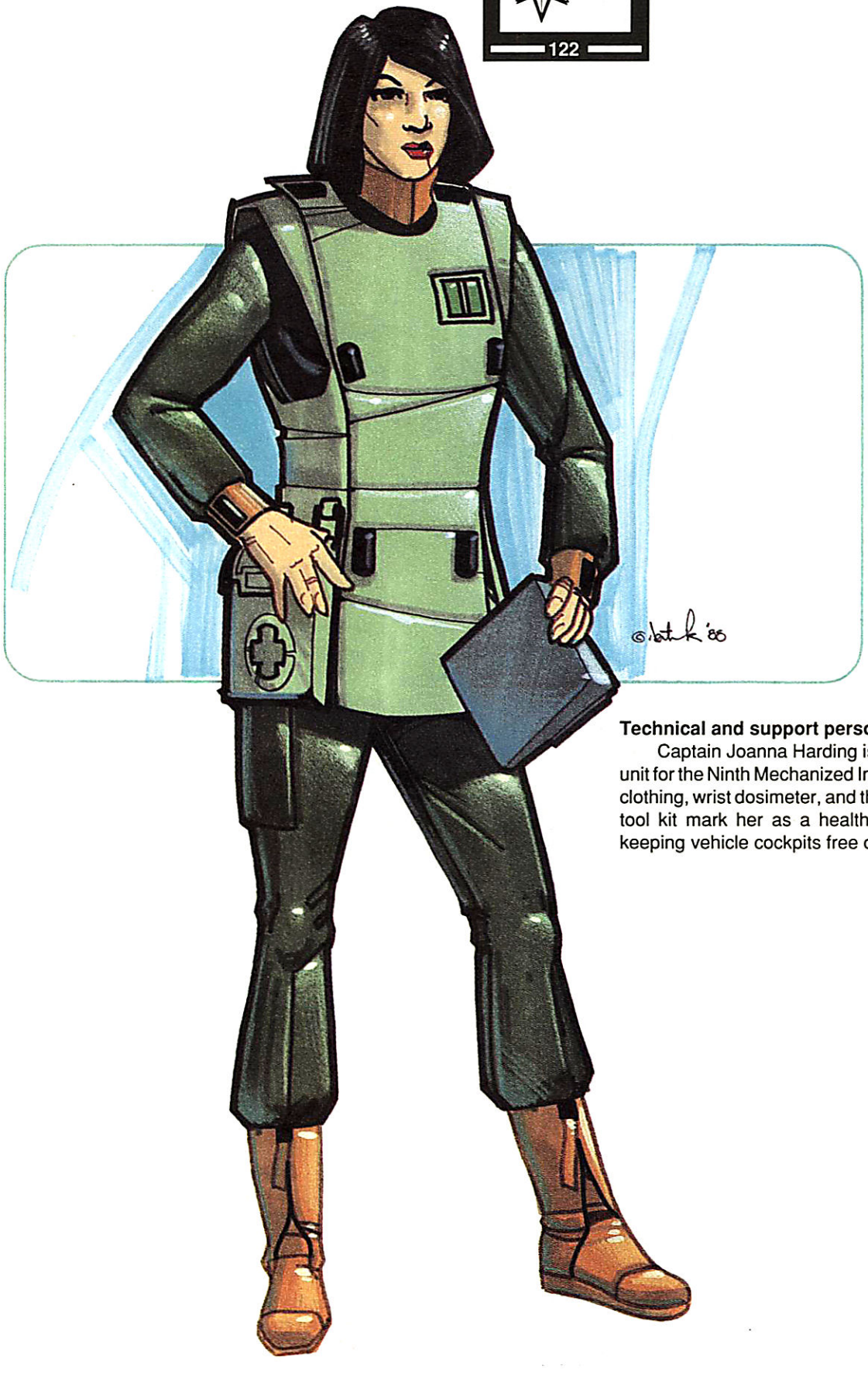
Armor crews

Sergeant Pierre Katosa, a tank commander in the 233rd Mechanized Infantry Division (The King of Denmark's Own), prepares to perform some adjustments on his vehicle.



Infantry

Recruit Indira Hosceejun practices with her half-rifle. Though considered a sidearm, the weapon had the power of modern-day laser rifles twice its size.



Technical and support personnel

Captain Joanna Harding is a member of a support unit for the Ninth Mechanized Infantry Division. Her thick clothing, wrist dosimeter, and the first-aid symbol on her tool kit mark her as a health physicist charged with keeping vehicle cockpits free of radiation.



Security officer

Jeremy Hoffmann, a member of an elite Marine honor guard, guarded Star League diplomats. Members of this team were trained in crowd control, terrorist techniques, and personal combat. These guards were posted in front of all Star League diplomatic missions. Included in Hoffmann's equipment is a device that can open or lock security doors throughout the diplomatic compound. A small stun wand hanging from his belt is his only weapon.